KROSMASTER® Quest

Scenario Book

Introduction

Welcome to the Scenario Book!

This book is split into two parts. In the first part, you'll find a **tutorial** that will teach you the rules of Krosmaster Quest, over the course of seven scenarios.

If you're playing **Krosmaster Quest** for the first time, we recommend you start here.
The second part contains the **scenarios** you've heard so much about, which will provide you with **varied gameplay** so that no two games of Krosmaster Quest are ever the same.

Don't forget that the scenarios given in this book are only examples. If you want to create your own scenarios and **push the limits**, you're more than welcome to do so! **Have fun!**



Summary

Part 1 : Tutorials

1. Poor Tofus ..... Pages 4-5
2. Knock Knock! Coo's There? ..... Page 6
3. Dungeons and Tofus ..... Page 7
4. Battle Royale ..... Pages 8-9
5. Let's Farm! ..... Pages 10-11
6. But... I'm Rich! ..... Page 12
7. Let's Go on an Adventure! ..... Page 13

Part 2 : Scenarios

- How Scenarios Work ..... Pages 14-15
- Free-For-All: The Free Game ..... Page 16
- Gobball It All Up ..... Page 17
- Shear Pleasure ..... Pages 18
- Egg Hunt ..... Pages 19
- Black is the New Yellow ..... Page 20
- Winter is Coming ..... Page 21
- Pay to Win! ..... Page 22
- Arms Race ..... Page 23
- Cooperative: Down with the Demon! ..... Page 24
- Cooperative ..... Page 25
- The Return of the Gobballs' Revenge ..... Page 26
- The Tofubine Makes a Scene ..... Page 27
- The Big Hunt ..... Page 28
- Dungeon Rush: Gobball ..... Page 29
- Dungeon Rush: Tofu ..... Page 30

Poor Tofus

This first stage will teach you the basics of moving and fighting in Krosmaster Quest.
And what better targets that some innocent Tofus?

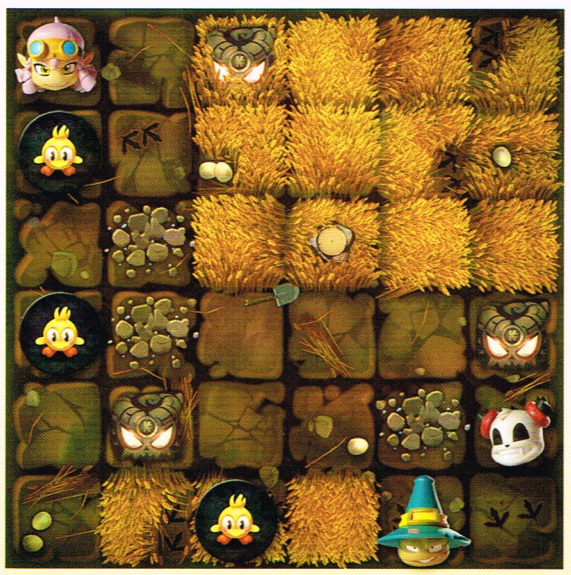
Setting Up

Before the game begins, you should choose one player to play as the Demon. They're going to control the mobs during this tutorial (and the following tutorials, if they like).

Each of the other players chooses a Krosmaster and places their character card on their Dashboard. They then hide their spells, powers, and background text with the appropriate covers.



Take a Tofu tile. Each player places their chosen Krosmaster figure on a starting cell ↖↖ of their choice. Then, the Demon places 1 Tofu per Krosmaster on the board, also on a ↖↖ cells.



And we're off!

The Krosmasters' goal is to KO all of the Tofus on the tile! The Krosmasters each take a turn, in order of highest to lowest Initiative ⚡; the Tofus (if there are any left!) will play after them, in the order the Demon chooses. On each turn, a character (Krosmaster or mob) gets a certain number of **Movement Points (MP)** ◆ **and Action Points (AP)** ⬟. **MP** are used to move around (generally), while **AP** are used to carry out actions like attacking. You can spend your character's **MP** and **AP** in any order you like, alternating as many times as you like. You cannot move diagonally or to a cell that already contains a figure or a mob!

To attack the Tofus, the Krosmasters are going to use Punch.

Punch is a ✊ Close Combat Spell.



This means a Krosmaster must be adjacent to (alongside) a Tofu to hit it. You can't attack diagonally when using Punch.

Each time a character casts a spell, the player makes a critical roll. Roll a die, and if the attacker rolls more , , and then the attacker, reduce the damage by **1 point**.
On the other hand, each attacked character makes an armour roll. They roll a die, and if they roll more or thanc'est of
the attacker, reduce the damage by **1 point**.



(The complete rules for damage calculations are on page 18 of the rulebook)

Place as many **Injury** markers as the end result of this calculation on the target's card. When a character has as many. as they have **HP**, they are considered to be **KO'd** and are removed from the game.

These Tofus only have one single **HP**, and their basic attack inflicts **0 damage,** which means they must get at least one to be of any concern to players... You shouldn't have much trouble beating them!



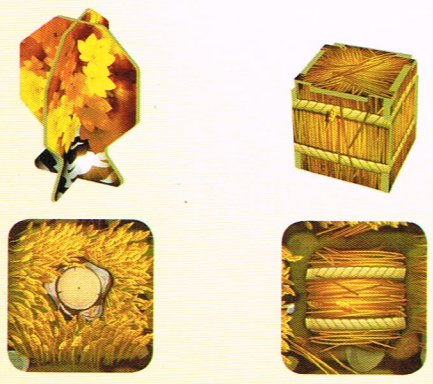
Knock Knock! Coo's There?

You didn't find these little Tofus challenging enough? Here are some bigger ones!
You will also learn more about fighting techniques, resources and Kamas.

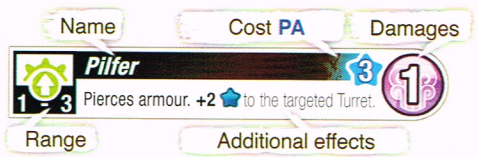
Setting Up

Players stick with the same characters they used in the previous scenario. Each player removes the first cover from their Dashboard; they now have access to their first spell.

The Demon chooses two Tofu area tiles and places them side by side, and then adds trees to the cells with a trunk on them, and hay bales to the cells with hay bales. They then place one Podgy Tofu or a Tofoone (whichever they prefer) per Krosmaster.



Chaaaaaarge!



The Krosmasters must **KO** all of the Tofus to win.

Each Krosmaster now has a spell of their own to use in addition to Punch. Each mob also has a spell.

Each spell has a **range**, consisting of:
a minimum and maximum distance, measured in cells, that the spell can reach. If the symbol showing the range is green, the spell's maximum range is increased by 1 point if the character is on the same cell as a hay bale.

However, to target a character, you must have a clear line of sight: an imaginary line traced between your Krosmaster and your target, which cannot pass through a cell which contains a mob, a Krosmaster, or a tree. However, mobs with the Itty Bitty power and hay bales do not block the line of sight.

(The complete rules for lines of sight are on page 19 of the rulebook.)

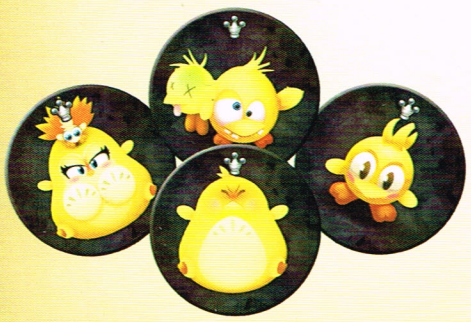
Mobs are now bigger and more difficult to dodge! When a character who is adjacent to an opponent wants to move, he must perform a **dodge roll,** while his opponent must perform a lock roll. Each player rolls 1 die: if the character gets at least as many , or as his opponent gets or , he is free to move. If he gets fewer, he is stuck where he is and misses his turn!

It's time to go into the dungeon! The monsters are stronger there, but the rewards are more tempting.
And, at the end of the last room, the boss is just dying to meet you...

Setting Up

The players each remove another spell cover. Each Krosmaster now has 2 spells.

The Demon takes **1 Tofu Dungeon tile** and adds the appropriate scenery elements. They then place the following monsters on the starting cells:
1 Dungeon Tofu, 1 Dungeon Mutant Tofu, 1 Dungeon Tofoone, and 1 Dungeon Podgy Tofu. These mobs are stronger than normal mobs, and we can tell them apart thanks to the little crowns on their tokens.



Chaaaaaarge!

The Krosmasters must **KO all the Tofus** to win.
Some Krosmaster spells can bring **summons** or **mechanisms** into play. These tokens work in the same as other characters, and act immediately after the turn of the player who summoned them.

(The complete rules for summons are on page 21 of the rulebook.)

There are also spells that have an **additional effect,** shown below their name. These add a special effect to the attacks. For example, **Pierces Armour** forces the target to roll one less die for his armour roll, **Steals Health** heals the caster by as many Injuries as he inflicts, **Push Back** pushes the target back a certain number of cells, and so on.

(The complete rules for additional effects are on page 20 of the rulebook.)

When a mob is **KO'd**, the character who killed them receives a piece of **loot**. They get a number of Kamas equal to the mob's maximum **HP**, which the player puts in the **purse** on their Dashboard; and they also receive a certain number of resources as indicated on the mob token, which they can then place in their bag. A character who contributes to a mob's demise without actually finishing it off will also receive **consolation loot**: **1 Kama** and **1 resource** from among those the mob grants as loot. Each resource takes up 1 space in your **bag**, and your bag starts with 8 space. On the other hand Kamas go in your purse instead, and you can carry as many as you want.

(The complete rules for loot are on page 22 of the rulebook.)



Battle Royale

You made it! Now you're face-to-face with the Boss: the Royal Tofu! And he doesn't seem very happy to see you...
Get ready, to show him what you've learned!

Setting Up

Each non-Demon player removes the cover hiding the **"Power(s)"** area of their character card. They also remove any **Injuries** they may have accumulated during the previous scenarios.

The Demon chooses two Tofu Dungeon tiles, and adds scenery elements to them. They then place the following mobs on the starting cells: **2 Dungeon Tofus, 1 Dungeon Podgy Tofu,** and the **Royal Tofu.** This is a **Boss**, a dangerous opponent who is so impressive he has his own figure!

Final Battle!

The Krosmasters must **KO the Royal Tofu and his henchbirds** to win the fight.
The characters now have powers. Just like the spells' additional effects, they are added to the characters' actions to give them bonuses.
Critical allows them to roll an additional die when making a critical roll, while **Armour** allows them to do the same thing when making an armour roll. The **Strength, Intelligence, Agility,** and **Chance** powers allow you to throw an additional die in both these situations... but only when the spell cast or received is of the right element (earth, fire, air, or water). **Dodge** adds a die to a dodge rolls, and Lock does the same for **lock** rolls.

The **Royal Tofu** has the fearsome **Royal Tofunator**:
All tofus present on the same tile (or even in the same dungeon room) as the Royal Tofu gain Critical and Dodge.
(The complete rules for powers are on page 23 of the rulebook.)

Once the Royal Tofu has been defeated, it's reward time! Each Krosmaster picks a random Tofu item from the reserve. These items can improve the Krosmasters' abilities by giving them new powers, new attacks, or other bonuses.

There are three types of items:

- **Weapons** give you access to a new spell that you can use in the same way as any of your Krosmaster's other spells.

- **Armour** gives certain bonuses to anyone who wears it. There are 4 different types of armour (headgear, cape/epaulettes, breastplate/belt, and boots), and a Krosmaster can only wear one of each type at a time.

- **Trinkets,** can either give you a small ongoing bonus, or a big bonus that permanently destroys the item after use (we call this a consumable trinket).

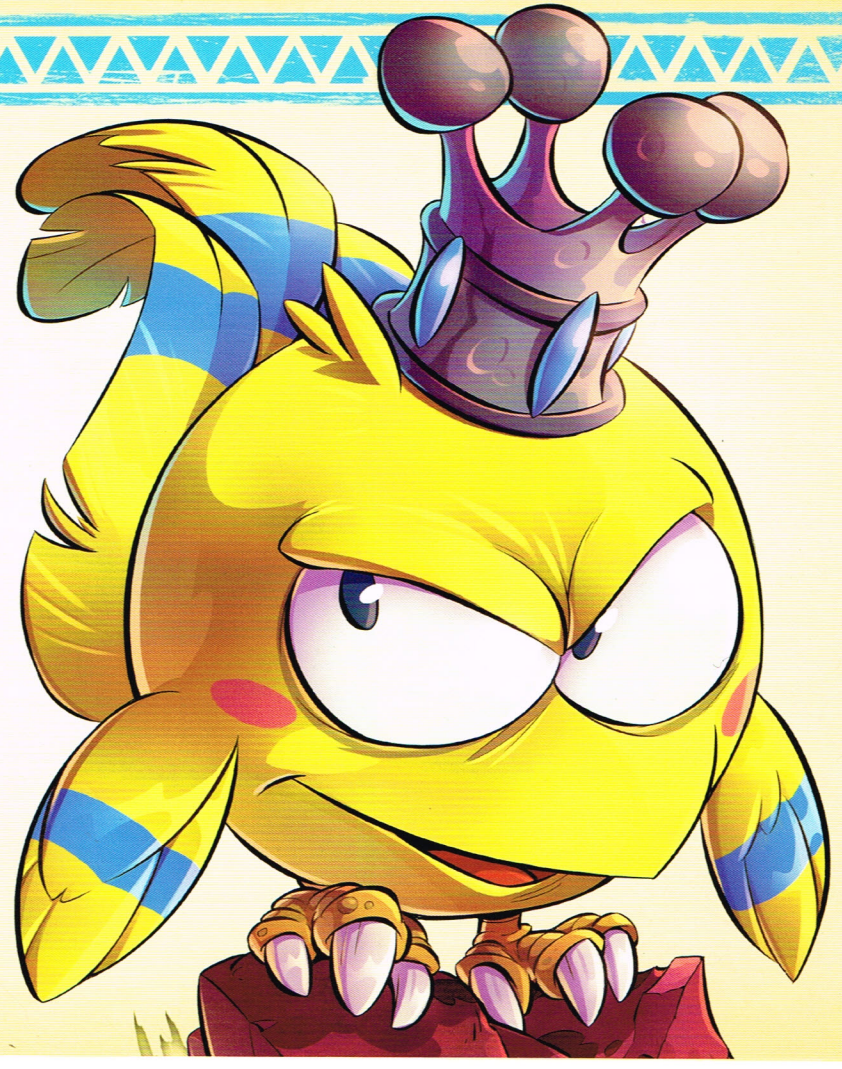
An item must be equipped for you to benefit from the bonus: It doesn't provide any effects while stored in your Krosmaster's bag (where it takes up 4 spaces). Equipment slots are located in the centre of the Dashboard.

(The complete rules for equipment are on page 25 of the rulebook.)



If you want more of a challenge, you can also increase the Boss power with a Boss Mood card. Draw one of these mini-cards at random and place it alongside the Royal Tofu card. Everything that appears on this card is added to his characteristics: he can gain **AP**, **MP**, **HP**, a new attack, or new powers. This will turn him into a much tougher opponent!

If you win this challenge, you will get a reward:
Thanks to the **Special Loot** power on his **mood card**, you won't get any old Tofu item; you'll get a **Royal Tofu item**! This is rare equipment that can't be crafted! You can only get it by confronting the Dungeon Boss at his most powerful... like you just did! Go you!



Let's Farm!

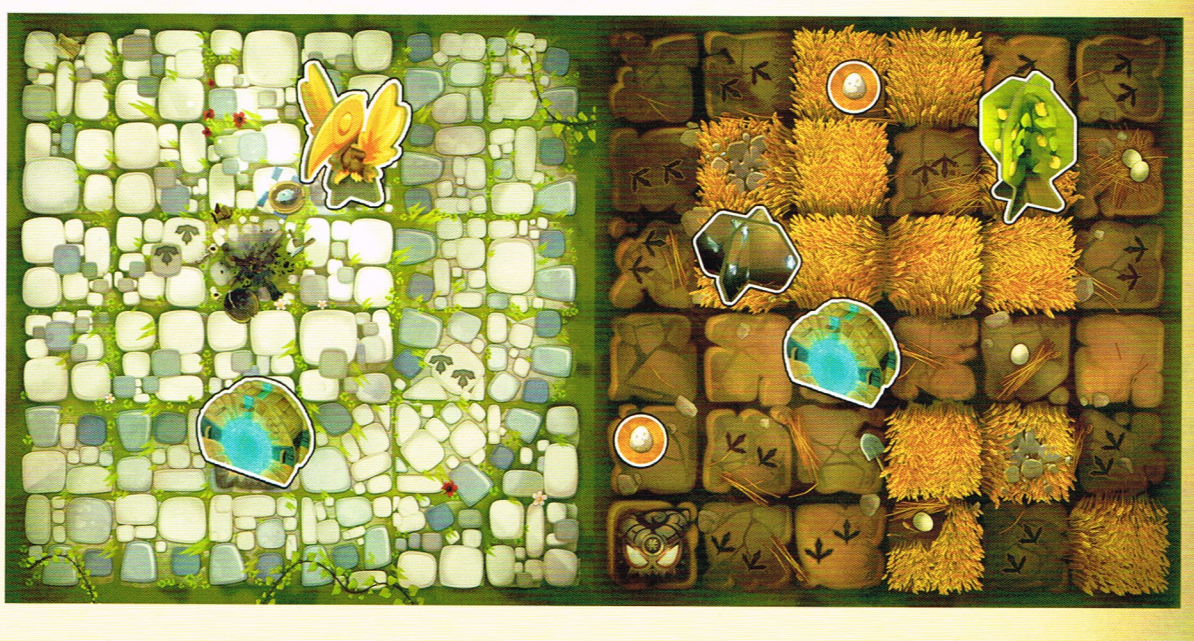
Finally, some fresh air! Open spaces, green fields... There's so much to do here.
Why don't we take a little trip through this wonderful world?

Setting Up

The Demon lays down a city tile, to which they add **1 Zaap** and **1 Phoenix** on the appropriate demon cells.

They then place one tofu tile per player around the city, and add **1 tree**, **1 mineral vein,** and **2 Tofu eggs** to each tile. They also place **1 Zaap** on a **demon cell** of his choice outside the city.

Now it's time to set off on the Adventure Path! This is where you can view and keep track of quests. In this game, it will only be used as a place to store the event deck, which will be composed of the following cards: **3 Tree Repop, 3 Vein Repop, and 3 Egg Repop.**
Each player may remove a **c**over from their bag (increasing its size to 16 spaces) if they haven't done so already.



On your marks, get set... farm!

From now on, it's Everyone For Themselves! The first player to have **3 wood, 3 iron,** and **3 Tofu eggs** in his bag wins the game.
The Krosmasters begin on the starting cells of their choice within the city. The city is a peaceful place; while you're there, you can't attack anyone inside or outside the city. Mobs can't enter the city either.
When a Krosmaster's turn comes up, the player must indicate whether they're using **Combat Mode** or **Adventure Mode** for this turn using their **token**. In **Combat** Mode, a Krosmaster can use any of their available spells. In Adventure Mode, they can't use any of their spells, but they get **+3** MP bonus for that turn, and if they have any Injuries they can remove one Injury token.



Adventure



Combat

During your turn, your Krosmaster has different actions that they can perform by spending AP or MP.

Pick Up an Egg: if the Krosmaster lands on the same cell as an egg, he can pick it up and add it to his bag for **1** AP. If there are multiple eggs, they will have to use this action again for each additional egg they want to pick up.

Farm a Tree: A Krosmaster can cut down a tree on an adjacent cell for **3** AP. The tree is then removed from the game and the Krosmaster places **1 wood** resource in their bag.

Farm a Vein: A Krosmaster can mine a vein on an adjacent cell for **3** AP. The vein is then removed from the game and the Krosmaster places **1 iron** resource in their bag.

Using a Zaap: A Krosmaster may use a Zaap on an adjacent cell by spending **1** MP and **1 Kama**. They will then reappear on a cell adjacent to another **Zaap**.

(The complete rules for actions are on page 15 of the rulebook.)

This scenario also introduces event Cards. On each of the Demon's turns, he picks a card from the event deck, reveals it, and apply its effect. (They normally draw multiple cards per turn, but we're limiting it to just one for this scenario).
In this scenario, event cards will make resources appear. On each tile, except the city, the Demon places **1 tree**, **1 vein,** or **2 eggs** on a tile, depending on what it says on the card. The Demon places them on the cells corresponding to each type of resource. If there are no free cells of the type on the card, you're out of luck! No new resource will appear this time.



But... I'm Rich!

No, you're not strong enough yet! You want to be even more powerful!
You dream of becoming a rich and famous banker... Well, so what are you waiting for?

Setting Up

Players stick with the same characters from the previous scenario. Empty the Krosmasters' bags and purses.
The Demon keeps all the tiles from the previous challenge, and places **1 Tofu** drawn at random from the reserves on each tile. They also add a new city tile alongside the first one. , and put the following special scenery elements on the new one: a **Marketplace** and a **Crafting Table**.
The **Marketplace** comes with a **new gameboard,** which you now have to fill! Each resource is represented by a token that shows its retail value. At the start of the game they are all worth **3 Kamas**.
The Demon then prepares the recipes you can buy: they draw **Tofu craft recipes** (face down) at random, and put them on each of the corresponding spaces in the **Marketplace**.
Finally, they add the following cards to the Event deck: **4 Price Changes, 2 New Arrivals, 1 Auction, 4 Tofu Repops** (1 Tofu each).
(The descriptions and effects of all of these cards can be found on page 28 of the rulebook.)

Filthy Rich!

Each Krosmasters must craft and equip **2 items** to win. (If a Krosmaster already has an item due to winning the Dungeons and Tofus scenario, it doesn't count!)
Each Krosmaster can now use with the **Marketplace** and the **Crafting Table**.

For **3 AP**, a Krosmaster adjacent to a **Marketplace** can dabble. This allows them to, in this precise order: sell as many resources and items as they wish, and receive Kamas in exchange, and then buy as many resources and recipes as they wish by paying their current value in Kamas.

For **3 AP**, a Krosmaster adjacent to a **Crafting Table** can craft a recipe that they already have in their inventory. To do so, they must use up the ingredients required by the recipe. This then turns into an item that the Krosmaster can equip.
(The complete rules for Marketplaces and crafting are on page 24 of the rulebook.)

If a Krosmaster is **KO'd**, they reappear alongside the **Phoenix**, and removes an **Injury** marker. To heal more, they may decide to play in **Adventure Mode** (which heals one Injury per turn), or skip their turn completely to heal **5 Injuries**.



That's it, You're finally ready! Real adventurers, equipped from head to toe and in full control of all your powers!
So, tell me, dear adventurers... are you going to accept my quest?

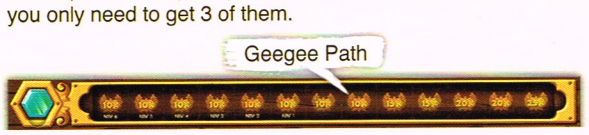
Setting Up

Keep the same tile set up from the previous scenario. Instead of the mobs from the previous scenario, the Demon places a random Tofu on each tile.
Add an event deck with the following cards: **3 Tofu Repops (2 Tofus), 2 Tofu Repops (3 Tofus), 2 Special Tofu Repops, 1 My Feathery Thing, 1 Tofucide, and 1 Bling Bling.**

Each Krosmaster will receives a personal quest. There are two types of these: **Hunting Trophies**, which requires them to **KO** a certain number of **Tofus**, and the **Journeys**, which require the Krosmaster to complete specific actions in the right order. Each player receives **1 Tofu Hunting Trophy** and 1 **Tofu Journey**, both worth **1 GG**.
(The descriptions and effects of these cards can be found on page 28 of the rulebook.)
For this scenario, the Demon will draw **2 event cards** per turn instead of one.

Mission: Very Possible

The first player to earn **3 GG** wins the game!
Put the **GG** you earn on your **Geegee Path**, which is found on each Krosmaster's Dashboard. In a normal game, you have to fill this path in completely to win the game, but this time around you only need to get 3 of them.



How do you win **GG**? By completing quests, of course!
When a Krosmaster kills a mob shown on their Hunting Trophy, they can mark it with a token of their colour. When they've killed all of the mobs indicated, they gets rid of that card and receivethe amount of **GG** shown on the card. He then receive a new quest that will earn him **1 GG** more than they earned from the quest they just completed.

For a Journey, the Krosmaster must complete all the steps on the card in the order in which they appear. Mark each step with a token of your colour once it's done. Once you finish the final step, get rid of the card and receive the **GG**, and pick up another card that will give you one more **GG** than the previous one (to a maximum of 3 GG).

In this scenario a new type of card appears in the event deck: **Quest Cards**. When the Demon draws one of these cards, they go on the first free space on the **Adventure Path.** Any Krosmaster can tackle these quests, but, just like with Journeys, it must be completed in the right order.
(The complete rules for GG and quests are on page 14 of the rulebook.)

That's it! You finished the tutorial!
That covers all of the fundamentals of Krosmaster Quest. Now you can dive into a real game, using all the rules. To do so, go to page 8 of your Rulebook, or turn the page...

How the Scenarios Work

Choose Your Scenario

Each scenario has its own individual features. There are different "types" of scenarios, which you can distinguish by the following icons:


This scenario uses the Free-For-All rules (see page 16 of this booklet).


This game uses the Cooperative mode rules (see page 25 of this booklet).


This game pits you against Gobballs.


This game pits you against Tofus.


In this game, you will play against both Gobballs and Tofus.


This scenario can be played either against Gobballs or against Tofus. It's up to you!

Setting Up

The game set-up may change depending on the scenario. Any aspect that differs from a classic game will be indicated in the description. If an element is not mentioned in a scenario's Setting Up section, you should assume there is no change for that element, and continue as you would for a classic game.

Mob Families
Each scenario is associated with a mob family, which is clearly indicated by a symbol. If more than one choice is offered, or if an exotic selection of mobs is required for this scenario, you will find the necessary information in this category.

Board
This category will tell you which board tiles are to be used for this game.

By default, all scenery elements are used. If a specific scenery elements must be present or absent from the board for this scenario, it will be specified here.

Event Cards
By default, all event cards associated with the mob families present in the game are used. If certain cards should be removed from the event deck for this scenario, they will be indicated here.

Adventure Path
By default, the Adventure Path is 8 spaces long. Some scenarios need to be played more quickly, so the path may be shortened. Cover the unused cells with face-down cards so you don't forget how long The Adventure Path is supposed to be.

Personal Quests
By default, each Krosmaster begins the game with 3 Personal Quests. Some scenarios give them fewer quests to begin with, or call for an alternative method of distribution, or ban certain types of quests. This information will be provided here.

Special Mobs
By default, you use all of a mob family's special mobs. When this category appears in a scenario, only use the special mobs listed, and remove all others from the reserve. Remember that some of these special mobs may be brought into play through additional rules. In this case, do not place them in the reserve; simply keep them close by.

Marketplace
By default, all resources in the Marketplace are worth 3 Kamas at the start of the game, and items are sold in the form of recipes. This category can alter the basic value of the resources, the number or the type of items that may be sold.

Some scenarios may ask you to place equipment up for sale directly. This means that they are not sold as recipes, but directly in the form of equipment that players can purchase for its value in Kamas.

Special Rules

In this section, you will find any rules modifications that do not fit into previous categories. These rules are in addition to Krosmaster Quest rules. Pay close attention to them, because they can influence on the way you play!

Victory Conditions
Some scenarios call for determining a winner differently from the normal Krosmaster Quest rules. The game is not normally over until a player has completed his Geegee Path, but a scenario can call for something else, which will be described here.

Repeatable Quest
This part describes the exact effects of the scenario card, and, by extension, the Repeatable Quest. This is usually a way of earning GG, but other things may happen when one of these quests is completed.

Additional Rules
Any other special rules that may apply to the scenario and are not described elsewhere will be found here. If one of these rules contradicts one of the game rules, the rules provided in the scenario take precedence.



Free-For-All: The Free Game

The Outerworld's false sun is shining. All around their fortified enclave, adventurers are roaming, fighting the local fauna, picking up countless items fallen to the ground and crafting magnificent weapons... Just an ordinary day in the life of a Krosmaster!
Free-For-All is the default mode in Krosmaster Quest.
Each player controls an independent Krosmaster and tries to win the game alone, to the detriment of the others.

Setting Up

Setting up a game in Free-For-All mode is described in the details on pages 12 and 13 of the rulebook. Set up the table using the default options, without any special rules.



Victory Conditions

The first Krosmaster to completely fill his Geegee Path wins the game.
If the Adventure Path ends the game (no more free cells for a new quest card), the Krosmaster with the most GG wins.

If you do not want to use this exact scenario during your Everyone For Themselves game, you can apply the rules explained below.

Mob Families

You can choose to play the game either with just one family of mobs, or with both families at the same time.

If you decide to just use one family, only use the tiles, event cards, and repeatable quests associated with that family. Set the board up as described on pages 12 and 13 of the rulebook.

If you decide to use both families, mix the event cards and personal quests of both families together.

When it's your turn to place a tile, you have the choice of placing a Gobball tile or a Tofu tile. However, there must be at least one tile of each type in play for all of the mobs to be able to appear.

The recipes available at the Marketplace are mixed. So, there will be 4 Gobball recipes (1 weapon, 2 pieces of armour, and 1 trinket) and 4 Tofu recipes (1 weapon, 2 pieces of armour, and 1 trinket).

Special Rules

Repeatable Quest
As this is a generic game, a scenario card will not be used. Before the start of the game, the Demon draws event cards until they reveal the quest card, which must not be a Repeatable Quest. Place this card on the first space of the Adventure Path. It will be the scenario card for this game. Then shuffle all of the other cards back into the deck

Gobball it All Up

What a splendid creature the Gobball is! Its flesh is tender, its wool is warm, its horns are solid, and its dung makes an excellent face mask! (And it wears sunglasses for some reason! Let's see your poop do that!) Even Demons love to drink themselves silly on Gobball blood. To prosper in the Outerworld, sometimes you have to live near a well-stocked flock...

Setting Up

Board
Only use Gobball tiles.

Event Cards
Use the Gobball event cards. Remove the following cards from the deck: 1 Tree Repop, 2 Vein Repop, and 1 Enemy Krosmaster Appearance.

Special Mobs
Cave Gobball, Putrid Gobball, Gobkool, and 2 Goblettes.

Marketplaces
Wood and Iron are worth 2 Kamas. All other resources are worth 3 Kamas.

Special Rules

Repeatable Quest
Discarding 1 piece of wool, 1 horn, and 1 Gobball Dung earns you 1 GG.

Additional Rules
When the Demon plays a Gobball Repop (+3 Gobball) card, they can opt to use a special Gobball in place of one of the three normal Gobballs.



Shear Pleasure

Winter is... rapidly approaching! In preparation for the terrible month of Descender, the adventurers are all avidly looking for a bit of wool to keep them warm! And Gobball Wool, both the cheapest and smelliest type of wool, is the one that's most sought after.
So sharpen your shears and get to it! Chop, chop!

Setting Up

Board
Only use Gobball tiles.

Event Cards
Use the Gobball events. Remove the following cards from the deck: 3 New Arrivals, and 2 Price Variations.

Adventure Path
It is 7 cells long.

Special Mobs
Gobkool, Putrid Gobball, Cave Gobball, and Skeleton Gobballs.

Special Rules

Repeatable Quest
Shearing a mob from the Gobball family using the special **Shear** action (see below) earns you **1 GG**.



Additional Rules
For this scenario, all the Krosmasters have the special Shear action. It costs **5** AP, and has a Close Combat range (like Punch).

When a Krosmaster uses **Shear** on a **normal Gobball** (who is neither a Special Gobball nor a Boss), this mob is removed from the game and replaced with a **Goblette**, and the Krosmaster receives a **Gobball Wool**. The mob who was removed from the game does not drop loot. **It's not dead**; it's just been sheared! This action also allows you to complete the scenario's repeatable quest.



Egg Hunt

Recently, a Demon took a particular interest in the Tweester Holiday, known for its chocolate eggs. He decided to organise his own egg hunt... but he wasn't really sure what the word "chocolate" meant. Any egg, large or small, fresh or rotten, will be accepted!
On your marks! Get set! Go and find some eggs!

Setting Up

Board
Only use Tofu tiles.

Event Cards
Use the Tofu event cards.

Adventure Path
The Adventure Path is 6 cells long.

Special Mobs
Tofubine, Tofuzmo, Ugly Tofu, Batofu, and Blastofu.

Marketplace
Tofu eggs are worth 4 Kamas, and wood is worth 3 Kamas.
All other resources are worth 2 Kamas.

Special Rules

Repeatable Quest
Discarding 3 Tofu eggs from your bag gets you 1 GG.

Additional Rules
Each time the Demon plays a Tofu Repop (+2 or +3 Tofus), Special Tofu Repop or Royal Tofu Appearance card, they place 1 Tofu egg on an egg space on the same tile.

When a Krosmaster is KO'd (including using the Give Up action), remove all of the Tofu eggs from their bag; the eggs got broken when they fell, so now they have to go find new ones!



Black is the New Yellow

Yellow is so yesterday! The bright colours and shimmering softness of Tofu feathers is no longer "in" with Outerworld fashionistas. Black, on the other hand, is cool and trendy. As a result, everyone is now looking for Black Tofu Feathers...
And these poor little creatures are having to run for their lives even faster than usual!

Setting Up

Board
Only use Tofu tiles.

Event Cards
Use the Tofu event cards. Remove the following cards from the deck: 1 Royal Tofu Appearance, 2 Egg Repops, and 2 Auctions.

Personal Quests
Don't use hunting trophies for this scenario. Each player receives 2 quests worth 1 GG and 2 quests worth 2 GG, and returns one of each to the deck, so that they start the game with 2 personal quests.

Special Mobs
Tofuzmo, Ugly Tofu, and Batofu.

Marketplace
Tofu Feathers are worth 5 Kamas, and all other resources are worth 3 Kamas. Place 4 items of equipment up for direct sale (1 weapon, 2 pieces of armour, and 1 trinket), along with 4 recipes (1 weapon, 2 pieces of armour, and 1 trinket). These are the last season sales!

Special Rules

Repeatable Quest
Killing a Black Tofu earns you 1 GG.

Additional Rules
Each time the Demon plays a Tofu Repop (+2 or +3 Tofus) card, one of these mobs must be a Black Tofu, if there are any left. Killing a Tofuzmo or Ugly Tofu automatically results in the Krosmaster who finished it off getting 1 GG.

In this scenario, Krosmasters controlled by the Demon may freely attack Tofus. They are competing hunters, willing to do whatever it takes to get their hands on a few feathers!



Winter is Coming

It's rare for a fragment of the Outerworld to be stolen from winter. Djaul, the guardian of the month of Descender, doesn't like it when people use his domain. But when a piece of the world slips from under his nose, it remains stuck in winter forever. The Krosmasters will have to fill their bags with provisions to be able to survive as long as possible in this hostile environment...

Setting Up

Mob Families
You can choose to play this scenario with either the Gobball family or the Tofu family, (but not both at the same time).

Board
Use the tiles associated with the selected mob family.

Event Cards
Use the event cards associated with the mob family. Remove the following cards from the deck: 3 New Arrivals, 2 Auctions, 2 Tree Repops, and 1 Enemy Krosmaster Appearance.

Adventure Path
It is 7 cells long.

Special Rules

Repeatable Quest
For every 8 bag spaces occupied (by resources, recipes, or items), a Krosmaster earns 1 GG. It is possible to earn several GGs at once from this quest. The player does not have to complete this quest as soon as possible. They can wait if he wants to.

Additional Rules
When a Krosmaster is KO'd by a mob, they must discard 3 resources of their choice from their bag. The mobs are also looking for winter provisions!

When a Krosmaster is KO'd by another player, the latter may steal up to 4 resources of his choice and add them to their own bag. If they wants to, he can steal a recipe or a piece of equipment from the bag instead of resources.



Pay to Win!

One day, an overly-curious Demon listened to the ramblings of a Kama-less Enutrof. Fascinated by how these little chunks of metal could have so much power, he asked the adventurers to bring him as many of them as possible...
Today, as the Top Demon in the Outerworld, he reigns over a Demonic financial empire that would turn Enutrof himself green with envy!

Setting Up

Mob Families
You can choose to play this scenario with either the Gobball family or the Tofu family, but not both at the same time.

Board
Use the tiles associated with the selected mob family.

Event Cards
Use the event cards associated with the selected mob family. Remove the Bling Bling quest card from the deck.

Personal Quests
Krosmasters do not receive any personal quests for this scenario.

Special Rules

Repeatable Quest
For every 10 Kamas they hand over, a Krosmaster earns 1 GG. It is possible to earn 2 or more GGs at a time from this quest. Players do not have to complete this quest as soon as possible; they can wait to turn their Kamas in if they want.

Additional Rules
When the Demon plays a Price Change, New Arrival, or Auction card, or a Repeatable Quest, he also applies the Price Change card effect. This effect is in addition to that of the event card; playing a Price Change card therefore produces double the effect.



It will soon be time to go down into the Arena. The Demons must choose their new champions, and they will only take the most dangerous and best-equipped Krosmasters.
It is time to raid the armouries and put together your own little gladiator set. Freedom might just be yours for the taking!

Setting Up

Mob Families
This scenario uses both mob families.

Board
Use a mixture of tiles from both mob families.

Event Cards
Mix together the Gobball and Tofu event cards. Remove the following cards from the deck: 4 Krosmaster Enemy Appearance s, and 4 Price Changes.

Marketplace
Mix together the Gobball and Tofu equipment. Place 4 random items of equipment in via direct sale (1 weapon, 2 pieces of armour and 1 trinket), along with 4 random recipes (1 weapon, 2 pieces of armour and 1 trinket) at the Marketplace.

Special Rules

Repeatable Quest
For each 2 complete equipment sets a Krosmaster equips, they earn 1 GG. A complete set in this case means 4 pieces of equipment. It is possible to earn multiple GGs at a time from this quest. The player does not have to complete this quest as soon as possible.

Additional Rules
Mix the Royal Gobball and Royal Tofu equipment with the rest of the equipment in the reserve. Players can only purchase these via direct sale. If the Demon picks royal equipment as a recipe, it goes it back in the reserve and they pick another one.



Cooperative: Down with the Demon!

In the Outerworld, as elsewhere, there is strength in numbers. When the Krosmasters put aside their petty squabbles and unite to fight against their oppressors, that's when the real fun begins. Down with the dark forces! Down with the Demon!
The Cooperative game is a variant of Krosmaster Quest, and it shares most of the same rules. All of the players are united against the Demon, who is tasked with taking them down.

Setting Up

The rulebook describes how to set up for Free-For-All on pages 12 and 13. Set up the table using the default options, without any special rules. The player playing as the Demon goes after the Krosmaster with the lowest initiative.

Special Rules

All the Demon's Power
Unlike in Free-For-All games, the Demon can use the full force of his powers. As a result, they get to move mobs every turn they take, and they never have partial turns.

Devouring GG
In a Cooperative game, the Demon tries to reduce the Krosmasters' strength to nothing. They do so by devouring the Krosmasters' GG.

A devoured GG is removed from the Krosmaster's Geegee Path, starting from the left side of the Path. GG Krosmaster receive as a result of completing quests always go to the right of their most advanced GG. They can then continue moving forward to the end of their Path.

In this game mode, filling the last cell of your Geegee Path is enough to win the game. You don't have to have every cell filled. Furthermore, the Krosmasters don't lose GG (from the right of their path) for getting KO'd in game.



When the Demon devours all of a Krosmaster's GG, the Krosmaster won't be able to earn any more GG for the rest of the game. They discard their personal quest cards and remove their tokens from the Adventure Path. However, they remain in the game and will still be able to help their companions defeat the Demon.
If you are using the "Play with Other Krosmasters" variant suggested on page 30 of the rulebook, characters that are level 6 and over begin the game with 1 GG instead of 0. They then earn GG just like their companions.

The Demon can devour GG in the following ways.

- **The Cost of Defeat**: When a Krosmaster is KO'd, the Demon devours 1 of his GG. (This effect replaces the usual 1 GG penalty of being KO'd.)

- **You're Next!**: When a Krosmaster doesn't have any GG left and is KO'd, the Demon devours 1 GG from another Krosmaster of his choice.

- **Reinforcements are Here**: When the Demon plays a Special Gobball Repop, Special Tofu Repop or Enemy Krosmaster Appearance card, they devour 1 GG from a Krosmaster of his choice.

- **Make Way for the Master**: When a Demon plays the Royal Gobball Appearance or Royal Tofu Appearance card, they devour 1 GG from each Krosmaster.

- **Your End is Nigh!**: When the Demon places a Repeatable Quest on the Adventure Path, they devour 1 GG from each Krosmaster.

Victory Conditions
One of the players must complete their Geegee Path before the Demon devours all of the Krosmasters' GG. If they can do so, the players win the game. If all of the Krosmasters' GGs are devoured, or if the game ends because of the Adventure Path (no more free cells for new quest cards), the Demon wins the game.

If you don't want to use this exact scenario during your Cooperative game, you can apply the following rules.

Setting Up

You can choose to play the game either with just one family of mobs, or with both families at the same time.

If you decide to just use one family, only use the tiles, event cards, and repeatable quests associated with that family. Set up the board as described on pages 12 and 13 of the rulebook.
If you decide to use both families, mix the event cards and personal quests of both families together.
When a player's turn comes up to place a tile, they have the choice of placing a Gobball tile or a Tofu tile. However, there must be at least one tile of each type in play for all the mobs to be able to appear.
The recipes available at the Marketplace are mixed. So, there will be 4 Gobball recipes (1 weapon, 2 pieces of armour, and 1 trinket) and 4 Tofu recipes (1 weapon, 2 pieces of armour, and 1 trinket).

Special Rules

Repeatable Quest
As this is a generic game, you don't use a scenario card. Before the start of the game, the Demon draws event cards until they draw a quest card, which must not be a Repeatable Quest. Put this card on the first space of the Adventure Path. It will serve as the scenario card for this game. The Demon then shuffles the other cards they drew back into the event deck



The Return of the Gobballs' Revenge

The Demon has had enough! The Gobball massacre has gone on too long! He's going to impose a new rule on the Outerworld: each Gobball killed will come back as a ghost to take revenge on its killer.
And when the dead outnumber the living, they will really be put to slaughter...

Setting Up

Board
Only use Gobball tiles.

Event Cards
Use the Gobball event cards. Remove the following cards from the deck: 2 Krosmaster Enemy Appearancess and 1 Special Gobball Repop.

Adventure Path
The Adventure Path is 7 cells long.

Personal Quests
Each player receives 2 quests worth 1 GG and 2 quests worth 2 GG. They then return one of each to the deck, so that each player starts with 2 Personal Quests.

Special Mobs
Putrid Gobball, Skeleton Gobball.

Special Rules

Repeatable Quest
Killing a Gobball Ghostof earns you 1 GG.

Additional Rules
Each time a mob from the Gobball family is killed, the Demon brings a Gobball Ghostof into play in its place.

The Demon has an additional way of devouring the players' GG (in addition to those described on page 19 of this booklet).
•**Curse You!**: If the Demon has to bring another Gobball Ghostof into play when there are already 4 in game, they devour 1 GG from each Krosmaster instead.



The Tofubine Makes a Scene

Once upon a time, there was a Princess who escaped from her dungeon to go on an adventure. But soon, the whole world was chasing after her for her beauty and wealth. Helped by her noble knights, she decided to take the perilous path that led her to her father, the King... Oh, did I mention that this Princess was a Pink Tofu?

Setting Up

Board
Only use Tofu tiles. The Tofu dungeon entrance must appear on one of these tiles. If none of the players place it on a tile, the Demon must put it on a free Demon cell at the end of the game board set up.

Event Cards
Use the Tofu event cards. Remove the following cards from the deck: 1 Royal Tofu Appearance, 2 Enemy Krosmaster Appearances, and any quest cards except for the Repeatable Quests.

Adventure Path
The Adventure Path is 6 cells long.

Personal Quests
Do not use Journeys in this scenario. Each player receives 2 quests worth 1 GG and 2 quests worth 2 GG, and returns one of each back into the deck, so that each player starts with 2 Personal Quests.

Special Mobs
Tofuzmo, Ugly Tofu, Blastofu, 2 Black Tofus.

Special Rules

Victory Conditions
The Krosmasters, along with the Tofubine, must enter the dungeon and defeat the Royal Tofu residing in there. If they can do this, they win the game. If all the Krosmasters' GGs are devoured, or if the game ends due to the Adventure Path, the Demon wins the game.

Repeatable Quest
If the Tofubine is on the same tile as a Krosmaster, the Krosmaster earns 1 GG.

Additional Rules
Tofu Repop event cards that normally make 1 Tofu appear will make 2 appear instead.

At the start of the game, the Demon places the Tofubine on a starting cell of his choice (outside the city). A Krosmaster located on the same tile as her can control her as if she was one of their summons. The Tofubine cannot go into the city.

The Demon has two additional ways of devouring the players' GG (in addition to those described on page 19 of this booklet).

•**Get Her!**: If the Tofubine is KO'd, the Demon returns her to the game with full HP on a cell adjacent to a Krosmaster (outside the city) of their choice, and then devours 1 of this Krosmaster's GG.
•**Lost and Alone**: If the Tofubine is KO'd and all of the Krosmasters are in the city, the Demon returns her to the game with full HP on a cell adjacent to the Dungeon Entrance, and then devours 1 GG from each Krosmaster.



The Big Hunt

Sometimes, Krosmasters who are prisoners of the Outerworld rebel against their fate, breaking the Demons' precious toys and trying to escape. The masters of the place don't hesitate to release their most dangerous Guard Bow Wows to snuff out these rebellions... Will today's incident be any different to the others?

Setting Up

Mob Families
This scenario uses both mob families, Gobballs and Tofus.

Board
Use a mixture of tiles from both mob families. Don't place any dungeon entrances in game though; access to the dungeons is forbidden in this scenario.

Event Cards
Mix together the Gobball and Tofu event cards.

Personal Quests
Do not use Journeys in this scenario.

Special Mobs
Tofuzmo, Ugly Tofu, Batofu, Blastofu, Cave Gobball, Skeleton Gobball, Putrid Gobball, Gobkool.

Marketplace
Mix together the Gobball and Tofu equipment. Place 4 random items of equipment up for direct sale (1 weapon, 2 pieces of armour and 1 trinket), along with 4 random recipes (1 weapon, 2 pieces of armour, and 1 trinket) at the marketplace.

Special Rules

Repeatable Quest
Killing a Boss or a Krosmaster controlled by the Demon earns you 1 GG. These GG are in addition to those earned for killing a Boss outside of the dungeon.

Additional Rules
Each player removes one additional spell cover from their Dashboard before the start of the game. These rebellious Krosmasters are trained and dangerous!
In this scenario, the Demon does not devour GG using the **Reinforcements are here** action (when they bring a special mob or an enemy Krosmaster into play).
When the Demon plays a Gobball Repop (+3 Gobballs) card, they can decide to bring the Royal Gobball into play instead of the mobs. Likewise, a Tofu Repop (+3 Tofus) card can be used to make the Royal Tofu appear instead of the mobs.
If the Demon plays a Royal Gobball Appearance or Royal Tofu Appearance card while the Boss is still in game, they draw a Boss Mood card and immediately apply it to the Boss in question.



Frolicking in the fields is fine for others! But you want to lock horns with the head of the flock right away!
Then sharpen your weapons and confront the fearsome monster in his own dungeon!

Setting Up

This scenario lets you play a quick, combat-centric game , and as a result, you can ignore some of the usual Krosmaster Quest rules.

So Don't use the Adventure Path, Marketplace, or Event Cards. Players do not receive Personal Quests. The Krosmasters do not cover their spells and powers. Ignore the usual rules regarding loot. The Krosmasters only play in Combat Mode during this scenario.

Board
The Demon chooses a Gobball Dungeon tile. He adds a decoration of each type (fountain and Gobball totem) to it. The Krosmasters place themselves on the starting cells located on the last 2 lines at one side of the tile. The Demon then picks 3 dungeon gobballs and places them on the starting cells in the last two lines of the opposite side of the tile.

Pocket Money
Depending on the size of the group, the Krosmasters may receive a certain amount of Kamas to buy equipment. They can use this money to buy equipment of their choosing before entering the dungeon, but they are not allowed to buy consumables.
- 1 Krosmaster: 8 Kamas
- 2 Krosmasters: 4 Kamas each
- 3 Krosmasters: 2 Kamas each
- 4 Krosmasters: 0 Kamas each
- 5 Krosmasters: 0 Kamas, and the Boss starts with a Mood card

Special Rules

Victory Conditions
Kill the Royal Gobball. If a Krosmaster succeeds, the players win. If all of the Krosmasters are KO'd, the Demon wins.

Dungeon Development
Unlike in a normal Krosmaster Quest game, this dungeon is made up of 3 rooms. If, at the end of a Krosmaster's turn, there are no mobs left in the dungeon, a new room will open up. The Demon selects a new tile and attaches it to the first one. They then add additional mobs to the 2 last rows the furthest away from the Krosmasters, and the game continues.
- 2nd Room: 4 Dungeon Gobballs
- 3rd Room: 3 Dungeon Gobballs and the Royal Gobball.

Do not draw a Boss Mood for the Royal Gobball unless there are 5 Krosmasters present in this dungeon.

Dungeon Rush - Tofu

Are you looking for a fight? Is your ideal punch bag yellow, fluffy and wearing a crown?
Then why not join together with some of your favourite comrades in arms and head over to the Tofu dungeon!

Setting Up

This scenario lets you play a quick, combat-centric game , and as a result, you can ignore some of the usual Krosmaster Quest rules.

So Don't use the Adventure Path, Marketplace, or Event Cards. Players do not receive Personal Quests. The Krosmasters do not cover their spells and powers. Ignore the usual rules regarding loot. The Krosmasters only play in Combat Mode during this scenario.

Board
The Demon chooses a Tofu Dungeon tile. They add a decoration of each type (Tofu Cage and Tofu Nest) to it. The Krosmasters place themselves on the starting cells located on the last two lines at one side of the tile. The Demon then picks 3 Dungeon Tofus and puts them on the starting cells in the last two lines on the opposite side of the tile.

Pocket Money
Depending on the size of the group, the Krosmasters may receive a certain amount of Kamas to buy equipment. They can use this money to buy equipment of their choosing before entering the dungeon, but they are not allowed to buy consumables.
- 1 Krosmaster: 6 Kamas
- 2 Krosmasters: 3 Kamas each
- 3 Krosmasters: 0 Kamas
- 4-5 Krosmasters: 0 Kamas, and the Boss starts with a Mood card.

Special Rules

Victory Conditions
Kill the Royal Tofu. If a Krosmaster succeeds, the players win. If all of the Krosmasters are KO'd, the Demon wins.

Dungeon Development
Unlike in a normal Krosmaster Quest game, this dungeon is made up of 3 rooms. If, at the end of a Krosmaster's turn, there are no mobs left in the dungeon, a new room will open up. The Demon selects a new tile and attaches it to the first one. They then add additional mobs to the 2 last rows the furthest away from the Krosmasters, and the game continues.
- 2nd room: 4 Dungeon Tofus
- 3rd room: 3 Dungeon Tofus and the Royal Tofu.

Do not draw a Boss Mood for the Royal Tofu unless there are 5 Krosmasters present in this dungeon.

Notes

