

The cover art for 'Paper Dungeons Sidequest Expansion' is a vibrant, stylized illustration. At the top center, a large, bearded dwarf in golden armor looks upwards with a determined expression. To his left, a young woman in a yellow tunic aims a glowing staff. To his right, a green-skinned elf in dark armor is shown in profile, looking towards the center. In the background, a skeletal figure with glowing red eyes and a hooded figure are visible. The title 'PAPER DUNGEONS' is rendered in large, blocky, stone-like letters with a glowing effect. Below it, 'SIDEQUEST' is written in a similar style with a diamond-shaped gem integrated into the letter 'Q'. Underneath, 'EXPANSION' is written in a clean, white, sans-serif font. The bottom of the cover features several smaller scenes: a knight in full plate armor on the left, a character sitting on a wooden balcony in the middle, and a group of characters gathered around a table playing cards on the right. A large, roaring monster head is visible in the bottom left corner.

PAPER DUNGEONS

SIDEQUEST

EXPANSION



1-8



14+



30'

RULES



GLYPTODON

In **PAPER DUNGEONS: SIDE-QUESTS**, each player controls a classic group of heroes from medieval fantasy stories in a new and dangerous adventure. This new dungeon is full of even more dangerous monsters and a new type of trap. Side quests can also be completed to obtain glory and powerful artifacts. At the end of the eighth round, the player with the most glory is pronounced the winner.

CONTENTS



16 Artifact Cards



8 Lieutenant Cards



12 new
Dungeon Cards



4 new
Villain Cards



16 Side
Quest Cards



100 new
Player Sheets



3 Villain Strength
Modifier Tokens

SETUP

Setup is very similar to that of the base game; however, use the new **Player Sheets** and **Dungeon Cards** instead of those that come with the base game (do not shuffle them together). These **Dungeon Cards** have new elements to be drawn, which are explained in more detail in the “New Dungeon Elements” section.

Before step 5, of the base game, carry out the following new steps:

1. Shuffle all the **Lieutenant Cards** and place them face-down in a single pile in the center of the table.
2. Separate the 4 **Jewel Cards** from the rest of the **Artifact Cards**. Shuffle the other 12 **Artifact cards** and randomly draw a number of cards according to the table below:
 - 1 player: 4 cards
 - 2 players: 5 cards
 - 3 players: 6 cards
 - 4 players: 7 cards
 - 5+ players: 8 cards

Next, shuffle these cards with the 4 **Jewel Cards** previously removed to form the treasure draw pile and place it, facedown, in the center of the table.

3. For each player, deal 2 **Side Quest Cards** and place them to the right of each **Player Sheet**, one next to the space marked and the other next to the space marked .

Then, continue game setup as normal for the base game.

NEW DUNGEON ELEMENTS

WATER

This new Dungeon Card has water lines that are not preprinted on the Player Sheet. To mark them, draw a zigzag or wave pattern on the player's sheet where necessary. The color does not make a difference. These new bodies of water act in the same way as those that are already printed on the Player Sheet.

TREASURE CHEST

Dungeons now hold chests, which are guarded by lieutenants. When a player enters a space with a chest, they must face a special type of enemy, but will have the chance to receive a powerful artifact. More details can be found on page 6.

NEW PLAYER SHEET DETAILS

The Round Track now has a loot marker in addition to **Villain Combat** marker.

This is the loot marker.

New space for base game cards.

Side Quest Progress Markers: to track a player's side quest progress during the game.

Space for Side Quest Cards.

The components from the **SIDEQUEST** Expansion are all marked with the following icon: 



ARTIFACT CARDS

The following elements can be found on each card: name of the card, its effect, and its score at the end of the game. The treasure pile will always start with 4 jewels at the beginning of a game, with other items giving special powers to the player who holds them. Artifact cards are always held by a stronger type of Minion that those which are printed on the **Player Sheet**. Keep in mind that the treasure chest will become emptier and emptier as the game goes on, so the sooner a player reaches it, the better their chances at getting a valuable item. A more detailed description of each of the artifact cards can be found on page 10 of this rulebook.



LIEUTENANT CARDS

Lieutenants guard the **Chest**. Each Lieutenant Card has the following elements: card name, lieutenant strength, and creature type. Just like in the base game, there are four types of lieutenants: **ghosts**, **goblins**, **orcs**, and **zombies**. Each one requires a **hero** of a certain class to face it, as shown on the card.

For all intents and purposes, Lieutenants are considered minions for **Power**, **Objective**, or **Mission Cards**. Likewise, defeating one is counted on the Minion Track.



SIDEQUEST CARDS

Each player will have 2 **SideQuest Cards**. These cards have 3 tasks of an extra mission at a location specified on the **Player Sheet**. There is no specific order to fulfill these tasks. Some examples of tasks are:

- A ?** Use a certain color.
- B** Use a certain die roll.
- C** Use a certain roll of a die of a specific color.

The complete description of the sidequest action can be found on page 8 of this rulebook.

LESS FREQUENT CLOVERS AND BOOTS

The **dice** used in this expansion are the same as those in the base game; however, The Long Night have imposed additional difficulties on the heroes.

Just like in the base game, if there are 3 or more  skulls and/or 3 or more  clovers at the beginning of a round, a player must reroll all of the dice.

However, in addition, there can no longer be more than one  clover or  boots.

If a reroll would still result in a pair of clovers or boots, keep rolling until there is no repetition of either roll.

As such, any time there are 2 or more  clovers, or 2 or more  boots, the player must reroll these repeated dice.

For example, suppose the dice rolled were: 1 sword and shield, 1 cross, 2 skulls, and 2 clovers. One of the players must reroll **EXACTLY ONE** of the repeated clovers.

In the previous example, if the player had rolled a third skull, this would still count as a roll with 3 skulls, forcing a reroll of all of the dice.

The faces of the dice work in the same way as in the base game..

GAMEPLAY

PAPER DUNGEONS: SIDEQUESTS is played using the same structure as the base game: **eight rounds**, each divided into **three seasons**. Players will face **villains** at the end of each season; however, at the end of the second, fifth, and seventh rounds, players will also **loot** the **treasure chests**. The game has the same two main phases, but the first phase “**1. Dice Roll**” has the new “Less Frequent Clovers and Boots” mechanic, as explained to the left.

CHANGES TO ACTIONS

The actions are the same as those in the base game, with a few differences. Sidequests also has a new action: “SideQuest”, through which the heroes will fulfill requirements for extra missions that will grant additional glory points.

NEW DUNGEON ELEMENTS

■ IMPASSABLE SPACE

Dungeons now have 1 to 2 impassable spaces. These rooms cannot be passed through by any means, essentially creating an obstacle that must be moved around. When preparing the game, players must completely scratch out the impassable rooms on their player sheet.

NOTES

Not even the  Intangibility Cloak can be used to move through this space.

The  **mission cards** that require a player to explore all of the rooms in a column or row cannot be fulfilled by a column or row with an impassable space. All 7 rooms in that row/column must be explored to receive the glory points for that mission.



SIDEQUESTS

Mark the locations at which each player's group can end their side quests. More details can be found on page 8.

1. 🏹 LEVELING UP

This action still uses the matching symbols and colors of each hero, as shown by the 🎯 **Objective Card**, just like in the base game. In this expansion, however, the extra powers obtained when the heroes reach level four have changed, as explained below.

🏹 **Warrior:** The player receives a +1 bonus to their **power level** when fighting against 🐉 **minions**.

🧙 **Wizard:** The player immediately marks one 📌 sidequest task as fulfilled, as if they had met the requirements, without using a die. (More details on page 7.)

👤 **Cleric:** The player receives a 🌸, must used immediately.

🗡️ **Rogue:** The player now considers every external wall as having a 🚪 passageway, not just the walls on row 3. This movement must still be linear, however. For example, a player exiting A5 may only enter F5. If an impassable space exists on an external wall, it is **not** considered to have a 🚪, and this power cannot be used.

The 🛡️ **glory points** that are obtained at the end of the game are calculated in the same way as in the base game.

2. 🪄 CRAFT MAGICAL ITEMS

This **action** works in the same way as in the base game, and the first 4 magic items (🔥 Flaming Sword, 🗡️ Death Scepter, 📿 Khar Medallion, 🧘 Intangibility Cloak) function in the same way. The other 4 items are different, as described below.

💎 **Precious Stone:** The player immediately receives one 💎 **gem**.

📿 **Teleportation Ring:** The player may immediately move to any space within the dungeon at the time of their choosing. To mark that it has been used, fill in the white circle; it cannot be used again. The number of glory points that the player receives at the end of the game is independent of having used this item or not.

🔑 **Magic Lockpick:** The player may disarm a trap at any moment up to three times, filling in a white circle for each disarmed trap. For more information about disarming traps, see page 7. Also, that player will receive 3 🛡️ **glory points** at the end of the game.

📖 **Scroll of Knowledge:** The player may immediately level up 2 different heroes; however, that player will lose 4 🛡️ **glory points** at the end of the game.

3. 🧪 PREPARE POTIONS

This **action** is exactly the same as the base game. The new bonus is to fulfill one 📌 sidequest task, as if they had met the requirements, without using a die. (see page 7.)

4. 🧑 MOVEMENT

This **action** works in the same way as in the base game, remembering that the new dungeon has new spaces.

FINDING A 📦 TREASURE CHEST

When setting up the game, one room in the dungeon will be selected to contain a chest that holds powerful items that can help an adventuring party, or even valuable gems. But beware! Such a valuable treasure is never left unprotected, and the villains will send their most powerful lieutenants to guard this room.

When a player enters the treasure room, they must draw an ✂️ on the chest and draw the top 🐉 card from the lieutenant deck and resolve combat in the same way as if it were a normal minion (comparing the required hero's power against the minion's, losing hearts as normal). The only difference is that the power level of these minions are 6 or 7. Just as in the base game, the minion is still defeated regardless of the hero's power.

The lieutenant must be faced before receiving any benefits from items, leveling up, or collecting gems.

Cards that increase hero power levels against minions can be used normally.

NOTE

The  **Death Scepter** cannot be used to defeat a **lieutenant** since the effect of the scepter is resolved immediately and a lieutenant only enters into play while the player is taking the **movement action**.

Once combat is resolved, place the lieutenant card in front of the player who defeated the creature guarding the chest.

The player also earns  **glory points**, the number depending on the round during which the player faced the lieutenant, as shown to the right of the round track. If defeated during the first or second round, the player receives 5 points; by the end of the fifth round, 3 points; and by the end of the seventh round, 1 point. If the player faces a lieutenant during the eighth round, they receive no points.

At the end of each round, if only one player holds a lieutenant card, that card is discarded and returned to the game box. It will not be used again during this game. That player then may take the whole treasure pile and choose one card. They must then reveal it and place the rest of the cards in a pile, face down. If

more than one player reached the chest during a round, players choose cards in this way in an order determined by their party's highest level of hero. If this results in a tie, the player whose party has defeated the most minions so far goes first. If this still results in a tie, choose a player at random to go first.

BLADE TRAPS

These traps work in the same way as the  **spike traps** found in the base game; with the exception that a player takes two  **damage** every time they enter a **room** with  **blade traps** (even if they have already entered it before).

DISARMING TRAPS

This is a new option that can be selected when a player takes the move action. A player may spend one movement point to disarm either a  spike trap or a  blade trap in an **orthogonally adjacent room**. By doing so, draw an ✕ on the trap icon. From that point on, the player no longer suffers  **damage** when entering this room. A player may disarm a trap and move using a single die.

5. **FULFILL SIDEQUEST TASKS**

This new **action** represents the heroes collecting clues, harvesting

NOTE

The **Scout**  power card, when used in this expansion, reduces trap damage by 1. Therefore, blade traps still cause one  damage to a player.

ingredients, or performing tasks for a sidequest. Each player has two sidequest cards, dealt at the beginning of the game. As these are sidequests, they are not critical to completing the game, and may therefore be fully or partially fulfilled, or left unstarted with no penalties.

Just like the actions from the base game, a player uses a die to fulfill a sidequest task from their card. Each task has a requirement for completion: task A specifies a certain color to use, task B specifies a certain roll, and task C specifies a certain color and roll pairing.

When a task is fulfilled, write down which die was used towards the top of the player sheet, just like any other action, and fill in the corresponding Sidequest Progress Marker. Keep in mind that the tasks can be fulfilled in **any order**.

To the right, a player has already fulfilled the A and C tasks of their first side quest and the B task of their second side quest. They use the  die roll necessary to fulfill the C task of the second side quest and then use any die roll to fulfill the A task. They then fill in the associated Side Quest Progress Markers, thereby totally fulfilling the second side quest.



CHECKING A SIDEQUEST

When a player enters a room indicated by their sidequest card ( or ) after fighting minions and/or lieutenants and triggering traps, the player **immediately** looks at how many tasks of the corresponding sidequest have been fulfilled.

The player then receives 2 glory points for one fulfilled task, 7 glory

points for two fulfilled tasks, or 15 glory points for three fulfilled tasks.

The player writes down this amount on their  **player sheet** and must then draw an  over that sidequest. From that point on, the player can no longer fulfill tasks for that sidequest and **does not** obtain more glory points from entering the room again.



In the example to the left, the player has entered room E6, which was marked with S1 during game preparation. At this moment, the player sees that their first side quest has two fulfilled tasks. They mark down 7 glory points and draw an  on the first side quest map marker.

NEW PHASE:

THE DUNGEON GETS LOOTED

The parties of heroes aren't the only ones to wander through the dungeon in search of treasure. In SIDEQUESTS, if the players aren't fast enough, they might find that the treasure has been looted by others!

At the end of the second round, one of the players must randomly remove three cards from the treasure pile, placing them back into the game box. Three more cards are randomly removed **at the end of the fifth round** in the same way. **At the end of the seventh round**, discard any card(s) left in the treasure pile. If a player enters the treasure room in the dungeon after this point, they must still face the lieutenant guarding the chest; however, they do not receive any artifact card. The number of cards to be removed from the deck is also written on the player sheet.

FIGHTING VILLAINS

This phase is resolved in the same way as is done in the base game.

END OF THE GAME

The game ends after **combat** with the  **villain** is resolved during the **eighth round**. Points are totaled up using the following criteria.

FINAL SCORING

Total all of the  **glory points** earned by each player throughout the game. **The player with the most glory points wins the game.** If there is a **tie**, the player who traveled through the most **rooms** throughout the **dungeon** wins. If this still results in a tie, these players share the victory.

On each  **player sheet**, there is a **space** to mark down all of the **glory points** received. With the exception of A, B, C, K, M, N (which are received during the game in the respective combat phase), all of the other categories are totaled up only at the end of the game. These categories are:

- A. Glory points received from facing the  villain.
- B. Glory points received from facing the  villain.
- C. Glory points received from facing the  villain.
- D. Glory points received from  leveling up.
- E. Glory points received (or lost) from  magical items.
- F.  Collecting gems.
- G. Defeating  minions, including lieutenants.
- H. Glory points lost from  taking damage.
- I. Glory points lost from **resurrection**.
- J. **Objective cards and power cards.**
- K. **Completed missions.**
- L. **Artifact cards:** Each  artifact card is worth a certain number of glory points, as shown on that card. More details on them can be found on page 10 of this rulebook. Besides that, a player scores bonus glory points based on the round during which they opened the treasure chest.
- M/N. **Fulfilled sidequests:** A player earns points for progress made on each of their  sidequests, depending on how many tasks were fulfilled for each, conferring 2, 7, or 15 glory points.
- O. **Total Score**

Player sheet



REFERENCE

ARTIFACT CARDS

Jewels: Receive 2  glory points at the end of the game. Include all 4 Jewels cards in the treasure pile at the beginning of each game.

Liquor of Haste: Single use: Receive 3  movement points for immediate use. At the end of the game, receive 1  glory point for every 7 rooms explored, rounded down.

Signet Ring of the Five Families: Single use:  Level up the  rogue once. At the end of the game, receive 3 additional  glory points if your  rogue reached level 6.

Sofia's Balm: Single use: Prepare two  potions. At the end of the game, receive an additional  glory point for every 4  potions that you prepared, rounded down.

Banc's Staff: Receive a +2 bonus to your  power level when fighting against  ghosts. At the end of the game, receive an additional  glory point for each  ghost that you defeated.

Áquila's Prayer Beads: Single use:  Level up the  cleric once. At the end of the game, receive 3 additional  glory points if your  cleric reached level 6.

Golden Goblin's Finger: Single use: Receive one  for use this round. No  glory points are received or lost.

Leonia's Shield: Single use:  Level up the  warrior once. At the end of the game, receive 3 additional  glory points if your  warrior reached level 6.

Moonlight Mirror: Single use: Move to any room in the dungeon. At the end of the game, receive 2  glory points.

Acolyte's Mace: Receive a +2 bonus to your  power level when fighting against  zombies. At the end of the game, receive an additional  glory point for each  zombie that you defeated.

NOTES:

1 – The powers below are cumulative with any other powers that a player may have access to.

2 – **Single use** cards should be flipped face down after their power has been used. If an artifact card scores points at the end of the game, this will occur regardless of the card having been used or not.

Guidark's Maul: Receive a +2 bonus to your  power level when fighting against  orcs. At the end of the game, receive an additional  glory point for each  orc that you defeated.

Rapier of the Sea of Shadows: Receive a +2 bonus to your  power level when fighting against  goblins. At the end of the game, receive an additional  glory point for each  goblin that you defeated.

Tome of the Magic Council: Single use:  Level up the  wizard once. At the end of the game, receive 3 additional  glory points if your  wizard reached level 6.

GAME VARIATIONS

These variations can be added to the game, with or without using the SIDEQUESTS expansion. They can be used alone or together.

POWERFUL MINIONS:

At the beginning of the game, check which hero has no bonus against a villain. The level of all the minions whose counterpart is that hero increases by 1 during combat. Write this +1 next to the relevant minions in the dungeon. (Example: The  Cleric did not receive any bonus against any villain during this game. In this case, all of the zombies, sworn enemies of clerics, receive a +1 bonus to their level.) NOTE: This bonus is only applied during combat. For objectives and missions, the minion is considered to keep its original level.

DIFFICULT AND NIGHTMARE MODES:

Players can decide to face stronger villains during the game. To do so, use the tokens included in this expansion to modify the combat stats of these enemies, strengthening them. Each token has two sides. For Difficult Mode, use the side with a skull. For Nightmare Mode, use the side with two skulls.

If choosing to play with one of these modes, all three of the villains must use the tokens, using the same side for each. Note that each token has a , , or , identifying which villain it should be placed upon.

RANDOM VILLAINS:

Choose any Dungeon card do not use the printed villains. Instead, shuffle each of the villain decks separately (, , and ). Flip a Villain  card face up first, then a . If the hero that has a bonus against villain  is the same as , keep drawing new villain  cards until the hero is different. Then, flip a villain  card face up. If the hero with a bonus is the same as  or , keep drawing new villain  cards until the hero is different from that of the previous villains. Proceed normally with the game.

STORY MODE

Continue the story of the Kingdom of Leonia.

Choose one Chapter to play through and separate the missions that it includes. **Missions must be played in the order shown below:**

The Long Night: , , 

Trail of Pain: , , 

Reveled Secrets: , , 

Shadow's Heart: , , 

The game is played out normally, but at the end of each mission, players register their points. After the last mission is finished, players total the points from each of the three missions. The player with the highest overall score wins.

Story Mode (solo play): Play all of the Missions of the chapter “The Long Night” in order, starting with  a. Add up the points from the three missions. To move on to the second chapter, the player must sum up at least 210 points during the first chapter. To unlock the third chapter, the player must sum up at least 255 points in the second chapter. The fourth chapter is only unlocked after summing up 300 points during the third chapter. Story mode is won if the player receives at least 345 points during the fourth chapter. Are you ready for the challenge?

HALL OF FAME

Check how well your party of heroes did during their adventures at the end of a solo game. Was you a great champion or just a foot soldier? Check the scores below to find out!

BELOW 50 – VILLAGER:

You're not an adventurer, you're just an ordinary citizen who decided to break into a dungeon. It's likely that some of your companions didn't come back.

51 TO 60 – FOOT SOLDIER:

You were not adequately prepared for the threats that you had to face, but you and your partners escaped with your lives... that's something at least, right? Prepare better for your next adventure and try again.

61 TO 70 – TOWN DEFENDER:

Those from your village admire your feats and tell your stories in

the local tavern; however, your name is far from making it into the great sagas.

71 TO 80 – ADVENTURER:

No doubt you are an above-average individual. There is still a long road ahead of you to reach the group of the elite, but with every passing adventure, your strength and wisdom grow.

81 TO 90 – HERO:

You have performed great feats, worthy of recognition. Merchants and travelers respect your experience and valor, taking your stories to the far reaches of the world.

91 TO 100 – CHAMPION OF THE KINGDOM:

Adventurers of this level are celebrated wherever they go. You have likely even been invited to be a part of elitist groups such as the Royal Lions.

101 TO 110 – VETERAN:

You have lost track of how many missions you have completed, which have significantly increased your efficiency and power. Adventurers of this caliber are called upon to face impossible problems and destroy the most fearsome threats.

111 TO 120 – LEGENDARY:

You are among some of the best adventurers of all time. Your conquests are legendary and inspire new generations of heroes to follow in your footsteps, defending good and promoting justice.

ABOVE 120 – EPIC:

Your power has exceeded the scale of mortals and can only be described as divine. Even the worst villains shiver at the mere mention of your name. Indeed, dragons, liches, and every monster known to man fear your abilities, tenacity, and superior resourcefulness.



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