

#5.5: Arena Challenge
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#2.5: Narrow Escape
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#20.5: Another Tale
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#12.5: The Beast Tamer
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The default top action of your ability cards is \heartsuit 3 instead of \heartsuit 2.

SHRUNKEN SHORT SWORD



Scenario 2.5: Narrow Escape Lvl 2

► You may play this scenario after scenario 2.

At the Collector's request, you slip into a crack that takes you inside the walls of the building. It's a very narrow fit, but it seems safe enough. At least, until you hear calls from above and tiny arrows begin to rain down.


"We'll have to break our way through!"

- **Monsters:** Bandit Archer, Venomous Centipede
- **Special Rules:** The barricade **A** has 12 hit points.
- **Goal:** Defeat all monsters; or destroy the barricade and end your turn on **A**

You emerge from the hole you've put in the wall to find a crowd has gathered to investigate. At the front is a very large (or very small, depending on perspective) imp carried on a button throne. "Capture the intruders!" King Button roars.


► **Play Scenario 5: Button's Arena**

PIERCING SLIVER ARROW
During your ranged attack, add \heartsuit 5.



After moving 4 or more hexes, add 1 \heartsuit to all your attacks this turn.

RODENT'S FANG



Scenario 5.5: Arena Challenge Lvl 3

► You may play this scenario after scenario 5.

The crowd's excitement has yet to die down. Button's lips curl into an impish smile.

"On second thought, how would you feel about a rematch?" he asks. "If you put on a good show for my citizens, I'll show you the way myself."


It does sound better than pest control duties, and you can't deny that the uproarious cheers of the crowd are more thrilling than you imagined.

- **Monsters:** King Button, Bandit Archer, Mouse
- **Goal:** Defeat all monsters

"Excellent show!" King Button exclaims. "I will direct you to the dumbwaiter. Be warned, though. The upstairs is also a bit, erm, overrun, and the last people to use it didn't fare so well. Good luck!"

► **Play Scenario 8: Going Up**

BEETLE'S CARAPACE
If you move 1 or fewer hexes on your turn, gain \heartsuit 1 for the round.



During your turn, remove all negative conditions and \heartsuit self.

DROP OF CURE POTION



Scenario 12.5: The Beast Tamer Lvl 4

► You may play this scenario after scenario 11 or 12.

"Not so fast," sneers a sinister voice. A man appears from behind a stack of buttons. "Afraid I'll have to be taking your valuables before you go."

With a whistle, he calls three beastly rodents from the shadows that block your path.

You've bested every challenge so far. You're not about to let some ruffian and his pets stop you.

- **Monsters:** Mouse, Sewer Rat, Bandit Guard
- **Special rules:** The bandit guard is an elite monster and has 18 hit points. (See rules for elite monsters.)
- **Goal:** Defeat all monsters

With the threat dealt with, you board the platform.

► **Play Scenario 13: Zipping Across**

EVERCHILL SUNFLAKE
During your attack, \heartsuit \heartsuit to add advantage or \heartsuit .



Scenario 20.5: Another Tale Lvl 5

Two days ago, some would-be adventurer came barging through, claiming they would return to normal size and become a famous hero of Gloomhaven. Since then, life has mostly calmed down in Button's Kingdom.

Yesterday, the vermling known as The Collector returned with an absurd haul of pilfered goods to trade with the gladiators of Button's arena. Of course, you couldn't pass up the opportunity.

And this morning, Button supposedly tamed some new beast for his games. He's invited the strongest fighters to have a go in the arena. You're not one to turn down a challenge!

- **Monsters:** King Button, Arena Sorcerer, Goring Beetle
- **Special rules:** King Button is an elite monster and has 9 hit points. The arena sorcerer has 14 hit points. The goring beetle has 13 hit points.
- **Goal:** Defeat all monsters

Button and his beasties are getting stronger, but they're no match for your might and The Collector's toys. You have earned high bragging rights and a place of honor in King Button's court. **The End?**