

LAIRS

DEEPER DUNGEONS

EXPANSION: You need the *Lairs* base game and the *Adventurer's Pack* to play.

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So you've explored everything that *Lairs* has to offer. You've opened all the packages. You've plumbed the depths of the Vault. You know every Trap, every Monster, every trick for designing a killer lair, and every technique for surviving whatever your rival might throw at you. You've seen it all.

Until now. *Deeper Dungeons* is a bundle of amazing expansions for *Lairs*. Mix and match the included modules, and build the lair of your dreams!

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DEEPER DUNGEONS INCLUDES

BIGGER DUNGEONS

Expand the footprint of your lair and fill it with more stuff for a longer, richer game.

CHALLENGES

Every lair hides opportunities for the skilled or clever explorer to get ahead.

TERRAIN

A new kind of environmental hazard to scatter in your tunnels... mist, lava, chasms, and floods.

WEIRD WALLS

All sorts of barriers to install... Locked gates, clanging portcullises, and sneaky secret doors.

CHARACTERS

Play as these aspiring adventurers, with wild abilities that will take your playing style to entirely new places.

BOSS MONSTERS

These next-level villains are so dangerous that the exit won't even unlock until they're defeated.

MULTIPLAYER MODE

Play with three or even four players, where one player builds a multi-level mega-lair that everyone else works together to explore!



BIGGER DUNGEONS

Ready for a deeper experience? Bigger dungeons means more room for your creativity to shine. More hazards, more goals, more fun!

COMPONENTS

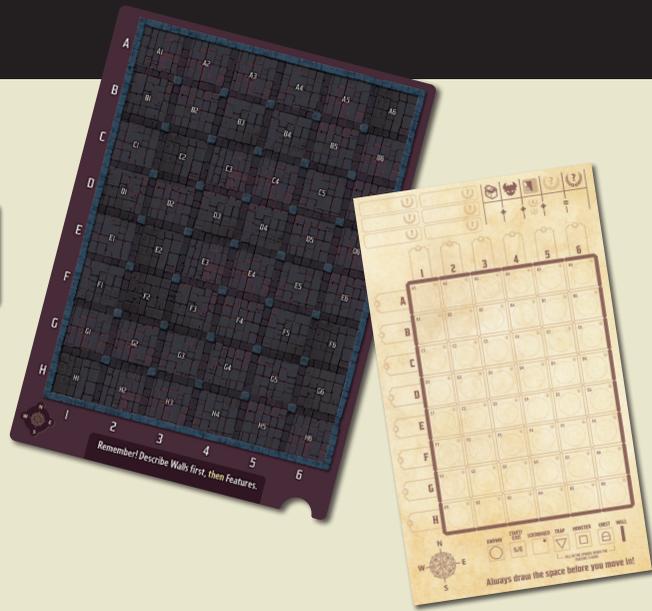
- 2 Larger Lair boards
- 1 Larger map pad
- 3 Player mat extensions
- Extra Walls and Chests



SETUP

Setup is as usual, with these changes:

- Place the Player Mat extension near your player mat.
- Use the larger boards and maps instead of the standard ones.
- Include an extra Monster, Trap, and Chest in your lair (4 of each type total). Use 20-25 Walls.



GAMEPLAY

Gameplay is as usual, with these changes:

- Your **Exit criteria** are increased.
- Defeating your **fourth** Monster is worth 6VP at endgame.
- When scoring your Treasures at endgame, you may fully score **six** of your collected Treasures, instead of four.



Your extension has slots for your fourth Chest and Monster.



Your new Exit criteria are all four Chests, or all four Monsters, or three of each.

CHALLENGES

Not **everything** in the lair is trying to kill you... Challenges are opportunities to win or earn a little extra something!

COMPONENTS

- 3 Challenge cards (*Darting Wisps*, *Mirror Maze*, and *Ooze Crossing*)
- 6 Challenge tiles (2 of each)

ADDITIONAL SETUP

Both players will have identical Challenges in their lair. Although they aren't Hazards, include Challenges in your Hazard-selection process. *Select one Challenge in a standard dungeon, or two in the bigger dungeon.*

Keep the selected Challenge card(s) near the Monster display.

Each player must place the selected Challenge tile(s) in their Lair. Challenges are Goal Features; heed the Peril rule.

GAMEPLAY

Each Challenge card explains how that Challenge works and what its potential rewards are.

When you enter a space with a Challenge, you do **not** have to attempt it right away; you may freely enter and exit its space until you **do** decide to attempt it.

Each Challenge card tells you whether and when to remove the Challenge from the lair.



TERRAIN

Some areas of the dungeon have environmental effects that aren't quite traps, but still present an obstacle that you must navigate!

COMPONENTS

- 4 Terrain cards (*Chasm, Flood, Lava, and Mist*)
- 16 Terrain tiles (4 of each)

ADDITIONAL SETUP

Keep all Terrain cards face up in a display where they can be easily referenced.

Shuffle all Terrain tiles face down. Each player takes three random tiles (*four if using bigger dungeons*); return the rest to the box without looking at them. Your Terrain tiles are Hazard Features that you must place face up in your lair during setup.

- Terrain is a type of Hazard, separate from Traps and Monsters; heed the Peril rule during setup. This means that from each Goal to the Start, you must be able to trace a path that passes through (*at most*) one Monster, one Trap and one Terrain.
- Two **different** Terrain tiles may **not** be in adjacent spaces without a **normal Wall** separating them. Multiple **identical** Terrain tiles (*except Chasms*) **may** be in adjacent spaces; for the Peril rule, a group of adjacent terrain tiles of the same type is considered to be **one Hazard**.

GAMEPLAY

Each type of Terrain functions differently; when you enter a space with Terrain, check that Terrain card to see what happens. Each Terrain card also gives an example of how to map its space.

- Terrain is a permanent Feature, so its space is never Empty; it will interrupt *Backtracks* and *Hustles*.



 This is **legal**; the Peril rule regards the two adjacent Flood tiles as one Hazard.

WEIRD WALLS

A variety of different barriers might appear in the lair, blocking the passageways in new and challenging ways!

COMPONENTS

- 2 Gate, 2 Key, 6 Portcullis, and 2 Secret Door tokens
- 3 Weird Walls rules cards

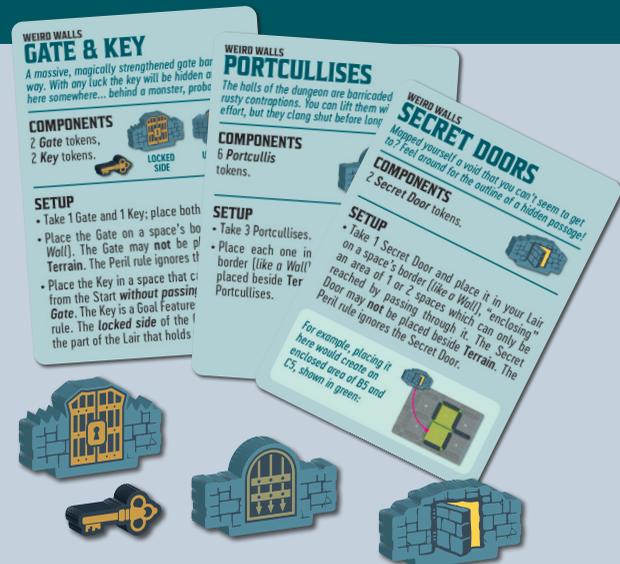
ADDITIONAL SETUP

Each **type** of Weird Wall is its own mini-expansion. Decide with your opponent which ones you would like to include in your game; you will **both** include the same ones in your lair. Consult the relevant Weird Walls rule card for setup instructions.

Use the same number of pieces in standard and in bigger dungeons.

GAMEPLAY

Each **type** of Weird Wall has its own rules; consult the relevant Weird Walls rule card for details. Keep the card handy for reference during play.



Lair-building Tip: try placing your Weird Walls after you have built the rest of your Lair; it is easier to assess the Peril rule that way.

CHARACTERS

The Adventurer's Guild draws all sorts of interesting applicants. Each one of these aspiring explorers brings a unique combination of assets and vulnerabilities to the dungeon that will let you tackle the challenge in an entirely new way!

COMPONENTS

- 4 Character player mats
- 4 Character Rules cards
- 8 Gear cards (2 per character)
- Many additional tokens and wooden pieces specific to the characters

ADDITIONAL SETUP

You can decide which characters you are using either before or after you build your lairs—whichever timing both players agree to. If you both want to use the same character, work it out in a friendly way or decide randomly who gets to pick first. It is okay for only one player to use a character. If you are using a character:

- Use the character's player mat instead of the standard one. There is a **component list and unique setup information** for each character on the **back** of their player mat, so make sure you read that before you put the mat in place with stuff on it.
- Take the character's **Rules card**; it teaches you everything you need to know about your character's special features.
- You do **not** choose your starting cubes; each character starts with a specific combination of cubes.
- Find your character's two **Gear cards**. Gear cards give even more special abilities to your character (see below).

GAMEPLAY

Gameplay is as usual, but your character brings completely unique abilities to the game. Consult your character's Rule card to learn everything your character is capable of.

GEAR CARDS

Gear cards are special items that your character brings along. Keep your Gear near your player mat. Each Gear card describes what it does and how it is used.

- Each character has one piece of Gear that is discarded when it is used once, and another one that lasts the whole game.
- Gear cards are **not** Junk cards... they do not take up space towards your Junk hand limit.
- You may willingly treat a Gear card as a Junk card if you want to, in order to satisfy a penalty or cost that demands a Junk card. This choice is at your own discretion.



BOSS MONSTERS

Sometimes the dungeon has a denizen so dangerous that it needs a special classification. When there is a Boss in your lair, the exit stays magically locked until it has been defeated... and each one has a unique bag of tricks to keep you from doing just that!

COMPONENTS

Each Boss comes with its own Monster card, rules card, and other specialized components (described on its rules card).

ADDITIONAL SETUP

Both players will use the same Boss; once you have agreed to include a Boss in your game, choosing it is part of your normal Hazard selection process. Keep its Monster card and rules card near your Monster display for in-game reference. Each Boss has special setup instructions on its rules card.

- A Boss is added **in addition to** the other Monsters you are playing with; it does **not replace** one of them.
- A Boss counts as **both** a (Monster-type) Hazard **and** a Goal. This matters for the Peril rule during setup, and also for any game effect that refers to Hazards or Goals.

GENERAL RULES ABOUT BOSSES

- **You may not exit the lair until you have defeated the Boss.** Defeating the Boss is a mandatory exit criteria **in addition to** your other exit criteria.
- Defeating a Boss does **not** count as a normal Monster-defeat for **exit criteria purposes**; when you defeat a Boss, keep its token near your player mat, **not** on your achievements row.
- A Boss counts as a Monster for all game effects that refer to Monsters, and fighting a Boss is identical to fighting a normal Monster (except where its own rules describe a difference).
- A Boss may **never be moved** by any game effect that causes a Monster to move (unless its own rules card says so).

BOSSES IN MULTIPLAYER

Only one Boss is included in the lair. Once it is defeated by **any** Explorer, the exit becomes unsealed for all.

BOSS COMPONENTS IN MULTIPLAYER

- The Builder uses all of the components that would normally go in one player's lair. The Builder **may** distribute elements on different levels of the lair, as long as setup instructions are otherwise obeyed (for example the **Chronoclast's** Gears may be hidden on different lair levels).
- Anything that would normally be shared by both players (such as cards added to the Junk deck) is still shared.
- Share **one** set of any components that would normally go to both players outside their lair (for example the **Chronoclast's** Dial, Movers, and Reminder). Each Explorer treats those components as their own on their own turn.



BOSS MONSTER BLOB KING
The Blob King is the end result of all those Hungry Blobs being defeated in test after test... eventually all that is left gloms into a Bloblet-spawning beast that will fight to the last drop, literally.

COMPONENTS
Blob King Boss Monster card, 2 Blob King tokens, 8 Bloblet tokens, 4 Slime Terrain tiles, and 1 Slime Terrain card.

SETUP
• Place the Slime card in a Terr display (near the other Hazards).
• Take 1 Blob King, 3 Bloblets, 2 Slime Terrain tiles.
• Make your own Bloblet sup.
• You must place the Blob King in your lair, and both Slime tiles within two steps of the Blob King, ignoring all W.

BOSS MONSTER VOIDLORD
The Voidlord is a shadow from another dimension, so dangerous that the usual safeguards can't be trusted. A cage of magical barriers powered by mystical wards keeps it contained and isolated.

COMPONENTS
Voidlord Boss Monster card, 2 Voidlord tokens, 8 Veil tokens, 8 Ward tiles.

SETUP
• Take 1 Voidlord, 4 Veils, and any 4 Wards.
• Place the Voidlord in your Lair, surrounded by Veils. Each Veil must have a face-up Ward beside it.
• Wards are neutral Features; each one must be reachable from the Start without passing through the Voidlord.
• The Peril rule ignores Veils and Wards.

BOSS MONSTER CHRONOCLAST
The Chronoclast is an ancient clockwork entity rusting away in the gloom. Myriad gears grind away relentlessly, affecting changes beyond your understanding. Time itself wavers as you approach.

COMPONENTS
Chronoclast Boss Monster card, 2 Chronoclast tokens, 6 Gear tokens, 2 Reminder tiles, 2 Dials, and 4 Movers.

SETUP
• Take 1 Chronoclast, 3 different Gears, 1 Dial, 2 Movers, and 1 Reminder.
• Place the Chronoclast and all three Gears anywhere you like in your lair. Each Gear is a Goal Feature; heed the Peril rule.
• Place your Movers on your Dial, on the spaces marked ⓧ.
• Place your Reminder in the Spent basket of your player mat.

DISCOVERING THE VOIDLORD
The first time you learn about a space that has a Ward and Veil, fully map the Voidlord's space and mark it as Known.

THE DIAL
Any time you begin a fight with the Chronoclast, the Mover on your Dial's outer ring determines its current Weakness, and the Mover on the Dial's inner ring causes an immediate adjustment to the its current Weakness as displayed.

MULTIPLAYER

One player takes on the role of Builder, designing a multi-level Lair that the other players explore, and using diabolical Twist cards to throw unexpected problems in their way!

The Explorers win if they **all** escape the Lair within a specific time frame, and if their combined score meets a certain threshold. The Builder wins if the Explorers fail to escape in time, or if they all escape but fail to reach the minimum score.

Multiplayer mode takes longer to play than two-player, especially with three Explorers.

ADDITIONAL COMPONENTS

- 1 Hourglass board and 16 Time cubes
- 20 Twist cards
- 4 Ladder tiles
- 1 Reprieve token
- Third-player bits: Player mat, Explorer, Tracker, Pencil, extra Chests and cubes

GENERAL SETUP

The Explorers use the normal components for their setup, with the major exception that they do not build a lair, and they will **each** have **two** map sheets of the appropriate size.

For a **third explorer**, there is an extra Player mat, pencil, Explorer, and Tracker piece, plus some extra cubes. Explorers choose their starting cubes after the Builder is done building; they may strategize together.

The Builder takes the **Hourglass board**, and places **Time markers** in the top half according to your desired difficulty (*see the chart to the right*). The Builder also keeps the shuffled **Twist deck** face down and the **Reprieve token** nearby.

Set up **both** screens so that the double-sized lair will be hidden from the Explorer players; they will all sit on the side of the table opposite the Builder.

LAIR-BUILDING

Building the multi-level lair is a more complex and will take more time than usual; it is best if the Builder is one of your most-experienced players. They use the normal lair-building rules, with these modifications:

DUPLICATES

Since there are two of each Monster token and Trap tile in the supply, the Builder may include two instances of any Monster or Trap, if they want.

KEEP IT ALL SECRET

For extra fun, the Builder shouldn't reveal any Hazard or Goal card to the Explorers until that particular Feature is encountered.



REPRIEVE
TOKEN



TWIST
CARDS



3rd PLAYER
EXPLORER &
TRACKER



LADDER
TILES



TIME CUBES



HOURGLASS

| Difficulty Level | Time Cubes |
|------------------|------------|
| Easy | 16 |
| Normal | 14 |
| Difficult | 12 |
| Punishing | 10 |

| How many of each thing to include... | ...with two Explorers | ...with three Explorers |
|--------------------------------------|-----------------------|-------------------------|
| Walls | 34 to 40 | 42 to 50 |
| Monsters | 6 | 8 |
| Traps | 6 | 8 |
| Chests | 6 | 8 |
| Start tiles | 2 | 3 |
| Exit tiles | 1 | 1 |
| Challenges | 2 | 3 |
| Terrain tiles | 6 | 8 |
| Gate & Key | 0 | 0 |
| Portcullises | 6 | 6 |
| Secret Doors | 2 | 2 |
| Bosses | 1 | 1 |

TWO LEVELS

The lair uses **two boards**; one board is the *Upper level*, and the other is the *Lower level*. With two Explorers, use the standard boards; with three Explorers, use the Bigger Dungeon boards.

Features are **not** restricted to being split evenly between levels (for example you could place all Monsters on one level).

ONE EXIT, MULTIPLE STARTS

Include only one Exit, regardless of the number of Explorers. Include one Start tile per Explorer; each Explorer begins on a different one. They do **not** need to be on the same level. Explorers are **not** informed about which level they begin the game on; they must work that out themselves.

LADDERS

Include **at least one pair of Ladders** to connect the levels. *Ladder pairs are colour-coded to help you visualize their connection*. Ladders are neutral Features; their space is not Empty.

Up Ladders go in the **Lower** level, **Down** Ladders go in the **Upper** level. Each pair of Ladders must occupy the same coordinate (for example if an *Up Ladder* is in E4 of the Lower level, the matching *Down Ladder* must be in E4 of the Upper level).

Ladders introduce the potential for some areas of the lair to **seem inaccessible...** when in reality they can be reached via Ladder from the other level.

THE PERIL RULE

Each Goal must be able to trace a legal path back to **at least one of the Start tiles**; it doesn't matter which. In addition, each Start tile must be able to trace a legal path to **at least one other Start tile**. Legal paths may travel through any number of **Ladders**.

GAMEPLAY

Play goes clockwise, with the Builder taking the **last** turn each round.

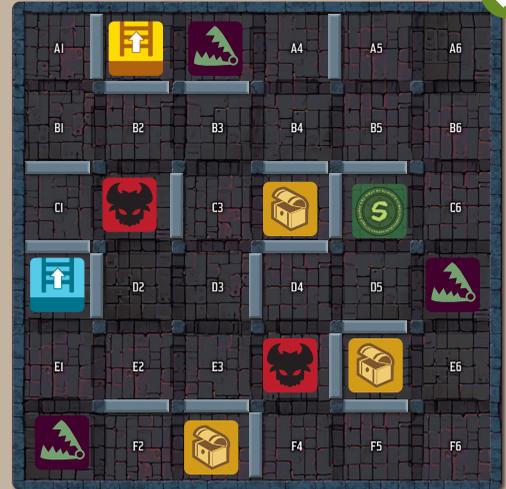
THE BUILDER: ON YOUR TURN

Slide one Time cube from the top half of the Hourglass down to the bottom half. *If there is no Time cube to slide down, the game ends immediately and you win!*

Draw two Twists from the deck and look at them. Keep one, and discard the other into a Twist discard pile. Keep your Twists face up where the Explorers can't see them. If the Twist deck ever runs out, shuffle the discard pile to form a new deck. There is no limit on the number of Twists you may hold.

PLAYING TWISTS

Each Twist card describes when it can be played; usually as a reaction to something an Explorer has done. When you play a Twist on an Explorer, carry out its described effects, discard it, then **give the Reprieve token** to that Explorer from wherever it currently is. You may **not** play a Twist on an Explorer that holds the Reprieve token.



This is legal; it's complicated, but you can trace paths through the Ladders and confirm that the Peril rule has been followed for all 6 Chests, the Exit, and between both Start tiles. Check for yourself!



When you may play it

Play when an Explorer learns about a Monster by Peering.

What it does

The Monster gains +5.

Endgame VP penalty

-2

EXPLORERS: ON YOUR TURN

Your turn works as usual. On your first turn, you are told your start space, but not which level of the lair you are on.

TWO MAPS EACH

Each Explorer will draw two maps; one for each level. You **are** allowed to **look** at other players' maps to get a sense of where things are, but you may not **draw** anything on your own map that your Explorer didn't learn about/locate as usual in the game. (*For example, even if you look at someone else's map and see that there is a Trap in the space next to you, that is still an Unknown space and Unknown Trap to your Explorer, and must be treated as such.*)

YOUR MAP CAN BECOME INCORRECT ON SOMEONE ELSE'S TURN

When the lair **changes** during another player's turn, your map **doesn't** automatically update to reflect that change; *remember, your map is a representation of what your Explorer knows, not what you as a player know.*

You will only update your map when your Explorer directly encounters the altered space or Feature. All Explorers and the Builder must work together to keep track of (*and point out*) differences between your map and the lair's reality. These are the types of anomalies that might occur:

A TARGET VALUE CHANGES

A Monster or Trap's Target value can change (*for example if a Monster is injured but not defeated*). The active Explorer (*as usual*) is supposed to note the altered value on their map. When you enter (*or otherwise learn about*) that space, you should be informed of the true current value.

A KNOWN FEATURE VANISHES

A Feature marked Known on your map can go away (*for example if someone else defeats a Monster you knew about*). When you enter (*or otherwise learn about*) that space, you should be informed that it is actually empty.

- Your *Backtrack* action is interrupted by a space that your map shows as non-Empty, even if it actually is Empty.

SOMETHING APPEARS IN A SPACE MARKED EMPTY

Some game effects can cause a Feature to move or appear (*for example the Gloombat can move to an Empty space that is Unknown to the active player*). This may cause an anomaly where a space marked Known Empty on your map **isn't** actually Empty.

A Feature moving or appearing is uncommon; when it happens, everyone should be on alert for map anomalies. *Hustle* and *Backtrack* actions must be carried out space-by-space so that everything is properly encountered. If you enter (*or otherwise learn about*) a space incorrectly marked Empty, resolve it as you would any Unknown Feature.

SCROUNGING

Multiple Explorers **are** allowed to Scrounge the same space; marking a space as Scrounged means "*Scrounged by you*".

EFFECT CLARIFICATIONS

- Game effects that allow you to learn about a space or locate something are limited to your current level.
- Game effects that allow you to move directly to any space **may** include spaces on the other level, even if you don't yet know which is Upper or Lower.
- If an effect allows the **Builder** to move you to any space, they **may** move you to the other level but they must tell you they've done so.

LADDERS

When you find a Ladder, the Builder says whether it goes up or down; this will establish which level you are on.

To climb or descend a Ladder, perform a *Creep* action; you move to the same coordinate in the other level, and then continue your mapping on your other map. You should mark your maps as Upper or Lower once you have figured out which is which.

Backtrack and *Hustle* **are** interrupted by a Ladder, since its space is not Empty.

MEETING OTHER EXPLORERS

When you are in the same space as another Explorer, you may spend any 1 cube to give that player any one card (*or other carried item*) you are holding.

EXIT CRITERIA

The Exit criteria are the same as in a normal game in standard dungeons (*even if you are using the bigger dungeon boards because you are playing with three Explorers*). They are independently calculated for each Explorer.

EXITING

Once you have exited, you are done playing and the game continues without you, skipping your turn. There are **no** VP awarded for Exiting in multiplayer.

FINAL SCORING

If all Explorers successfully exit the lair before time has run out, they have a chance to win, **if** their combined score is high enough. Each Explorer calculates their score **independently** (*in the same way they would in a normal two-player game*), and then adds them together.

Finally the Builder reveals any **Twist cards** that they still hold, which subtract the displayed amount from the Explorers' combined score. If the Explorers have met or exceeded the target score, they have won the game! If not, the Builder has managed to win despite their escape!



Target
for two
Explorers:

32

Target
for three
Explorers:

48