

**CAT BURGLAR**  
FRETJAN HERO

7 3

STR 3  
ARM 3  
WILL 2  
DEX 2

5 1

9 LIVES, STEALTH, PROFICIENT

2 Throwing Knives: , Sweep 2,

1 Gotchal! , Pounce

1 Can't Catch Me: , Retreat

Yummy-Nom-Nom: , Heal 2

Distracting Fuzzball: , Burst 1, Compel 2

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**TINCAN**  
DWARF HERO

5 3

STR 2  
ARM 1  
WILL 2  
DEX 1

6 1

SUREFOOT

2 Grudge: , +1 STR,

1 Indignant Defense: , +1 ARM, Grabby

1 Fight Me: Wave 2, WILL vs WILL, Pull 1

1 Bitterroot: , Heal 1, Remedy

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**RIFTLING WARRIOR**  
DEMON HERO

6 3

STR 4  
ARM 3  
WILL 1  
DEX 2

5 1

FURY, HUNGER

2 Demon Charge: , Lance 6, Charge

2 Darkforge Blade: , +1 STR,

1 Firevine: , +1 offense rolls,

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**CAT BURGLAR**  
FRETJAN HERO

**9 Lives:** One Use Only. When a model with 9 Lives is destroyed, immediately roll . Remove one wound token for each star rolled. If no stars are rolled, the model is destroyed as normal.

**Heal X:** A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

**Poison:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

**Pounce:** Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.

**Proficient:** Models with Proficient may take the basic Interact or Open Chest action without spending action points, once per turn.

**Retreat:** After completing an action with Retreat, using the rules for Push, the model's player moves the model with Retreat five squares away from its target or the square which the target occupied.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

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**TINCAN**  
DWARF HERO

**Grabby:** A model that is adjacent to an enemy model with Grabby may not move.

**Heal X:** A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

**Knockdown:** A model suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token. **(Arcade:** A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.)

**Remedy:** A model affected by Remedy removes all status effect tokens.

**Slow:** A model suffering Slow halves its movement points, rounding up.

**Surefoot:** A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

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**RIFTLING WARRIOR**  
DEMON HERO

**Charge:** When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Fury:** A model with Fury gains to all offense rolls for each wound it is currently suffering.

**Hunger:** When a model with Hunger rolls a Heart, no other model may benefit from its effect unless the model with Hunger is not suffering any wounds.

**Ice:** A model suffering Ice may not use unique actions.

*Riffling Warriors are savage and brutal fighters. The Riffling Warrior's fury and might grows as his pain and wounds increase. Many stories describe Riffling Warriors stalking the battlefield, bleeding from wounds that would fell a lesser fighter, slaying any who draw too near.*

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**HEXCAST SORCESS**  
HUMAN HERO

6 3

STR 2  
ARM 3  
WILL 2  
DEX 1

5 2

1 Frozen Feet: [Ice]

1 Broken Bones: [Bane]

1 Cursed Concoction: [WILL vs WILL, Burst 1]

1 Wizard Wings: [Fly], [WILL +1]

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**MOONSPIRE GUARDIAN**  
ELF HERO

7 3

STR 3  
ARM 2  
WILL 3  
DEX 2

5 1

WIND OF BLADES, SIDESTEP

2 Piercing Shot: [Lance 8, +1 DEX]

2 Perfect Strike: [Sword +1 STR]

1 Starlight Elixir: [Aura 3, +1 ARM]

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**SANCTIONED WITCH**  
HUMAN HERO

6 3

STR 2  
ARM 3  
WILL 2  
DEX 3

5 2

2 Arcane Burst: [Burst 1]

1 Curative: [Heal 1]

1 Sparkle-Charm Bomb: [Wave 2, Compel 2]

1 Healing Brew: [Roll 1] and [Heal 1] for each star rolled.

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**HEXCAST SORCESS**  
HUMAN HERO

**Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll. (Arcade: A monster suffering Bane reduces its **ARM** by 1)

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Hex:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll. (Arcade: A monster suffering Hex reduces its **STR** by 1)

**Ice:** A model suffering Ice may not use unique actions.

*Trained in the dark art of hexes and curses, the Hexcast Covens are uneasy allies to the rulers of Crystalia. Nonetheless their potency in battle cannot be denied. Slowing enemies, shattering armor, and weakening their foes a Hexcast Sorcess can lay even the mightiest low.*

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**MOONSPIRE GUARDIAN**  
ELF HERO

**Sidestep:** When a model with Sidestep wins a defense roll, it may immediately move one square.

**Wind of Blades:** A model with Wind of Blades may spend all of its movement points to make a single Missile Attack basic offensive action.

*Lunar elf moonspires' locations are closely guarded secrets. Moonspire Guardians are entrusted with protecting the pathways to these last bastions of lunar elf civilization. Moonspire Guardians send members of their order into Crystalia, to befriend potential allies and guide them along the moonlit paths to the spires, so that the lunar elf civilization may flourish once more.*

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**SANCTIONED WITCH**  
HUMAN HERO

**Heal X:** A model affected by Heal may remove a number of wound tokens or a number of status effect tokens equal to the value of X.

*Crystalia Castle does its best to keep tabs on all witches within the realms. Thus, it established the Sanctioned Witch Accords. These voluntary accords allow witches to practice their arts and remain in the grace of the Crown as long as they abide by the rules of the accords.*

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**BOO BOOTY**  
BOO BOOTY

5 1

STR 3 ARM 3 RNG 2

**BACKLASH**

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**DAEMONUS**  
CONSTRUCT

6 2

STR 5 ARM 5 RNG 3

**DARK DEFENDER, BULLY**

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**KNIGHT OF THE TOWER**  
NETHER ELF SOLDIER MINI-BOSS

6 3

STR 4 ARM 3 RNG 3

**FLY**

**Void Lightning:** Wave 3,

**Hidden Lever:** Look at the top card of the Challenge Deck. If it has a Trap effect that does not cause monsters to perform a command, immediately resolve it and then discard it. Otherwise discard it with no effect.

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**BOO BOOTY**  
BOO BOOTY

**Backlash:** When a model with Backlash is targeted by an offensive action and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card for destroying a model due to Backlash.

*Boo booty are the unfortunate creation of gnomish tinkering, paired with dwarven greed. Originally intended to guard the treasure vaults of the Hearthsworn Dwarves, the spirit of the Dark Consul filled the constructs with a malevolent intellect. Turning upon their former masters, boo booty rabidly guard their treasure from all who would seek to claim it.*

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**DAEMONUS**  
CONSTRUCT

**Bully:** A monster with Bully always targets the Hero with the least wrath with its commands.

**Dark Defender:** The dungeon boss may not be targeted with offensive actions while a model with Dark Defender is in play.

*Built by a doomed gnomish artificer to house a fragment of the Dark Consul's evil soul, Daemonus serves the Midnight Queen as guardian and champion. The true purpose of this vile clockwork contraption is far more sinister. Through Daemonus, the Dark Consul is able to observe and whisper corruption to the Queen. In this way, he shields her heart from the Light, continuing to usher her along the path to darkness.*

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**KNIGHT OF THE TOWER**  
NETHER ELF SOLDIER MINI-BOSS

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Hex:** A model suffering Hex discards the highest result rolled any time it makes an offense roll.

*Knights of the Tower are cruel and capable nether elf champions that have risen through the ranks by striding across fields of the fallen and shrewd use of treachery. Gifted by their Queen with ghostly nether steeds, they are terrifying upon the field of battle.*

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**THE MIDNIGHT QUEEN**  
HUMAN WITCH DUNGEON BOSS

6 3

STR 6 ARM 4 RNG 6

**Maddening Maze:** Wave 3.

**My Champion:** If Daemonus is not in play, spawn Daemonus adjacent to the Hero with the least wrath.

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**CRAWLER CLUSTER**  
ARCADE GANG

2 3

STR 2 RNG 2

STR 2 RNG 2

8 3

**SPIDER SPEAKER**  
NETHER ELF WITCH ELITE

**Mob**

**Scuttling Swarm:** Spawn one Crawler within 2 squares of this elite.

8 1

**CRAWLER**  
SPIDER MINION

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**SHADOW GUARD**  
ARCADE GANG

2 2

STR 3 RNG 2

STR 2 RNG 2

8 3

**TOWER STALKER**  
NETHER ELF SOLDIER ELITE

**Weaken the Prey:**

8 1

**TOWER BLACKBLADE**  
NETHER ELF SOLDIER MINION

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**THE MIDNIGHT QUEEN**  
HUMAN WITCH DUNGEON BOSS

**Hex:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll.

*The Midnight Queen has risen to prominence as the Dark Consul's voice and prophet in his time of exile. Known also as the Shadow Consort, Prophecy Bearer, The Demoness, and the Hollow Queen, she is the Dark Consul's terrible will made manifest. She will see all of Crystallia consumed by darkness.*

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**CRAWLER CLUSTER**  
ARCADE GANG

**Mob:** When a gang with Mob numbers more than 3 models it gains **STR**.

**Poison:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

*A revered priesthood, the Spider Speakers maintain the relationship between nether elves and the Queens of the various spider nests which populate Crystallia. Masters of poison and dark sorcery, Spider Speakers are a powerful, if not well loved, faction in nether elf society. Often accompanying them into battle are any number of venomous spiders, leaping and biting at the Spider Speaker's command.*

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**SHADOW GUARD**  
ARCADE GANG

**Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

*Tower Stalkers seek to identify the weakest link and remove it. Relishing in sowing dread and terror, a Tower Stalker will harry and toy with an adventuring party, striking when heroes become isolated or vulnerable. Tower Stalkers are often accompanied by Blackblades, the Midnight Queen's infantry. While the heroes deal with the Blackblades, they rarely see the Stalker coming.*

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**SHADOW GUARD**  
ARCADE GANG

STR 2, RNG 2, STR 3, RNG 2

**TOWER STALKER**  
NETHER ELF SOLDIER ELITE

8 3

Weaken the Prey: STR

**TOWER BLACKBLADE**  
NETHER ELF SOLDIER MINION

8 1

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**SHADOW TOWER**  
SPAWNING POINT

ARM ↑

3

**STEALTH AURA**

**Spawning Pool:**  
1 x Shadow Tower (Spawning Point)  
1x Tower Stalker  
2x Tower Blackblade  
3x Tower Arbalist

**Cards:**  
Shadow Guard  
Tower Arbalist

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**SHADOW TOWER**  
SPAWNING POINT

ARM ↑

3

**STEALTH AURA**

**Spawning Pool:**  
1 x Shadow Tower (Spawning Point)  
1x Tower Stalker  
2x Tower Blackblade  
3x Tower Arbalist

**Cards:**  
Shadow Guard  
Tower Arbalist

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**SHADOW GUARD**  
ARCADE GANG

**Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

*Tower Stalkers seek to identify the weakest link and remove it. Relishing in sowing dread and terror, a Tower Stalker will harry and toy with an adventuring party, striking when heroes become isolated or vulnerable. Tower Stalkers are often accompanied by Blackblades, the Midnight Queen's infantry. While the heroes deal with the Blackblades, they rarely see the Stalker coming.*

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**SHADOW TOWER**  
SPAWNING POINT

**Stealth Aura:** Monsters with Affinity that are within two squares of a model with Stealth Aura gain Stealth.

**Immune: Status Effects**

*When the Dark Realm breached the light of Crystalia, it tore a rent between the two worlds known as the Nether Rifts. Much of the land which was lost to the newly formed Nether Rifts was of the Fae Wood. As the rifts opened, entire villages and cities of deeproot elves were swallowed by the Dark Realm. Forced to survive within the cold darkness of the Dark Consul's domain, the elves became dark reflections of what they once were. Twisted by the corrupting influence of shadow, they became vile and villainous, a scourge upon all of Crystalia.*

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**SHADOW TOWER**  
SPAWNING POINT

**Stealth Aura:** Monsters with Affinity that are within two squares of a model with Stealth Aura gain Stealth.

**Immune: Status Effects**

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**SPIDER NEST**  
SPAWNING POINT

**WEBS** (3)

**ARM** 1

**Cards:**  
Crawler Cluster  
Spinner Spindle

**Spawning Pool:**  
1x Spider Nest (Spawning Point)  
1x Spider Speaker  
3x Crawler  
3x Shadow Spinner

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**SPINNER SPINDLE**  
ARCADE ELITE GANG

**STR** 1 **RNG** 6

**STR** 1 **RNG** 6

**ARM** 1

**SHADOW SPINNER**  
SPIDER ELITE

**ARM** 1

**SHADOW SPINNER**  
SPIDER ELITE

**ARM** 1

**Mob**

**Mob**

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**TOWER MARKSMEN**  
ARCADE ELITE GANG

**STR** 2 **RNG** 8

**STR** 2 **RNG** 8

**ARM** 1

**TOWER MARKSMEN**  
ARCADE ELITE GANG

**ARM** 1

**TOWER MARKSMEN**  
ARCADE ELITE GANG

**ARM** 1

**Enervating Bolt:**

**Enervating Bolt:**

**Enervating Bolt:**

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**SPIDER NEST**  
SPAWNING POINT

**Immune: Status Effects**

**Webs:** All squares within two squares of a model with Webs are difficult terrain.

*Spiders have a natural affinity with darkness and shadow. Many of the fiendish varieties which call the Nether Rifts and Dark Realm home grow to remarkable sizes and can possess a startling intellect. The nether elves strike bargains with spider nests' Queens, and in exchange for their aid the spiders are granted their choice of hunting grounds and provided with protection from various heroic attempts at extermination.*

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**SPINNER SPINDLE**  
ARCADE ELITE GANG

**Immobilized:** A model affected by Immobilized may not move during its next activation.

**Mob:** When a gang with Mob numbers more than 3 models it gains **STR**.

*Shadow spinners lurk within dark spaces of the Nether Rifts, weaving webs of pure shadow to conceal their presence and ensnare their prey. Many shadow spinners have taken up residence within the Midnight Tower. Their webs of pure darkness blend perfectly with the natural gloom of the tower, and they are an ever-present danger to anyone foolish enough to enter.*

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**TOWER MARKSMEN**  
ARCADE ELITE GANG

**Ice:** A model suffering Ice may not use unique actions.

*Nether elves see little reason to sacrifice themselves needlessly in battle. Because of this, the large majority of nether elf battalions consist of ranks upon ranks of Archalists wielding wicked crossbows. Before an enemy is able to engage the nether elves' lines, they must withstand a withering barrage of bolts.*

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**TOWER ARBALIST**  
NETHER ELF SOLDIER ELITE SOLO

7 1

STR 2 ARM 1 RNG 8

Ice

**Energating Bolt:**

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**TOWER ARBALIST**  
NETHER ELF SOLDIER ELITE SOLO

7 1

STR 2 ARM 1 RNG 8

Ice

**Energating Bolt:**

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**TOWER MARKSMEN**  
ARCADE ELITE GANG

7 1

STR 2 RNG 8

ARM 1

**TOWER MARKSMEN**  
ARCADE ELITE GANG

7 1

**TOWER MARKSMEN**  
ARCADE ELITE GANG

7 1

**TOWER MARKSMEN**  
ARCADE ELITE GANG

**Energating Bolt:**

**Energating Bolt:**

**Energating Bolt:**

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**TOWER ARBALIST**  
NETHER ELF SOLDIER ELITE SOLO

Ice: A model suffering Ice may not use unique actions.

*Neither elves see little reason to sacrifice themselves needlessly in battle. Because of this, the large majority of nether elf battalions consist of ranks upon ranks of Arbalists wielding wicked crossbows. Before an enemy is able to engage the nether elves' lines, they must withstand a withering barrage of bolts.*

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**TOWER ARBALIST**  
NETHER ELF SOLDIER ELITE SOLO

Ice: A model suffering Ice may not use unique actions.

*Neither elves see little reason to sacrifice themselves needlessly in battle. Because of this, the large majority of nether elf battalions consist of ranks upon ranks of Arbalists wielding wicked crossbows. Before an enemy is able to engage the nether elves' lines, they must withstand a withering barrage of bolts.*

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**TOWER MARKSMEN**  
ARCADE ELITE GANG

Ice: A model suffering Ice may not use unique actions.

XXXX

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**LEMON PEEL**

**+1 WILL**

A sour jolt!

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**COWARD'S BOOTS**

**+2**

Run away!

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**BURNT TWIG**

**+1 DEX**

Surprisingly warm.

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**ITTY-BITTY WINGS**

**+2**

Warning: Do not attempt flight.

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**DIRTY PENNY**

**+1 ARM**

Never underestimate a bad penny.

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**BENT NAIL**

**+1 STR**

Still sharp.

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**HEART-SHAPED LOCKET**

**+1**

*Why would you enchant it to beep obnoxiously when it's empty?*

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**CELESTIAN ARMBANDS**

**+1 ARM**

*Improve your hugs.*

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**BUBBLY BEVERAGE**

**+1**

*Does sugar always do this to you?*

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**POTION BANDOLIER**

**+1**

*They taste so good.*

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**HEART CONTAINER**

**+1**

*I have an extra in here...*

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**FIZZY BEVERAGE**

**+1**

*So much fizz! So much caffeine! So much sugar! Let's do this!*

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**POTION POUCH**

**+1**

*Label them next time, please?*

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**CRUDE  
BLUNDERBUSS**

**+1 STR**



*It's bound to hit something...*

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**ADVENTURER  
PLATE**

**+1 ARM**

*This scratch is from an angry drake, this one is from a rabid squirrel....*

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**ELVISH  
CLOAK**

**+1 DEX**

*Alone in a crowd.  
Hidden in a shadow.*

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**ELVISH  
BOOTS**

**+1 DEX**

**Surefoot:** A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

*Perfect for any dungeon terrain.*

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**CHAINMAIL**

**+1 ARM**

*Come at me!*

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**DIAMOND PLATE**

**+1 ARM**

*Ultimate protection? Priceless.*

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**REINFORCED SHIRT**

**+1 ARM**

*Every Hero's closet should have one.*

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**SILK GLOVES**

**+1 DEX**

*So luxurious.*

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**DWARVEN DOUBLET**

**+1 ARM**

*Always leave the arms free to maximize your axe swing.*

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**STURDY CLOAK**

**+1 ARM**

*Rugged protection for any Hero.*

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**BRASS KNUCKLES**

**+1 STR**

*When you're tired of messing around.*

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**DWARVEN HELM**

**+1 STR**

 *Headbutt!*



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**GRANITE PENDANT**

**+1 ARM**

*Solid as a rock.*



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**WITCH HAT**

**+1 WILL**

 *Which hat? The pointed hat!*





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**ELVISH BRACELET**

**+1 DEX**

 *I love charm bracelets!*



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**ARCANE TOME**

**+1 WILL**

*Knowledge is power.*



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**WITCH ROBES**

**+1 WILL**

*Which robes? The black robes!*



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**DWARVEN HORN**  
**+1 STR**  
*Blow on it, or just hit someone with it.*



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**IRON NECKLACE**  
**+1 STR**  
*It may look plain, but the enchantments are real.*



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**DIAMOND HELM**  
**+1 ARM**  
*Resplendent and sparkly.*



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**SPIKES!**  
**+1 STR**  
*Put one here. Put one there.  
 Put one everywhere!*



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**WIZARD RING**  
**+1 ARM**  
*The power within is all the protection I need.*



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**WIZARD COWL**  
**+1 WILL**  
*I set my mind in motion.*



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**CRYSTAL SHARD**  
**+1 WILL**  
 Hold it to the light—rainbows!



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**RIFTLING ORB**  
**+1 DEX**  
 Embrace the darkness.



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**WIZARD WAND**  
**+1 WILL**  
 Point the wand at what you want to barbeque...



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**FASHIONABLE CAPE**  
**+1 DEX**  
 Adventuring in style.



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**WINGED CROSSBOW**  
**+1 WILL**  
 Goddess, guide my shot.



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**CHIMERIC BATTLEBLADE**  
**+1 STR**  
 Chimeric battleblades change with each user. The fierce wield blades of flame, the cold-hearted blades of ice.



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**DEADLY DIRK**

**+1 DEX**



*Just a little stick.*

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**STEEL SWORD**

**+1 STR**

*Nothing finer than a well crafted blade.*

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**ORNATE BATTLEAXE**

**+1 STR**

*Slashing in style.*

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**DWARVEN AXE**

**+1 STR**

*Forged by dwarves and just as reliable.*

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**GNOMISH STICKER**

**+1 STR**

*The fact that they can only reach my legs still isn't very comforting.*

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**OGRE MACE**

**+1 STR**

*If you can lift it you're sure to hurt something.*

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**STEEL GAUNTLETS**

**+1 ARM**

*I challenge you to a duel!*

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**WITCH WAND**

**+1 WILL**

*Which wand?  
The garbled wand!*

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**DISCORDANT GEM**

**+1 STR +1 WILL +1 DEX**

**Illusionary Double:** When a model with Illusionary Double suffers a wound, place one crystal token on its card. It may never have more than one crystal token. When the model is affected by an action that requires a defense roll, it may remove one crystal token to automatically win the roll.

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**RUSTY GAUNTLETS**

**+1 ARM**

*Well, they're better than nothing.*

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**ELVISH RAPIER**

**+1 DEX**

*Beautiful and deadly.*

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**NETHER PORTAL**

**+1 WILL**

**Cursed**

**Dark Reflection:** Boss sightings always affect the tile this Hero is on, in addition to any tiles listed by the Mighty Monster Chart. (Arcade: During Consul Power-Up, look at the top card of the challenge deck. If it has a Trap effect resolve it immediately. Then discard it with no further effect.)

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## MIDNIGHT MAIL

**+1 ARM**

**2** Nether Fury: Wave 1, 

*The power of the Dark Realm calls to me.*



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## SPHERE OF ETERNAL NIGHT

**+1 DEX**

**Insight:** When a model with Insight is targeted by an offensive action, it may force the attacker to reroll one die of its choice from the offense roll, before making a defense roll. **(Arcade:** A monster targeting a model with Insight reduces its **STR** by 1.)



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## NIGHTMARE STEED

**+2**

**2** Nightmare Charge:  Lance 4, Charge, 

**Charge:** When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.



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## MIDNIGHT HELM

**+1 ARM**

**Parry:** After a model with Parry suffers damage due to a critical success, it may immediately make a basic attack against the model that caused the critical, if able. **(Arcade:** After a model with Parry suffers damage, it may discard one wrath token.)



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## LIGHTBREAKER

**+1 STR**

**2** Blind Onslaught:  this model makes 3 basic melee attacks without spending action points and then suffers 2 damage.



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## PIXELATED PENDANT

**+1 STR**

**2** Pixel Crush:  Cross 4, Push 2

*Does this dress make me look blocky?*



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**SAPPHIRE CRYSTAL SHARD**

**+1 ARM**

**1** Princess Power:  Aura 1, **+1 ARM**

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**GUTTERING CANDLE**

**+1 WILL**

**1** Flicker:  Teleport (Choose an empty square anywhere within 10 squares and line of sight. Place the model affected by Teleport in this square.)

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**TRUSTY LOCKPICKS**

**+1 DEX**

**Proficient:** Models with Proficient may take the basic Interact or Open Chest action without spending action points, once per turn.

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**LUCKY STRIPED PANTS**

**+1 ARM**

**Luck:** When a model with Luck draws treasure cards, it may draw one additional card. Choose one of the cards drawn and shuffle it back into the deck.  
*Lucky!*

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**AMETHYST CRYSTAL SHARD**

**+1 WILL**

**2** Princess Power:  Wave 2,   
*Crystalia is mine, no one will stand in my way.*

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**BLURAZ FIZZY BLAST**

**+1**

**Share A Sip!** If another Hero activates after this Hero, during the same turn, that Hero gains  Move during that activation.

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**FRUIT SPLASH CHERRY BOMB**

**Bob-omb:** If another Hero activates after this Hero, during the same turn, that Hero gains **+1** to the first offense roll it makes that activation.

**+1**

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**BLESSED SPEAR**

**+1 STR**

**Divine Guidance:** When a challenge card with a Trap effect is drawn, this model may discard this treasure to prevent the Trap effect from happening.

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**ANCESTRAL MAIL**

**+1 ARM**

*This mail has served my family for generations.*

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**BEJEWELED SHIELD**

**+1 STR**

**Extra Sparkly:** When a model with Extra Sparkly ends its activation, it may gain two wrath.

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**STONE HEART**

**+1 ARM +1**

**2 Invincible:** Aura  
3. Heroes in the area of effect may reroll one dice on defense rolls.  
*Sure as stone.*

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**ARCH WIZARD'S ROBE**

**+2 WILL**

**Mastery:** Once per activation, this model may use a unique action listed on the card of an adjacent friendly model.  
*Your power is mine!*

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**DIVINE VESTMENTS**

**+1 WILL**

**1** Soothe: Heal 1 (A model affected by Heal may remove a number of wound counters or a number of status effect counters equal to the value of X.)  
*May the Goddess bring you comfort.*

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**EMERALD CRYSTAL SHARD**

**+1 DEX**

**1** Princess Power: Aura 1, **+1 DEX**  
*Those gnomes outdid themselves with this one.*

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**CLOAK OF WARDS**

**+1 ARM**

**1** *Nothing can penetrate my defense.*

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**DRAGON BREATH BLUNDERBUSS**

**+1 DEX**

**2** Eruption: Wave 1, **1**  
*Those gnomes outdid themselves with this one.*

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**BURNING EYE**

**+1 STR**

**1** *My eyes! They burn!*

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**RUBY CRYSTAL SHARD**

**+1 WILL**

**1** Princess Power: Aura 1, **+1 WILL**

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**GEM OF ALAR CITY**

**+1 WILL**

*You show remarkable alacrity.*



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**PEGASUS WINGS**

**+1 DEX +2**

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.



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**ORACLE EYE**

**+1 STR +1 WILL +1 DEX**

**Oracle:** When this model wins an offense roll, if it rolled no potions or hearts, it may choose to count as having rolled one potion or one heart.



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**SHADOW CROWN**

**+1 DEX +1**

**2 Shadow:** Place Hero adjacent to any other Hero on the dungeon map. *Swift and silent as a shadow.*



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**WINDSWEPT FLUTE**

**+1 DEX**

**1 Windsong:** Wave 1, Push 2, ♣



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**CITRINE CRYSTAL SHARD**

**+1 STR**

**1 Princess Power:** Aura 1, **+1 STR**



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**HERO'S BLADE**

**+1 STR**

**+1**

**2 Spin Attack:**  Wave 1, Push 2

*I am not left-handed.*

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**EXECUTIONER'S AXE**

**+1 ARM**

**2 Execute:**  **+1 STR**  
Massive Damage (When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.)

*Off with their heads!*

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**SCEPTRE OF THE ARCHMAGE**

**+1 WILL**

**2 Force of Will:**  Burst 1

*Don't underestimate me.*

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**MONSTROUS MAUL**

**+1 ARM**

**2 Crunch:**  **+1 STR**

*No blade will harm me.  
No armor will stop me.*

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**FIREFLOW STAVE**

**+1 WILL**

**2 Fireball:**  Burst 1, 

*Get ready! FIIIIIIIRE  
BAAAAAALL!*

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**GLIMMERWOOD BOW**

**+1 DEX**

**1 Sparklepllosion:**  Burst 1

*Ohhhhh, it's so sparkly!*

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**NETHER SWORD**

**+1 DEX**

Forged in the deepest pits, the merest scratch can prove fatal.

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**BOOY BITER**

Boo Booties only have an effect when drawn from a treasure chest. The Consul spawns one Boo Booty in the square the treasure chest occupied. The Hero that opened the chest suffers one wound.

*Watch your fingers, this Boo Booty bites!*

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**GREEDY GRIMOIRE**

When this card is drawn, immediately give the Hero that most recently activated all of the wrath. Draw an additional treasure in place of this one.

*I'll admit, I judged it by its cover.*

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**BASHFUL BOOTY**

Boo Booties only have an effect when drawn from a treasure chest. The Consul spawns one Boo Booty in the square the treasure chest occupied. Then all Heroes within 3 squares and line of sight of the Boo Booty suffer  Hex.

*Aw, she's just a little shy!*

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**BOOY GRINDER**

Boo Booties only have an effect when drawn from a treasure chest. The Consul spawns one Boo Booty in the square the treasure chest occupied. The Hero that opened the chest discards one equipped loot card.

*Crunch, crunch, crunch. Boo Grinders live to devour your gear.*

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**MANIACAL MAPBOOK**

When this card is drawn, immediately place the Hero closest to the start token adjacent to any open doorway in the last tile. Draw an additional treasure in place of this one.

*We should have made a left at the egg clutch...*

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**PERILOUS PAGES**

When this card is drawn, immediately draw the top card of the challenge deck. If it has a Trap effect resolve the Trap, then discard the challenge and this card with no further effect. Draw an additional treasure in place of this one.

*This is why I don't read.*

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**TORMENTED TEXT**

When this card is drawn, all Heroes immediately roll their DEX. All Heroes that roll two or fewer stars suffer one wound. Draw an additional treasure in place of this one.

*Ouch!*

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**STRUCTURE**

Structure

Models cannot draw line of sight across or move through structures.

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**STAMPEDING BOOTY**

Boo Booties only have an effect when drawn from a treasure chest. Spawn one Boo Booty in the square the treasure chest occupied. Then all monsters perform the Move command.

*Why is the dungeon shaking?*

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**DIFFICULT TERRAIN**

Difficult Terrain

Each square of difficult terrain a model enters costs two movement points. If a model does not have enough movement points to move into a square with difficult terrain, it may not do so.

Large based models are only considered to enter a square of difficult terrain if one of the squares counted along the path they are moving is difficult terrain. Remember, large based models can "squeeze" through single-square lanes.

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**CHASM**

Chasm

Models cannot move through chasms. Models can draw line of sight through chasms.

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**HERO TURN SUMMARY** pg.13

Perform one of the following:

- Complete one Hero activation
- Complete a second Hero activation
- Power-Up Phase

**HERO ACTIVATION** pg.14

When activating a Hero perform the following:

- Add an activation token to the Hero's card
- Upkeep
- **Movement and Actions** - in any order and combinations

**HERO POWER-UP** pg.32

Perform the following during Power-Up:

- Rewards, pg. 32
- Equipment, pg. 32
- Princess Coins, pg. 33

**TYPES OF ACTIONS** pg.19

**Red offensive** actions inflict a single wound if successful.

**Blue support** actions do not inflict wounds, instead they will list other effects.

**Augment** actions only affect friendly models. **Augment** actions that do not list a range affect the model using the action.

**Dangerous** actions will affect both friendly and enemy models.

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**BASIC ACTIONS** pg.19

**Magic Attack:** Make an offensive action using **WILL**.

**Melee Attack:** Make an offensive action using **STR**.

**Missile Attack:** Make an offensive action using **DEX**.

**Dash:** Move two squares.

**Open Chest:** Open an adjacent Treasure Chest.

**Interact:** The model interacts with an element of the scenario as described in the scenario.

**Loud Slurping:** the Hero gains 2 wrath tokens.

**POTIONS** pg.18

Once per turn, a Hero may discard a potion token to take a potion action without spending action points.

**Blue Potion:** Make the listed support action.

**Red Potion:** Make the listed offensive action.

**Green Potion:** Make the listed support action. Green potions may only be used during the Consul's turn.

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**BASIC ACTIONS** pg.19

**Magic Attack:** Make an offensive action using **WILL**.

**Melee Attack:** Make an offensive action using **STR**.

**Missile Attack:** Make an offensive action using **DEX**.

**Dash:** Move two squares.

**Open Chest:** Open an adjacent Treasure Chest.

**Interact:** The model interacts with an element of the scenario as described in the scenario.

**Loud Sturping:** the Hero gains 2 wrath tokens.

**POTIONS** pg.18

Once per turn, a Hero may discard a potion token to take a potion action without spending action points.

**Blue Potion:** Make the listed support action.

**Red Potion:** Make the listed offensive action.

**Green Potion:** Make the listed support action. Green potions may only be used during the Consul's turn.

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**MIGHTY MONSTER BONUS**

All monsters, except the dungeon boss, gain the following bonus:

**HP to ARM**

If the monsters gain the above bonus from the Mighty Monster Chart, place this card in front of the Consul player as a reminder.

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**CHALLENGE BACK-TO-BACK**

**Challenge:** Whenever a Hero suffers a wound, if there is not another adjacent Hero, it suffers one additional wound.

*They struck from every shadow; dodging and feinting, dancing around us. They never engaged in single combat, none among them would face me like a true warrior! They waited until we were alone, attempted to separate us.*

*If you ever are foolish enough to venture into the darkness, into the Midnight Tower, never become separated. They will always strike at a hero when she is alone. Such is the nature of those who dwell here.*

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**CHALLENGE A SINGLE TARGET**

**Trap:** All Heroes with two or more equipment cards suffer 6.

**Challenge:** Heroes may not gain wrath in any way.

*We delighted in the loot we found at first, only to learn of the deadly poison that coated it. It slowed some of our group and, as they lagged behind, the Nether Elves struck. They knew who was weakest, they could sense it...*

*—First known journal entry from the torn pages of Iyana Stormseeker*

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**CHALLENGE BITE BACK**

**Trap:** Spawn a boo booty adjacent to the Hero with the most wrath. This boo booty grants treasure when destroyed as normal.

**Challenge:** Heroes must roll 1 immediately after destroying an Elite monster or a spawning point and suffer a number of wounds equal to the number of stars rolled.

*Everything in this tower is evil and corruption! Even a treasure chest, universally loved by all adventurers, bit my hand! I had to pummel the thing to find anything of value.*

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## CHALLENGE BITING WINDS

**Trap:** Rotate the tile occupied by the Hero with the most wrath 90 degrees clockwise.

**Challenge:** All offensive actions taken by monsters gain Push 5.

*I thought the tower would provide some protection from the Nether Rifts. It may be the Midnight Tower, but it once was the seat of the Goddess herself! However, I was wrong. I can feel the vile winds from the Rifts blowing through every window, every crack, every door.*

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## CHALLENGE DANGEROUS GIFTS

**Trap:** Each Hero suffers a number of wounds equal to half of its wrath tokens, rounded up.

**Challenge:** Heroes draw one loot card for every two minions destroyed, instead of one loot card for every three minions destroyed.

*The Nether Elves that guard the Midnight Tower are clearly their elite troops. Their blades gleam and their armor is the roughest hide. And do you know what that means? They leave behind the best loot.*

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## CHALLENGE DO YOUR PART!

**Challenge:** At the start of the Consul's next turn, all Heroes with zero wrath suffer two wounds.

*If you are going to take on the Midnight Tower, be sure you have vetted your party properly. I knew that taking someone who calls himself "Jonah the well-rested of the frequent naps" was a mistake. He has done practically nothing! I mean, how do you sleep through an ambush by Nether Elf assassins? I'm almost impressed.*

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## CHALLENGE CURSE OF ROT

**Challenge:** Heroes may not Heal.

*There are times when I can still feel the light of the Goddess. I can still feel the comfort, and subtle guidance of Her light, even within these blackened walls. Unfortunately, this is not one of those times. I feel nothing. The place where the light and comfort should be has been replaced with an empty void. A scar in my mind. My elixir turns to ash in my mouth, and my prayers for guidance go unanswered.*

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## CHALLENGE DARK ALCHEMY

**Trap:** All Heroes must roll their **WILL**. Any Hero that rolls one or fewer stars suffers two wounds.

**Challenge:** All Heroes must use their **WILL** for all defense rolls.

*The corruption of the Dark Consul in this place has even seeped into our potions! My delicious super slurpy grape soda was practically ruined. What heinous alchemy is at work here?*

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## CHALLENGE HIDDEN NEST

**Challenge:** Spawning Points do not suffer wounds.

*If we could find the nest, perhaps we could put an end to these giant spiders that are hounding us. But try as we might, we cannot find it. We have torched entire rooms of spider webs and destroyed dozens of the beasts, but still they plague us. Maybe this entire tower is one giant nest? A beacon of the Dark Consul's power, summoning forth creatures from the dark. That is a wretched thought.*

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## CHALLENGE HOPELESSLY LOST

**Trap:** The Hero with the most wrath must roll its **DEX**. If it achieves two or fewer stars, the Hero is placed adjacent to any dungeon exit in the third tile.

**Challenge:** Heroes may not Heal.

*Ensway, the Sanctioned Witch, was the first of our party to become separated. We lost her in the dark, twisting corridors while fending off the Blackblades. I would fear that she has fallen, but I still hear the rumbling of powerful magic and smell smoke from somewhere deep in the tower.*

## CHALLENGE INFERNO

**Trap:** All Heroes that are not on the first tile suffer ☹️.

**Challenge:** Heroes do not remove status effects at the end of their activation.

*This infernal tower is guarded by all manner of creatures and traps alike! We encountered the dreadful Knight of the Tower, and at the pull of a lever, he engulfed the corridor we occupied in flames. We lost him in the inferno, and now my cape is singed and Enny, our cat burglar, is having coughing fits.*

*I fear the knight could reappear once more around any corner...*

## CHALLENGE MOVE SILENTLY

**Challenge:** Heroes gain one wrath for each space they move.

*I thought we had lost the spiders in the twisting corridors, but I could still hear their vile skittering off in the distance. We just had to keep moving and remain quiet, but Enny's coughing gave us away. What good is a cat burglar who can't even keep silent? Freylans and their hair balls.*

*The spiders were soon on us, and it was a desperate battle in tight and blackened corridors.*

## CHALLENGE ILL-EQUIPPED

**Trap:** Draw the top card of the loot deck. All Heroes in play discard all equipment that shares a slot with the drawn card. Then discard the card.

**Challenge:** Heroes may not use potion actions.

*Let me prepare the packs, Jonah said. I inventoried all of our equipment, Jonah said. How did he expect us to make it through the tower on these meager rations? I don't even have a straw in order to enjoy my super slurpy grape soda. This is the last time I fight evil without preparing my own bag.*

## CHALLENGE MAGICAL SHIELDING

**Trap:** All monsters perform the Fight command.

**Challenge:** Heroes may not pass through doorways while moving.

*Why are doors always such a hazard to adventurers?! We came to a hallway where every door was guarded with some sort of dark magic, we could not open a single one! Somewhere behind us I heard the skittering of spiders and I knew we would either have to fight or go deeper into the tower...  
We chose to keep moving.*

## CHALLENGE MUSTER THE FORCES

**Trap:** All monsters perform the Regroup command.

**Challenge:** Monsters gain a bonus to their **STR** equal to the number of wounds on their target.

*The battle was fierce and quick. The Knight of the Tower rallied his forces, preventing them from falling haplessly on our blades, then charged us as a group. It seems to me the Nether Elves and their arachnid pets not only target the weakest of the group, but they delight in it, gain strength from it.*

## CHALLENGE NIMBLE FINGERS

**Trap:** The party may choose not to face this trap. If the party chooses to face this trap, select a Hero. The selected Hero makes one **D&X** roll for each unspent Princess Coin the party has remaining. If every roll achieves three or more stars, the party gains a Princess Coin. If any roll achieves two or fewer stars, the party discards an unspent Princess Coin.


**Challenge:** All Heroes must use their **D&X** for all defense rolls.

*I thought the wall of spikes, bladed pendulum, and scorpion pit would scare her off, but Freyians do love shiny objects...*

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## CHALLENGE OVEREXERTION

**Trap:** All Heroes with no wound tokens suffer two wounds.

**Challenge:** Heroes gain .

*Escaping the knight and his minions, we came to a great door. It was brilliantly white, studded with gems of the purest ruby, citrine, sapphire, emerald, and amethyst. It is the Goddess Chamber, it must be! I could feel her presence! I could feel the light! The Goddess chamber remains sealed and pure! It had cost us much to get here, but we were instilled with a renewed vigor.*

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## CHALLENGE PAINFUL ECHOES

**Challenge:** Whenever a Hero suffers a wound that is not caused by this challenge, all other Heroes within four squares of it also suffer a wound.

*I know not if it was my own sympathy, the strong bond that forms between comrades under such dire circumstances, or if it was some vile curse by one of the residents of the tower — but I could feel the aches and pains of my friends. We were one, battling back the forces of darkness in the forsaken halls and defiled chambers.*

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## CHALLENGE NOWHERE TO HIDE

**Challenge:** Any abilities on spawning points that have a range affect the spawning point's entire tile instead of the listed range.

*This entire tower pulses with obscene power. I remember stories as a child that the Dark Consul had originally sought to turn the entire thing into one giant portal, spawning abominations from the Dark Realm. I am so thankful for the sacrifices of those valiant heroes of old who stalled him and bound him! The smaller portals are enough to deal with...*

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## CHALLENGE OVERPOWER

**Challenge:** All Heroes must use their **D&X** for all defense rolls.

*In the cramped corridors of the Midnight Tower, there is not often room to dodge, and no time for finesse. There are times that spiders the size of small horses are clinging to your armor, dragging you to the ground, and the only thing that can save you is pure, brute strength.*

*We had many such scrapes in the blackened halls of this cursed place, and it wore heavily on the others, who were more accustomed to having room to maneuver.*

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## CHALLENGE PILLOW FIGHT

**Challenge:** All offensive actions (from both Heroes and monsters) gain Push 1 and do not cause models to suffer wounds.

*The weapons of those who follow the Dark Consul are many and varied. Even so, this was... unexpected...*

*Have you ever seen what a Nether Elf assassin can do with a frilly pillow? My blood chills to even recall it.*

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## CHALLENGE PIT TRAP

**Trap:** The party may choose not to face this trap. If the party chooses to face this trap, they select a Hero to roll its **WILL**. If it rolls three or more stars, draw one treasure. If it rolls two or fewer stars, the Hero discards all of its equipment.

**Challenge:** Whenever a Hero moves into a square that is within three squares of a spawning point, the Hero suffers one wound and gains one wrath.

*Have you ever tried to scramble out of a scorpion pit wearing full plate? Until you have, do not judge me for leaving my armor behind. Some walls cannot be scaled while one is weighed down with such a burden.*

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## CHALLENGE PRECISION STRIKE

**Challenge:** All Heroes must use their **DEX** for all defense rolls.

*Their blades are poisoned! Their spiders have venomous bites! Even a scratch can be deadly. It is far better to avoid a blow than to knock it aside with shield or armor, lest some small scratch leave a hero in the most dire straights. Do not expect the Blackblades or Stalkers of the tower to fight fair. Poison is a specialty of any Nether Elf, and their blades must be dodged at any cost.*

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## CHALLENGE RUN AWAY!

**Trap:** All monsters perform the Regroup command.

**Challenge:** Monsters gain a bonus to their **STR** equal to the number of wrath tokens on their target.

*As we stood in the great hall, spiders and Blackblades began to pour in. We prepared ourselves for our last stand, but it was not to be! An arcane burst of green flame tore through the enemy ranks, and the denizens of the tower wisely regrouped, allowing us chance enough to flee. As we did Emsway, our Sanctified Witch, rejoined us once more. I had feared her lost!*

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## CHALLENGE PRECISION

**Challenge:** Heroes may not benefit from any **DEX** bonuses due to equipment.

*Yes, I know, traversing the Midnight Tower without armor was not the most ideal situation. But who has never made a mistake? Have you never left something important behind? Besides, the Nether Elves are experts at finding the weakest point in any armor, the smallest hole in any defense. They caught up with us once more, and it was all we could do to escape with our lives.*

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## CHALLENGE PSYCHIC ATTACK

**Challenge:** All Heroes must use their **WILL** for all defense rolls.

*We found ourselves in a great chamber. Twisted statues lined the walls, and obscene runes were scrawled on the floor. In our heads we could hear her voice. The Midnight Queen herself called out to us, taunting us, speaking of our doom. But beneath her voice I could hear something ancient, mechanical, whispering not to us, but to her. I wonder if even she is a prisoner of this place? I wonder if the light of the Goddess can be found in the blackest of hearts?*

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## CHALLENGE SHIMMERING PROTECTION

**Challenge:** Monsters may not suffer wounds (they suffer any other effects of offensive actions as normal).

*The Midnight Queen does not suffer the destruction of her minions lightly. As we attempted to make our escape, a dark energy surrounded the remaining Nether Elves and their arachnid hounds. Our blades and arrows were turned away by dark magic as the queen's laughter echoed in our very minds. There was naught we could do but keep moving.*

*This tower has endless surprises, and none of them are pleasant.*

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## CHALLENGE SHOW OFF

**Trap:** The Hero farthest from the Start Token must roll their **START**. If the Hero rolls two or fewer stars, place it anywhere in the first tile.

**Challenge:** Heroes may not benefit from any **START** bonuses due to equipment.

*Somehow, Jonah got it in his head that he was in charge of the party. He took a torch and insisted on taking the lead. As he did, the floor opened up beneath him, and he disappeared into the bowels of the tower. I know not his fate, but I deeply regret letting him carry the excess loot.*

## CHALLENGE STRENGTH THROUGH ANGER

**Challenge:** Monsters gain a bonus to their **START** equal to the number of wrath tokens on their target.

*The longer we fought our way through the tower, the stronger our foes became. At first I thought we had fought our way through the initial guards and encountered elite forces. But I think now that the millions of darkness were growing stronger as we fell them. Each stroke of our blades angered the tower more and it lent more of its strength to its vile denizens.*

## CHALLENGE TERRIBLE BURDEN

**Trap:** All Heroes with two or more equipment cards suffer **W**.

**Challenge:** All Heroes must use their **START** for all defense rolls.

*The very atmosphere is oppressive. Shadows loom, and a dread anticipation hangs in the air, weighing us down. Despite the immediate danger, my mind wanders to old sights and regrets. I can see this same malaise falling upon Emsway and Enny. We have begun fighting amongst ourselves about the pettiest things, particularly who has to carry the heavier pack. This is the tower's influence...*

## CHALLENGE STAY TOGETHER

**Challenge:** Monsters gain a **START** bonus while targeting a Hero that is not adjacent to another Hero.

*As we continued to brave the tower, we could hear whispers from the corridor behind us, and pleas for help behind every door. Whenever we investigated, there was nobody to be found. There was some magic, some presence, attempting to divide us, to lure us into the darkness one by one...*

*None of us succumbed, and I shudder to ponder our fate if we had done so.*

## CHALLENGE TAINED CONCOCTION

**Challenge:** Heroes may not use potion actions.

*Even the light in this place is a sickly green and it casts more shadow than it banishes. The guards and spiders are not the only danger here. Rust vipers coil in tarnished suits of armor that once adorned the halls, and one room was filled with a swarm of venom moths. Even the stone gargoyles seem to have poison dripping from their talons. I fear to eat or drink anything in this place, and will not even touch potions that we come across.*

## CHALLENGE THE BURNING FOG

**Challenge:** At the end of each Hero activation, the Hero suffers one wound for every two squares it moved during that activation, rounded up.

*We encountered more of the tower's other inhabitants the longer we trespassed. One hall was filled with venom moths hanging from the ceiling. We proceeded slowly, trying not to disturb the swarm. But Enny coughed up a hairball halfway through. Freyans and their hairballs! The moths took flight, spreading decrepit wings and each unleashing a hideous green cloud of venom as it shrieked at our disturbance.*



## CHALLENGE THE FINISHER

**Challenge:** Monsters gain a bonus to their STR equal to the number of wounds on their target.

*For a time, it seemed as if the tower's guards had forgotten us, left us to perish from the natural dangers that lurked in such a dark place. But when we were at our weakest, stumbling and coughing, beaten and bloodied from our encounters, the guards struck once more. I think now that they had never left us, watching the entire time from the shadows, waiting to strike when the time was right.*

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## CHALLENGE THE RAGE SPREADS

**Challenge:** Whenever a Hero with three or more wrath suffers a wound, it suffers an additional wound.

*I remember, as a girl, I once squashed a centipede, only to find that it attracted more to the spot. This memory flashed before me as I cut down the great spiders that the cursed elves of this tower use as hounds. It seemed that the more I struck down, the more they swarmed. They did not fear the loss of their comrades, they relished in it. By the time I hacked my way through the swarm, I found I was separated from the others.*

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


## CHALLENGE UNRELENTING ASSAULT

**Challenge:** All Fight commands are Epic Fight commands instead.

*They have found me. There is a pounding at the door and they shall soon be through. I do not expect to make it out, so I commit these warnings of the tower to paper. When I am done I shall toss this journal from the small window, and hope some miracle bears it into friendly hands. I am ready. My blade is thirsty. They come. —Last entry of Iyana Stormseeker, Royal Paladin*

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## CHALLENGE THE FOREVER CURSE


**Trap:** The Hero with the least wrath selects a , , and  token and distributes them among the Heroes. Each Hero must receive at least one status effect token. (These tokens may be negated by immunity.)

**Challenge:** Heroes do not remove status effects at the end of their activation.

*At the height of the battle, I caught a glimpse of the Midnight Queen herself. With a flick of her wrist I could feel the curse fall upon me, staining my very bones. Then the spiders came...*

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## CHALLENGE TRESPASSER'S CURSE

**Challenge:** At the end of each Hero activation, the Hero suffers  if it moved three or more squares.

*Separated from my party, I traversed the Midnight Tower cautiously. I had not lost hope, in spite of everything. The Goddess could even be felt in this forsaken place! But the deeper I went, the heavier the darkness weighed on my soul. I can feel it now, I am cursed for even setting foot here. I fear I shall not make it back, so I have barricaded myself in a room and written this journal, may the Goddess bring it to those who need it.*

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## CHALLENGE STRENGTH THROUGH HUBRIS

**Challenge:** Monsters gain a bonus to their STR equal to the number of wrath tokens on their target.

*The Midnight Tower is one of the greatest challenges any hero could face. While it is ripe with danger, often a hero's worst enemy is himself. Many heroes have sought to conquer the tower and defeat its queen in order to boast and have their names recorded for generations, only to disappear into the tower and never return, forever forgotten by history.*

—Areyh Kestrom

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—Areyln Kestrom

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## CHALLENGE SENSE WEAKNESS

**Trap:** If there are fewer than two gangs of monsters in play, select the spawning point closest to the Hero with the most wrath and spawn the first gang listed on its card that is available to spawn.

**Challenge:** All monster commands target the Hero with the most wounds. If two or more Heroes are tied, monsters target the Hero with the least wrath among the tied Heroes.

*Neither Elves don't waste time on valor or glory. They pick off the weakest of the party before moving in for their final strike.*

—Areyln Kestrom

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## CHALLENGE SHIELDS UP

**Challenge:** Monsters gain  ARM.


*At the edge of the Nether Rifts stand the eight Grim Heralds. Each is a grotesque sculpture of monumental height. Humanoid in shape, they take twisted and unsettling forms, each one unique in its appearance.*

*The heralds move ever forward; as they do they seem to drag the very Nether Rifts with them, bringing comfort and protection to the Dark Consul's minions. Whenever a valiant hero falls or a land is corrupted, they take a step onward. But when the guardians of Crystalia win a victory, the heralds stagger and take a step back.*

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*The heralds move ever forward; as they do they seem to drag the very Nether Rifts with them, bringing comfort and protection to the Dark Consul's minions. Whenever a valiant hero falls or a land is corrupted, they take a step onward. But when the guardians of Crystalia win a victory, the heralds stagger and take a step back.*

—Areyh Kestrom

## CHALLENGE SHIELDS UP


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
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**Challenge:** Monsters gain  ARM.

*At the edge of the Nether Rifts stand the eight Grim Herald. Each is a grotesque sculpture of monumental height. Humanoid in shape, they take twisted and unsettling forms, each one unique in its appearance.*

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—Arey'n Kestrom

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## CHALLENGE UNSEEN STRIKE

**Trap:** If there are fewer than two Gangs of monsters in play, select the spawning point closest to the Hero with the most wrath and spawn the first Gang listed on its card that is available to spawn.

**Challenge:** All monster commands target the Hero with the least wrath.

*The Midnight Queen's favored servants are the Nether Elves. Corrupted and twisted by exposure to the Nether Rift, these elves are experts in intrigue, assassination, poison, and ambush.*

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
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## BOSS FIGHT BALEFUL RESOLVE

**Trap:** Each Hero must choose to either randomly discard one equipped card or suffer two wounds. (To randomly select a card, gather and shuffle the cards, close your eyes, and choose one.)

**Challenge:** The dungeon boss gains  ARM.



*Swords. Axes. Arrows. Your weapons worry me not. The steel will crumble into rust. The wood will rot. Nothing but refuse for rust vipers to make their nests. And you? Just another Hero lost to my tower.*

—The Midnight Queen

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## BOSS FIGHT BLISTERING ARMOR

**Trap:** The dungeon boss performs the following action:

 **Blistering Armor:** Wave 3, Push 3, 

**Challenge:** The dungeon boss may not suffer more than one wound from a single action, such as critical hits or Massive Damage.

*Look on my glory and become blinded by my power, or flee into the peace and safety of defeat. Find comfort in the thought that you could not stop me, and hide in the crevices that I leave to you.*

—The Midnight Queen

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## BOSS FIGHT ETHEREAL ASSAULT

**Trap:** The dungeon boss performs the Unique command.

**Challenge:** All Heroes must use their **WILLS** for all defense rolls.

*Did you think this duel would be purely physical; that you could defeat me with sword and might alone? This is a battle of magic, a battle of wills, a battle of minds. I see your fears and your regrets, and I can call them forth, raise them up from the depths of memory until your mind is a storm of sorrow.*

—The Midnight Queen

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## BOSS FIGHT JUST A FLESH WOUND

**Trap:** Select a mini-boss that was destroyed this game. Spawn the selected mini-boss, following the normal rules for spawning a mini-boss. Then the mini-boss suffers an amount of damage equal to half its hearts, rounding up. Heroes do not draw a treasure card if this mini-boss is destroyed.

**Challenge:** All monster commands target the Hero with the least wrath.

*Ride, my knight! Ride and show these fools the might and righteousness of the Dark Consul! Ride like a vengeful storm!*

—The Midnight Queen

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## BOSS FIGHT DARK SHIELDING

**Trap:** The dungeon boss performs the Unique command.

**Challenge:** The dungeon boss may not suffer more than one wound from a single action, such as critical hits or Massive Damage.


*The Goddess grows weaker, and the Dark Consul expands His influence. He protects and shields those who are faithful to him, and punishes any who dare oppose him. Your swords will be turned away, your arrows will fall short, and the light of your Goddess shall fade into the darkness!*

—The Midnight Queen

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## BOSS FIGHT FAITHFUL SERVANTS

**Trap:** Randomly select a spawning point that was destroyed this game. All gangs listed on the spawning point are spawned as if they had received the Spawn command. These gangs are spawned within three squares of the dungeon boss rather than their spawning point.


**Challenge:** The dungeon boss gains 

*You think that destroying a few spiders is going to hinder my forces? From every shadow, they crawl; from every nook, every cranny they come, swarming and skittering. Have you not noticed that the ceiling above you is moving?*

—The Midnight Queen

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## BOSS FIGHT SECRET ESCAPE PLAN

**Trap:** The dungeon boss performs the Unique command. Then the dungeon boss is placed adjacent to the  icon on the second tile, move any models necessary to adjacent squares to make the dungeon boss fit.

**Challenge:** The dungeon boss gains Stealth.




*I have seen people hunt vipers. They lure the snake out, and grab the back of the neck. I have never seen a person reach into the viper's hair. You are in my tower. My home. And I know it far better than you.*

—The Midnight Queen

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## BOSS FIGHT SPITEFUL CURSE

**Trap:** The dungeon boss performs the following action:

**Spiteful Curse:** Wave 3,   

**Challenge:** Only a single Hero may activate.

*Some Heroes enter my tower and simply never return, their stories swept away in the sands of time. But you? Oh, you will be remembered. There will be songs about you. Parents will tell their frightened children your fate; a cautionary tale about what happens when you challenge the Midnight Tower.*

—The Midnight Queen

## BOSS FIGHT YOU CAN RUN...

**Trap:** Any mini-bosses or dungeon bosses in play remove two wound tokens, then perform the Unique command.

**Challenge:** All Heroes must use their **DEX** for all defense rolls.

*Run, if it makes you feel better. But not down that corridor, you'll encounter the bone wyvern! Oh, you're turning down the hallway to the left? I hope you enjoy slate serpents! Run where you like. I am always watching.*

—The Midnight Queen


## ARCADE PLOT IDOLS OF RAGE

Place three crystal tokens: two adjacent to different dungeon exits in the second tile and one adjacent to a dungeon exit in the third tile. A Hero may remove one of these tokens by taking an interact action while sharing a square with the token. After a crystal token is removed in this way, all monsters immediately perform the Fight command (this may interrupt the Heroes' turn). Once all of these tokens are removed from play, discard this card.

If a dungeon boss is in play, whenever it would receive the Fight command, the dungeon boss receives the Epic Fight command instead.

*There are statues in the Midnight Tower that have been there so long, they have begun to absorb the power of the Dark Consul.*

## BOSS FIGHT UNPREPARED FOR THE ELEMENTS

**Trap:** All Heroes discard all Potion tokens. All Heroes suffer .

**Ice:** A model suffering Ice may not use unique actions.

**Challenge:** Only a single Hero may activate.

*You thought you could brave the Nether Rifts and my tower with...what? A blade, some rations, and a length of rope? My poor, unfortunate guest, where is your army?*

—The Midnight Queen

## ARCADE PLOT FORGOTTEN BY THE GODDESS


Place four crystal tokens: two adjacent to different dungeon exits in the second tile and two adjacent to different dungeon exits in the third tile. A Hero may remove one of these tokens and place it on the Hero's card by taking an Interact action while sharing a square with the token. Once all crystal tokens are on a Hero card, discard this card from play.

Heroes without a crystal token on its card may not heal.

*The Midnight Tower's very architecture reflects its nature. The stone is pitted, slimy, and often crumbles under a light touch. The stony arches loom over intruders. The great halls are damp and oppressive. Some say the Goddess cannot even be felt there.*

## ARCADE PLOT STASIS ORBS

Place two crystal tokens in the second tile; one adjacent to each dungeon exit. A Hero may remove one of these tokens by taking an interact action while sharing a square with the token. Discard this card when there are no crystal tokens in play.

At the start of every Consul Turn, every Hero suffers .

*Not every danger runs at you with a blade. Not every curse is obvious. There are some curses, some evils, that eat away at a hero's mind like a river slowly washes away a cliff. Whispers in the dark. The small and overlooked miseries. Petty words and angry thoughts. The Midnight Queen has created numerous curses and forbidden items, but the most insidious are also the most subtle.*

## ARCADE PLOT THE CHALLENGE OF FLAME

Place a crystal token adjacent to two dungeon exits in the last tile. A Hero may remove one of these tokens by taking an Interact action while sharing a square with the token. Once all of these tokens are removed from play, discard this card.

At the start of every Consul Turn, every Hero suffers ☹️.

*The halls and chambers of the Midnight Tower have been riddled with traps over the years. Step on the wrong tile, and you may find yourself dodging jets of flame until you can get to the lever to turn them off.*

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## ARCADE PLOT THE EVER-CHANGING MAZE

Discard this card if there are no spawning points in play.

At the end of every Consul Turn, randomly determine a dungeon tile and rotate it 90 degrees clockwise. Any Heroes on the tile that rotated suffer one wound.

*The Midnight Tower can seem like an impossible maze on the best days. Twisting hallways and darkened rooms branch this way and that. And the oppressive atmosphere offers no help in finding one's way. But there are times the Midnight Queen becomes restless, and heroes can find themselves in a twisting labyrinth of moving hallways and stairs that lead nowhere.*

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## ARCADE PLOT THE LURKING MENACE

Starting with the first tile, place a crystal token adjacent to one dungeon exit in each tile. Repeat this until there are a number of crystal tokens equal to the number of Heroes. A Hero may take an Interact action and discard two equipment cards from the backpack to discard an adjacent crystal token. Discard this card when there are no crystal tokens in play.

Whenever the Consul receives a Move command, all crystal tokens move three squares, following all rules for moving elite monsters, except that crystal tokens will end their Move on the same square as the target Hero, if able. If a crystal token enters a Hero's square, discard it and the party must discard an unspent Princess Coin, if able.

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## ARCADE PLOT THE CURSE OF DECAY

Starting with the last tile and working backwards, place a crystal token adjacent to one dungeon exit in each tile. Repeat this until there are a number of crystal tokens equal to the number of Heroes. A Hero may remove one of these tokens and place it onto the Hero's card by taking an Interact action while sharing a square with the token. Once all crystal tokens are on a Hero card, discard this card from play.

At the start of every Consul Turn, draw the top card of the loot deck. All Heroes in play without a crystal token discard all equipment that shares a slot with the drawn card. Then discard the card.

*In some places, the dark power is so pervasive, it even rots steel.*

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## ARCADE PLOT THE GAUNTLET

A Hero adjacent to any dungeon exit in the last tile may take an Interact action to roll either its **DEX** or **WIL** (their choice). If the Hero rolls three or more stars, place a crystal token on the Hero's card. When there are two crystal tokens in play, discard this card.

Whenever one Challenge card would be drawn, draw an additional Challenge card. If the two Challenge cards both change the targets for monster commands (or both force the Heroes to defend with different stats) discard the second card drawn. If both cards have traps, both traps activate in the order they were drawn.

*Stone giants. Deadly fog. Armored knights. Let the Dark Consul send everything. The heroes of Crystalia will not fall.*

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## ARCADE PLOT WARDS OF PROTECTION

Place two crystal tokens adjacent to each remaining spawning point. A Hero may remove one of these tokens by taking an Interact action while sharing a square with the token. Discard this card when there are no crystal tokens in play.

Spawning points with one or more adjacent crystal tokens do not suffer wounds.

*There are many portals to the Dark Realm that the Dark Consul uses to transport his troops and spread his influence. These portals are vital to his plans, and they are often protected by ancient and terrible magic. Even so, they are no match for a cunning or brave hero and the strength of the Goddess!*

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**ARCADE PLOT  
WITHERING  
CURSE**

Starting with the last tile and working backwards, place a crystal token adjacent to one dungeon exit in each tile. Repeat this until there are a number of crystal tokens equal to the number of Heroes. A Hero may remove one of these tokens and place it onto its card by taking the Interact action while sharing a square with the token. Once all crystal tokens are on a Hero card, discard this card from play.

At the start of every Consul Turn, every Hero without a crystal token suffers one wound.

*The weakness generally starts in the knees. Within a few days, the Hero can hardly lift a blade. Only those most dangerous to the Dark Consul suffer this curse, but there is a cure.*

**DIFFICULTY  
EASY MODE  
BOUNTY**

During the Heroes' power-up, they draw one treasure for each Elite destroyed that had three or more hearts, instead of one loot.

*You're saying that if we raid the Midnight Tower, seat of the Dark Consul's power in this world, we get to keep all the loot we find there AND we get free cookies for life when we come back?*

*We'd better hurry before some other heroes beat us to it!*

**DIFFICULTY  
EASY MODE  
COIN ON A  
STRING**

Once per turn, during power-up, the party may discard four loot cards from the backpack to gain a Princess Coin.

*So, we have sacred Princess Coins, relics of the Goddess herself and... you put one on a string to get more uses out of it?*

*I love it!*

**DIFFICULTY  
EASY MODE  
COME  
PREPARED**

At the start of the game, draw a number of loot cards equal to the number of Heroes. Each Hero may immediately choose and equip one of these loot cards, discard the rest.

*Fifty feet of rope?*

*Check.*

*Grappling hook?*

*Check.*

*Extra candy?*

*Check.*

*Bear traps?*

*Check*

**DIFFICULTY  
EASY MODE  
DELUXE  
GLITTER BOMB**

Keep this card. Once per game, the party may discard this card at the start of the Consul Turn. The Consul ignores all commands this turn that do not spawn monsters.

*This is a major improvement over your standard glitter bomb. The radius is doubled, with an exponentially higher glitter load delivered to your target area. The glitter itself is specially designed to cling to clothing, scales, shields – really anything you may face – for up to a month. Yessir, if you have enemies, they may as well be sparkly and highly irritated.*

**DIFFICULTY  
EASY MODE  
KNOW YOUR  
ENEMY**

Do not draw a plot card when the first spawning point is destroyed; only draw a plot when directed to by the Mighty Monster Chart.

if the plot requires placing crystal tokens, after every crystal token is placed, the party may move each crystal token up to four squares.

*The Nether Elves store their snacks in the second level of the tower, we strike there first. Let us see how they fight without tasty treats or delicious soda!*



**DIFFICULTY**  
**EASY MODE**  
**POTION OF LUCK**

After the party draws a challenge card, any Hero may discard a potion token to discard the challenge card before it has any effect and draw a new challenge card.

*Well, I mean, it helped me win all the games of pinchle last night! Surely it will also help us brave the Midnight Tower. And that wandering merchant who sold it to me gave me her guarantee. Her guarantee!*  
*If you can't trust a nameless wandering merchant, who can you trust?*

**DIFFICULTY**  
**HARD MODE**  
**EXCESSIVE TRAPS**

Starting on turn 5, during the power-up of every Consul Turn, draw a challenge card and immediately resolve its trap effect if it has one, then discard it with no further effect. Discard this Hard Mode card when the dungeon boss spawns; it has no further effect.

*I get trapping us in a pit. I even get filling the pit with scorpions. But slowly filling it with water just seems excessive, and cruel to the scorpions.*

**DIFFICULTY**  
**HARD MODE**  
**THE CONSUL'S RIGHT HAND**

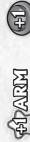
Select an additional mini-boss. At the start of the Consul's turn 8, spawn the selected mini-boss.

If your collection contains only one mini-boss, discard this card and draw again.

*So, the guy twirling on horseback with two swords wasn't even the real henchman? We have to fight another one? At least this one seems like less of a show off. He's just standing there in the doorway, glaring ominously and beckoning us forward. It's the little touches.*

**DIFFICULTY**  
**HARD MODE**  
**A GIFTED APPRENTICE**

All mini bosses gain the following bonuses:



*That knight is wielding two swords, while riding a horse! Wait...did he just leap into the air, twirl the blades around, and then land in the saddle? Oh! Now he's pointing! What's the next trick?*

*...he's pointing at us. And he's riding this way...  
Run away!*

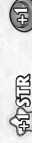
**DIFFICULTY**  
**HARD MODE**  
**PLOTS WITHIN PLOTS**

Draw a plot card during the Consul's power-up on turn 8. You may have more than one plot card in play at once. If both plot cards make use of crystal tokens, use another distinct token (such as a Fire token) to mark the crystal tokens associated with the second plot. Crystal tokens from the first plot will not affect the second plot, and vice versa.

*The kidnapped prince is really the bad guy? But not completely bad, he was just pretending to be bad so he could pretend to kidnap himself and get into the tower? Which he is doing to avenge his father, only to find out he was adopted? I just came here for loot.*

**DIFFICULTY**  
**HARD MODE**  
**THE RISING DARKNESS**

The dungeon boss gains the following bonuses:



*How was I to know the Midnight Queen would be more powerful at the stroke of midnight on a moonless night in the heart of her throne room? Could we have planned better? Yes. Nobody is denying that, but at least I remembered the fifty feet of rope.*

## DIFFICULTY HARD MODE THEY KNEW WE WERE COMING...

The spawning points on the first and second tiles spawn at the start of the game, instead of just the spawning point on the first tile. If the spawning points on the first and second tile are both paired, spawn from the spawning point on the third tile instead.

*There are a lot of bonuses to having a bard in the party. Music can lift the spirits of weary adventurers and bards are highly knowledgeable about local lore. But a full musical ballad upon entering a dungeon may not have been the best idea...*



### READ BEFORE OPENING!

This pack contains alternative profile game cards for the monster models included in the Super Dungeon: Arcade board game. (This box!)

Once you have played games using the standard monster cards, use these cards to increase the variety of monsters you may choose from to play your games.

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### BOARDING PARTY ARCADE GANG

**Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

**Piracy:** When a monster with Piracy attacks a Hero and the Hero rolls zero stars for defense, the Hero must discard one equipped loot card at random, if able.

*Neither eyes do not require honorable combat. One of their favored strategies is assassination. Cut off the head and the body will die. On the high seas the chain of command is vital, and a ship without its captain is an easy target. Midnight Mutineers are experts at infiltrating a ship's crew and, the night before their corsair brethren attack, eliminating the ship's captain and key personnel. In the chaos of such a strike, the Blackblade Corsairs board, taking the enemy ship with ease.*

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### BOARDING PARTY ARCADE GANG




#### MIDNIGHT MUTINEER NETHER ELF PIRATE ELITE

ARM 8 3

Piracy Weaken the Prey: STR

#### BLACKBLADE CORSAIR NETHER ELF PIRATE MINION

ARM 8 1

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## FORGOTTEN STONE

SPAWNING POINT

**Immune: Status Effects**

**Scuttle:** The party draws one less loot for destroying a model with Scuttle.

*While the Shadow Fleets of the Midnight Queen openly sail the waters of the Scalding Sea, when they venture into the vast oceans surrounding Crystalia they must be more cautious. Here, heavily armored gnomish clockwork frigates, Brinebreaker dreadoughts bristling with weaponry, many-masted royal galleons, and fleets of undead pirate clippers from the Drowned Isles vie for supremacy. Because of this, Shadow Fleets search out forgotten islands and coves to use as hidden bases of operation. Once secured, they mark these bases' locations with crudely carved stones that are carefully crafted to appear ancient, forgotten, and unassuming.*

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## FORGOTTEN STONE

SPAWNING POINT



**SCUTTLE**

**Spawning Pool:**  
1 x Forgotten Stone (Spawning Point)  
1x Midnight Mutineer  
2x Blackblade Corsair  
3x Corsair Arbalist

**Cards:**  
Boarding Party  
Corsair Arbalist

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## FORGOTTEN STONE

SPAWNING POINT



**SCUTTLE**

**Spawning Pool:**  
1 x Forgotten Stone (Spawning Point)  
1x Midnight Mutineer  
2x Blackblade Corsair  
3x Corsair Arbalist

**Cards:**  
Boarding Party  
Corsair Arbalist

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## PINCHING PALACE

SPAWNING POINT



**BACKLASH**

**Spawning Pool:**  
1x Pinching Palace (Spawning Point)  
1x Lord of the Crabs  
3x Big Claw  
3x Carapace Crawler

**Cards:**  
Pinching Party  
Carapace Crawler

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## PINCHING PALACE

SPAWNING POINT

**Backlash:** If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card or destroying a model due to Backlash.

**Immune: Status Effects**

*A Lord of Crabs is only at home among crustaceans and other lurking denizens of the deep. They spend a great deal of time cultivating homes for their crabby friends, making sure they are protected, fed, and happy. This, in turn, makes the Lord of Crabs happy—even if only for a short while.*

NJ230002 - SUPER DUNGEON™ - ARCADE™ - 230 of 243

## PINCHING PARTY

ARCADE GANG

**Grabby:** A model that is adjacent to an enemy model with Grabby may not move.

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

**Pile-on:** A model with Pile-on gains **SHITS** if its target is suffering Knockdown.

*Strange and reclusive, Lords of the Crabs haunt the misty coastlines of Crystalia like specters. Intensely private, they live in craggy crevices where the ocean waves crash upon the cliffs. Able to form a bizarre communion with crustaceans and other oceanic life, these druids only answer the call of their elvish kin when forced, or when their territory is threatened. When a Lord of the Crabs must leave its solitary life, it often takes a number of Big Claw crabs along to ensure its safety.*

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## TIDAL KNIGHT

NETHER ELF SOLDIER MINI-BOSS

**Dibs:** When a Hero on this tile discards a loot card due to Piracy, place a crystal token on this model. This model gains **SHITS** for each crystal token on it.

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Piracy:** When a monster with Piracy attacks a Hero and the Hero rolls zero stars for defense, the Hero must discard one equipped loot card at random, if able.

*Magically adapted to survive beneath the sea, Tidal Knights are rarely seen, even by nether elf corsairs. In times of need, Tidal Knights are summoned by Shadow Fleet corsairs through the use of massive horns which are sounded beneath the waves. Once summoned, the Tidal Knights race alongside the Shadow Fleet, before launching into the air to charge enemy sailors upon the decks.*

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## PINCHING PARTY

ARCADE GANG



## LORD OF THE CRABS

NETHER ELF WITCH ELITE

**Pile-On**, **Scuttling Menace:** Spawn one Big Claw within 2 squares of this elite.

## BIG CLAW

CRAB MINION

**Grabby**

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## TIDAL KNIGHT

NETHER ELF SOLDIER MINI-BOSS



**DIBS, FLY, PIRACY**

**Hidden Lever:** Look at the top card of the Challenge Deck. If it has a Trap effect that does not cause monsters to perform a command, immediately resolve it and then discard it. Otherwise discard it with no effect.

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## CARAPACE CRAWLER

CRAB ELITE SOLO



**Grabby**

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### CARAPACE CRAWLER

CRAB ELITE SOLO

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

**Grabby:** A model that is adjacent to an enemy model with Grabby may not move.

*Carapace Crawlers grow to immense sizes extraordinarily quickly. As they grow, they molt constantly, leaving spiny shells littering the sands. These shells prove hazardous in a fight, and a canny warrior will use them to their advantage by pushing their opponents across the shells, causing them to trip and lose their balance.*

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### CORSAIR ARBALIST

NETHER ELF SOLDIER ELITE SOLO

**Fire:** A model suffering Fire suffers one wound during its upkeep.

*A Shadow Fleet is a grim sight upon the horizon, and has been the doom for many a brave sailor. Shrouded in swirling mists and shadow, these bleak vessels begin their assaults with barrages of black-fletched crossbow bolts raking across the decks of their quarry, clearing the way for Blackblade boarders.*

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### CORSAIR ARBALIST

NETHER ELF SOLDIER ELITE SOLO

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### CORSAIR ARBALIST

NETHER ELF SOLDIER ELITE SOLO



7 1

STR

2

ARM

1

RNG

8

1

Light the Sails:



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### CORSAIR ARBALIST

NETHER ELF SOLDIER ELITE SOLO



7 1

STR

2

ARM

1

RNG

8

1

Light the Sails:



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### ARCADIAN SPIDER NEST

SPANNING POINT



ARM

1

WEBS



3

**Spawning Pool:**

- 1x Arcadian Spider Nest
- 1x Duskweaver Acolyte
- 3x Trapdoor Spider
- 3x Leaping Spider

**Cards:**

- Inescapable Swarm
- Terrifying Leapers



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## ARCADIAN SPIDER NEST

SPAWNING POINT

### Immune: Status Effects

**Webs:** All squares within two squares of a model with Webs are difficult terrain.

*In the dry and barren lands of Arcadia spiders have been forced to adapt to protect themselves from the harsh climate, as well as their methods when hunting for food. Lacking natural terrain in which to build webs, Trapdoor Spiders build covered burrows near sources of water, bursting from the ground when prey grows near. Others, such as the Leaping Spider, rely on pure speed. Able to outpace even even horses, these speedy spiders are terrifying predators of the dunes.*

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## DESERT RAIDERS

ARCADE GANG

**Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

**Predator:** When an enemy model moves out of a square that is adjacent to a non-minion model with Predator, the model with Predator may immediately make a Basic Attack against that model.

*The Cult of Silk is an elite sect of nether elf assassins residing in the Arcadian Dunes. Their chief assassins, known as Knives, are solitary hunters who are feared throughout the land. They are responsible for the disappearances of heroes, warlords, and dungeon bosses alike. Even the Midnight Queen keeps her distance. However, sometimes the Knives will take along a detachment of Desert Blades on particularly dangerous missions. The Desert Blades never seem to make it back. The secrets of the Cult of Silk need to be protected at all costs, after all...*

NJDD0003 - SUPER DUNGEON™ - ARCADE™ - 235 of 263

## DESERT RAIDERS

ARCADE GANG

**Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

**Predator:** When an enemy model moves out of a square that is adjacent to a non-minion model with Predator, the model with Predator may immediately make a Basic Attack against that model.

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## DESERT RAIDERS

ARCADE GANG



**ARM** 8 **3** **2**

**SILK KNIFE**  
NETHER ELF SOLDIER ELITE

**Weaken the Prey:** STR

**Wait In Shadow:** All monsters on this tile gain Predator.

**DESERT BLADE**  
NETHER ELF SOLDIER MINION

**ARM** 8 **1** **1**

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## DESERT RAIDERS

ARCADE GANG



**ARM** 8 **3** **2**

**SILK KNIFE**  
NETHER ELF SOLDIER ELITE

**Weaken the Prey:** STR

**Wait In Shadow:** All monsters on this tile gain Predator.

**DESERT BLADE**  
NETHER ELF SOLDIER MINION

**ARM** 8 **1** **1**

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## INESCAPABLE SWARM

ARCADE GANG



**ARM** 8 **3** **2**

**DUSKWEAVER ACOLYTE**  
NETHER ELF WITCH ELITE

**Scuttling Swarm:** Spawn one Trapdoor Spider within 2 squares of this elite.

**TRAPDOOR SPIDER**  
SPIDER MINION

**ARM** 8 **1** **1**

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**Wait In Shadow:** All monsters on this tile gain Predator.

## INESCAPABLE SWARM

ARCADE GANG

**Predator:** When an enemy model moves out of a square that is adjacent to a model with Predator, the model with Predator may immediately make a Melee Attack against that model.

.....  
*Duskweavers are an ancient branch of Arcadian Spider Speakers who see spiders as not only fierce creatures to be used in battle, but as pure expressions of the Dark Consul's malevolent will and intent. Duskweaver Acolytes are charged with tending to the Dark Consul's sacred spiders, and proselytizing the unbeliever to their cause. Of course, there are those who deny the purity and sanctity of the Dark Consul's chosen. For those who cannot be swayed, a Duskweaver Acolyte is never far from a nest of Trapdoor Spiders, charged with keeping their temples safe, and free of those who do not see the true way.*

NJDS00002 - SUPER DUNGEON™ - ARCADE™ - 231 of 263

## KNIGHT OF SHIFTING SAND

NETHER ELF SOLDIER MINI-BOSS

**Hex:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll.

**Predator:** When an enemy model moves out of a square that is adjacent to a non-minion model with Predator, the model with Predator must immediately make a Basic Attack against that model.

.....  
*It is said that to fight a Knight of Shifting Sand is to fight the desert itself. At a young age, they are led into the desert, both mount and rider veiled from all sight and sound. There, they are left to survive alone and to find their own way home. Many perish. The greatest of them spend years, even decades, traveling the deep dunes. Each journey is unique, but when they return they are masters of the desert and mighty leaders of their peers.*

NJDS00003 - SUPER DUNGEON™ - ARCADE™ - 229 of 263

## SAND SPIRE

SPAWNING POINT

### Immune: Status Effects

**Predator:** When an enemy model moves out of a square that is adjacent to a non-minion model with Predator, the model with Predator must immediately make a Basic Attack against that model.

**Predatory Aura:** Monsters with Affinity that are within two squares of a model with Predatory Aura gain Predator.

.....  
*Arcadian nether elves are nomadic by nature and enjoy a thriving culture around horsemanship. Even among the Crystalain nobility, many say Arcadian stallions are the finest in all the realms. In contrast to many other nether elves, Arcadian nether elves have regular and mostly peaceful dealings with the various other cultures which call the dunes home. This is likely due to the harsh nature of the dunes. What meager resources it provides must be carefully cultivated and maintained, even through warfare. Despite this, Arcadian nether elves are wholly devoted to the Dark Consul and the Midnight Queen, ready to answer their call without hesitation.*

NJDS00002 - SUPER DUNGEON™ - ARCADE™ - 233 of 263

## KNIGHT OF SHIFTING SAND

NETHER ELF SOLDIER MINI-BOSS



### PREDATOR

- Void Lightning:** Wave 3.
- Sand Storm:** Aura 3, enemy models that end their activation within the aura suffer 2 wounds.

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## SAND SPIRE

SPAWNING POINT



### PREDATORY AURA

- Spawning Pool:**
  - 1 x Sand Spire (Spawning Point)
  - 1x Silk Knife
  - 2x Desert Blackblade
  - 3x Dune Hunter
- Cards:**
  - Desert Raiders
  - Dune Hunter

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## SAND SPIRE

SPAWNING POINT



### PREDATORY AURA

- Spawning Pool:**
  - 1 x Sand Spire (Spawning Point)
  - 1x Silk Knife
  - 2x Desert Blackblade
  - 3x Dune Hunter
- Cards:**
  - Desert Raiders
  - Dune Hunter

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## SAND SPIRE SPAWNING POINT

### Immune: Status Effects

**Predator:** When an enemy model moves out of a square that is adjacent to a non-minion model with Predator, the model with Predator must immediately make a Basic Attack against that model.

**Predatory Aura:** Monsters with Affinity that are within two squares of a model with Predatory Aura gain Predator.

*Arcadian nether elves are nomadic by nature and enjoy a thriving culture around horsemanship. Even among the Crystalian nobility, many say Arcadian stallions are the finest in all the realms. In contrast to many other nether elves, Arcadian nether elves have regular and mostly peaceful dealings with the various other cultures which call the dunes home. This is likely due to the harsh nature of the dunes. What meager resources it provides must be carefully cultivated and maintained, even through warfare. Despite this, Arcadian nether elves are wholly devoted to the Dark Consul and the Midnight Queen, ready to answer their call without hesitation.*

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## TERRIFYING LEAPERS ARCADE ELITE GANG

*Marked in black and sunset orange, Leaping Spiders appear as a blur of fire streaking across the desert as they hunt. When they pounce, their black bodies obscure the sun and their legs go wide, catching the sun's corona like a fiery demon of death. During the winter months, these spiders are known to go on mass migrations across the dunes, though nobody is sure why. During these migrations, the dunes are carpeted in writhing carapaces, and any foolish enough to be caught in the flood are consumed.*

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## DUNE HUNTER NETHER ELF SOLDIER ELITE SOLO

*True to their name, Dune Hunters are master trackers and hunters of the dunes. Skilled in survival and trapping techniques, Dune Hunters will patiently stalk Heroes for days, using subtle tricks and bluffs to guide, lure, and herd their target into ambush.*

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## TERRIFYING LEAPERS ARCADE ELITE GANG



12 1  
LEAPING SPIDER  
SPIDER ELITE

STR 1 ARM 1  
RNG 4

12 1  
LEAPING SPIDER  
SPIDER ELITE

STR 1 ARM 1  
RNG 4

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## DUNE HUNTER NETHER ELF SOLDIER ELITE SOLO



7 1  
STR 2 ARM 1  
RNG 8

1

Snare: Pull 3

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## READ BEFORE OPENING!

This pack contains Super Dungeon: Arcade game cards for the monster models included in the Super Dungeon: Explore board game. Like the elf and spider cards, there are alternate profiles for many of the monsters, providing you with an increased variety of monsters you may choose from to play your games.

A copy of Super Dungeon: Explore is required to get the models represented by these cards. If you would like to try out these monsters before purchasing Explore, feel free to pretend your elf and spider models are the monsters on these cards!

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## READ BEFORE OPENING!

This pack contains Super Dungeon: Arcade game cards for the monster models included in the Super Dungeon: Explore board game. Like the elf and spider cards, there are alternate profiles for many of the monsters, providing you with an increased variety of monsters you may choose from to play your games.

A copy of Super Dungeon: Explore is required to get the models represented by these cards. If you would like to try out these monsters before purchasing Explore, feel free to pretend your elf and spider models are the monsters on these cards!

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## DRAGONBORN

ARCADE GANG

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares, and all non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

**Pile-on:** A model with Pile-on gains  if its target is suffering Knockdown.

*On occasion, an ill-fated hero will stumble into a nest swarming with drakes of all sizes. In such a situation, running is often the best course of action, followed by screaming and arm-flailing.*

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## DRAGON DEVOTEES

ARCADE GANG

**Mob:** When a gang with Mob numbers more than 3 models it gains .

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*When lead by a Dragon Priest, kobolds are given over to savage zealotry. Throwing themselves into combat heedless of their losses they seek only to impress their priest and the dragon whom they serve.*

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## DRAGONBORN

ARCADE GANG



**WYRMILING**  
DRAKE ELITE

**Fly**  **Flame Burst:** Burst 1, 

**WHELP**  
BONDED DRAKE MINION

**HATCHLINGS**  
BONDED DRAKE MINION

**Pile-on**

STR: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

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## DRAGON DEVOTEES

ARCADE GANG



**DRAGON PRIEST**  
KOBOLD ELITE

**Mob**

**Shadow Breath:**  Aura 5, Stealth

**Dragon Rage:**  

**GOUGER**  
BONDED KOBOLD MINION

STR: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

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## DRAGON DEVOTEES

ARCADE GANG



**DRAGON PRIEST**  
KOBOLD ELITE

**Mob**

**Shadow Breath:**  Aura 5, Stealth

**Dragon Rage:**  

**GOUGER**  
BONDED KOBOLD MINION

STR: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

## DRAGON DEVOTEES

ARCADE GANG

**Mob:** When a gang with Mob numbers more than 3 models it gains  STR.


**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*When lead by a Dragon Priest, kobolds are given over to savage zealotry. Throwing themselves into combat heedless of their losses they seek only to impress their priest and the dragon whom they serve.*

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## EGG CLUTCH

SPAWNING POINT

 **Immune:** Status Effects

**Quick Hatch:** After Egg Clutch performs a Spawn command, all monsters it just spawned immediately perform a Move command.

*Wherever a dragon makes its lair its draconic kin, drakes, are sure to be found. Territorial and savage, these lesser beasts submit entirely to the will of the dragon. In exchange for the dragon's protection, the drakes serve as the dragon's eyes, ears, and faithful guards. When hunting a dragon, Heroes inevitably have to make their way through hordes of drakes that throw themselves in the path of the Heroes. Larger whelps attempt to drag their foes to the ground, so smaller hatchlings can swarm over their helpless prey. Above, elder wyrmlings swoop and dart, spitting fire at the invaders.*

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## KOBOLD OGRE

KOBOLD OGRE MINI-BOSS

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

*The most powerful kobold leaders often display their might with a pair or more of burly ogre bodyguards. Having grown large and brutally strong from constant exposure to the Dark Realm's magicks, ogres have lost much of the intelligence and animal cunning of their lesser kobold kin. Despite this, they are remarkably loyal and enjoy being a part of their cousins' plans.*

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## EGG CLUTCH

SPAWNING POINT

**Spawning Pool:**  
1x Egg Clutch  
(Spawning Point)  
2x Wyrmling  
2x Whelp  
2x Hatchling

**Cards:**  
Dragonborn

 **QUICK HATCH**



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## KOBOLD OGRE

KOBOLD OGRE MINI-BOSS



**Spin Around Real Fast:** Wave 3, 



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## KOBOLD WARRENS

PAIRED SPAWNING POINT

**Spawning Pool:**  
2x Kobold Warrens  
(Spawning Point)  
1x Dragon Priest  
2x Ironscales  
2x Flingers  
3x Knuckleheads  
3x Gougers

**Cards:**  
Scale Wall  
Dragon Devotee  
Sneaks

 **MOB MENTALITY**



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**KOBOLD WARRENS**  
PAIRED SPAWNING POINT

**Immune: Status Effects**

**Mob:** When a gang with Mob numbers more than 3 models it gains **STR**.

**Mob Mentality:** Monsters with **♥** affinity that are within 2 squares of Kobold Warrens gain Mob.

Kobolds were the first monsters from the Dark Realm to invade Crystallia, and remain the most numerous. In the centuries that have passed since the banishment of the Dark Consul, kobolds have only increased in numbers. Supremely adaptable and remarkably relentless in their drive to expand, there is no corner of Crystallia untouched by their menace. Fortunately, they are also clannish and given to feuding amongst themselves when left to their own devices. Whenever possible, Heroes root out clans of kobolds before they unite behind a larger and craftier monster to boss them around. Otherwise, kobolds become an almost unstoppable scourge.

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**KOBOLD WARRENS**  
PAIRED SPAWNING POINT

**Immune: Status Effects**

**Mob:** When a gang with Mob numbers more than 3 models it gains **STR**.

**Mob Mentality:** Monsters with **♥** affinity that are within 2 squares of Kobold Warrens gain Mob.

Kobolds were the first monsters from the Dark Realm to invade Crystallia, and remain the most numerous. In the centuries that have passed since the banishment of the Dark Consul, kobolds have only increased in numbers. Supremely adaptable and remarkably relentless in their drive to expand, there is no corner of Crystallia untouched by their menace. Fortunately, they are also clannish and given to feuding amongst themselves when left to their own devices. Whenever possible, Heroes root out clans of kobolds before they unite behind a larger and craftier monster to boss them around. Otherwise, kobolds become an almost unstoppable scourge.

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**REX**  
KOBOLD OGRE MINI-BOSS

**Massive Damage:** When an offensive action with Massive Damage inflicts a wound it instead inflicts two wounds.

Rex has collected more than a few new friends since going to work in the Consul's dungeons. Most are unwary adventurers not quite quick enough to get out of the reach of his enthusiastic hugs.

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**KOBOLD WARRENS**  
PAIRED SPAWNING POINT

**MOB MENTALITY**

**Spawning Pool:**  
2x Kobold Warrens (Spawning Point)  
1x Dragon Priest  
2x Ironscales  
3x Flingers  
3x Knuckleheads  
3x Gougers

**Cards:**  
Scale Wall  
Dragon Devotee  
Sneaks

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**REX**  
KOBOLD OGRE MINI-BOSS

**5** **3**

**STR** **4** **ARM** **3** **RNG** **3** **8**

**Rex Smash:** **STR** Massive Damage

NJD39002 - SUPER DUNGEON™ - ANCI.D™ - 242 of 243

**SCALE WALL**  
ARCADE GANG

**1** **2** **3**

**STR** **1** **RNG** **2** **3**

**2** **STR** **3** **RNG** **3**

**6** **1** **2**

**ARM** **2**

**Mob** **Shield Wall:** **ARM** **Aura 2**

**6** **1**

**ARM** **1**

**KNUCKLEHEAD**  
BOMBED KOBOLD MINION

NJD39002 - SUPER DUNGEON™ - ANCI.D™ - 240 of 243

**SCALE WALL**  
ARCADE GANG

**Mob:** When a gang with Mob numbers more than 3 models it gains STR.

Those kobolds who prove themselves truly capable in a fight are strapped into heavy Ironscale armor and are ordered to lead the charge. Around them, lesser kobolds fall in line seeking what safety they can from behind the Ironscale's armored bulk.

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**SNEAKS**  
ARCADE GANG

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

Shifty and untrustworthy, even by kobold standards, Flingers linger on the edge of a combat waiting for the opportune moment to sling their stones at the enemy. When extra carriage is needed they fling pots of flaming oil and drake tar into the battle, heedless of whom the flame might consume.

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**STARFIRE**  
DRAGON DUNGEON BOSS

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares, and all non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

While dragons are not uncommon in Crystallia, none inspire the terror of Starfire. From his volcanic mountain within the Dragonback, Peaks he brings fire and destruction across the length and breadth of the realm. Vast herds are consumed by his appetites and entire treasures are claimed by his greed.

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**SNEAKS**  
ARCADE GANG

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

Shifty and untrustworthy, even by kobold standards, Flingers linger on the edge of a combat waiting for the opportune moment to sling their stones at the enemy. When extra carriage is needed they fling pots of flaming oil and drake tar into the battle, heedless of whom the flame might consume.

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**SNEAKS**  
ARCADE GANG



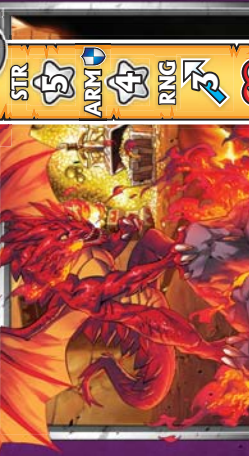
**STARFIRE**  
DRAGON DUNGEON BOSS

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares, and all non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

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**SNEAKS**  
ARCADE GANG



**STARFIRE**  
DRAGON DUNGEON BOSS

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

NJ2520003 - SUPER DUNGEON™ - ARCADE™ - 247 of 243

**CULT OF THE DARK**  
ARCADE GANG



**CULT OF THE DARK**  
ARCADE GANG

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

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**SNEAKS**  
ARCADE GANG



**SNEAKS**  
ARCADE GANG

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

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**SHADOW PRIEST**  
KOBOLD ELITE



**SHADOW PRIEST**  
KOBOLD ELITE

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

NJ2520002 - SUPER DUNGEON™ - DR DUN™ - 248 of 243

**FLINGER**  
KOBOLD ELITE



**FLINGER**  
KOBOLD ELITE

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

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**SKEWER**  
BONDED KOBOLD MINION



**SKEWER**  
BONDED KOBOLD MINION

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**Knockdown:** A Hero suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

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### CULT OF THE DARK

ARCANE GANG

**Hubris:** A model with Hubris gains **STR** for every equipment card equipped on its target.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*The kobolds in the Cult of the Dark are lorded over by The Destroyer, a demon from the depths of the Nether Rifts. The Shadow Priests who lead the cult are haughty and arrogant, thinking themselves better than other kobolds who have strayed from the strength of the Dark Realm. These priests often drive skewers, wedges, or bolts into the skulls of their victims, before they resort to spears, before they resort to them as cannon fodder.*

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### DEMON DRAKES

ARCANE GANG

**Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares, and all non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Mighty:** This monster doubles all bonuses gained from the Mighty Monster Chart.

*The drakes of the Nether Rifts are particularly large and cunning. Whether it is due to an infusion of the Dark Consul's power, or simply the result of surviving such a harsh environment, none can guess. What is known is that these drakes serve as the vanguard of the armies of the Dark Realm. Often their cries signal an advance or even an ambush, and even the most stalwart hero cringes at the sound.*

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### NETHER CLUTCH

SPAWNING POINT

**Immune: Status Effects**

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*Proximity to the Dark Realm has seen the drakes of the Nether Rifts grow mighty beyond the other clutches throughout the realms of Crystallia. Their strength is linked inextricably to that of the Dark Realm, as the power of the Dark Consul ebbs and flows, so too does the might of the drakes bound to him.*

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### DEMON DRAKES

ARCANE GANG

**WYRMILING**  
DRAKE ELITE

**STR** 2, **RNG** 3, **ARM** 2

**STR** 3, **RNG** 4, **ARM** 2

**FLY, Mighty**

**Flame Burst:** Burst 1.

**WHELP**  
BONDED DRAKE MINION

**HATCHLINGS**  
BONDED DRAKE MINION

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### NETHER CLUTCH

SPAWNING POINT

**STEALTH**

**Spawning Pool:**  
1x Nether Clutch (Spawning Point)  
2x Nether Wyrmling  
2x Nether Whelp  
2x Nether Hatchling

**Cards:**  
Demon Drakes

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### SHADOW BRIGADE

ARCANE GANG

**STR** 1, **RNG** 2, **ARM** 2

**STR** 3, **RNG** 3, **ARM** 2

**SHADOWSCALE**  
KOBOLD ELITE

**Hubris, Stealth**


**Shield Wall:** Aura 2.

**DIMWIT**  
BONDED KOBOLD MINION

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## SHADOW BRIGADE

ARCADE GANG

**Hubris:** A model with Hubris gains  for every equipment card equipped on its target.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*When the Dark Realm breached the light of Crystallia, it tore a rent between the two worlds known as the Nether Rifts. Much of the land which was lost to the newly formed Nether Rifts was of the Fae Wood. As the rifts opened, entire villages and cities of deeproot elves were swallowed by the Dark Realm. Forced to survive within the cold darkness of the Dark Consul's domain, the elves became dark reflections of what they once were. Twisted by the corrupting influence of shadow, they became vile and villainous, a scourge upon all of Crystallia.*

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## SHADOW WARREN

PAIRED SPAWNING POINT

**Immune:** Status Effects

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*Consulting with the midnight energies of the Dark Realm, the kobolds of the Shadow Warrens are closely linked to the Dark Consul. Despite this, the cults of the Shadow Warrens are divided and fractious. The Cult of the Dark claims to be the original cult, tracing its lineage back to the Dark Consul's first rise to power. The Cult of Shattered Night cares little for the other cults, relishing in assassination and intrigue. However, it is the Cult of the Dark that has recently drawn the most worry from the Heroes of Crystallia. Led by the Demon Lord known only as The Destroyer, the Cult of the Dark has laid waste to every foe it has faced. It has become an endless tide of darkness consuming Crystallia bit by bit.*

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## SHADOW WARREN

PAIRED SPAWNING POINT

**Immune:** Status Effects

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*Consulting with the midnight energies of the Dark Realm, the kobolds of the Shadow Warrens are closely linked to the Dark Consul. Despite this, the cults of the Shadow Warrens are divided and fractious. The Cult of the Dark claims to be the original cult, tracing its lineage back to the Dark Consul's first rise to power. The Cult of Shattered Night cares little for the other cults, relishing in assassination and intrigue. However, it is the Cult of the Dark that has recently drawn the most worry from the Heroes of Crystallia. Led by the Demon Lord known only as The Destroyer, the Cult of the Dark has laid waste to every foe it has faced. It has become an endless tide of darkness consuming Crystallia bit by bit.*

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## SHADOW WARREN

PAIRED SPAWNING POINT



**Spawning Pool:**  
2x Shadow Warren (Spawning Point)  
1x Shadow Priest  
2x Shadowscapes  
2x Dark Lobber  
3x Dimwit  
3x Skewer

**Cards:**  
Cult of the Dark  
Shadow Brigade  
Squirrelly Slingers



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## SHADOW WARREN

PAIRED SPAWNING POINT



**Spawning Pool:**  
2x Shadow Warren (Spawning Point)  
1x Shadow Priest  
2x Shadowscapes  
2x Dark Lobber  
3x Dimwit  
3x Skewer

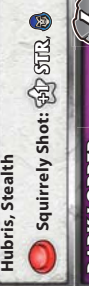
**Cards:**  
Cult of the Dark  
Shadow Brigade  
Squirrelly Slingers



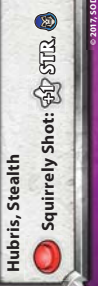
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## SQUIRELY SLINGERS

ELITE ARCADE GANG



**Hubris, Stealth**  
**Squirrelly Shot:** 




**Hubris, Stealth**  
**Squirrelly Shot:** 

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### SQUIRRELY SLINGERS

ELITE ARCADE GANG

**Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

**Hubris:** A model with Hubris gains  for every equipment card equipped on its target.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*The kobolds of the Nether Rifts plague the outskirts of the Fae Woods, and are a scourge upon the local wildlife. A particularly favored concoction is a stew simmered from rabid squirrels. Flung from their steaming slings, the stew inflicts strange madness and afflictions upon anyone that it touches.*

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### COLD EGGS

SPAWNING POINT



 BLACK ICE

**Spawning Pool:**

- 1x Cold Eggs (Spawning Point)
- 2x Frostbyte Wyrmling
- 2x Frostbyte Wheelp
- 2x Frostbyte Hatchling


**Cards:**

Hoarfang's Brood

### COLD EGGS

SPAWNING POINT

**Black Ice:** Enemy models which end an activation within two squares of this model are moved two squares directly away from the model with Black Ice.

 Immune: Status Effects

*The drakes of the Frostbyte Reach plague the frozen caverns, ruins, and forests of that frigid land. Utterly in the thrall of the Sapphire Dragon, Hoarfang, the drakes share his mercurial behavior. Many dwarven holds have even "tamed" clutches of drakes to serve as companions and hunting beasts. However, they must always be on guard for it is not uncommon for a clutch of drakes to suddenly turn upon their allies should the mood strike them.*

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### CULT OF FROZEN SPIRES

ARCADE GANG



**FROZEN PRIEST**  
KOBOLD ELITE

**Mob**

 The Cutting Winds: Sweep 2,  
 Aura 2,  


**ICE PICK**  
BONDED KOBOLD MINION

### CULT OF FROZEN SPIRES

ARCADE GANG

**Ice:** A model suffering Ice may not use unique actions.

**Mob:** When a gang with Mob numbers more than 3 models it gains .

*Frozen Priests have devoted themselves to the dragon Hoarfang. Their mastery of ice magic is unquestioned, and they use this magic both in battle and to adapt their warrens so their cold-blooded kin can survive in the icy regions where they dwell. The priests are often accompanied by Ice Picks, kobolds who wield long spears, as bodyguards. The protection of the Frozen Priests is of paramount importance because, without them, the entire warren could be consumed by the elements.*

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
### FROSTFANG HORDE

ARCADE GANG



**FROSTSCALE**  
KOBOLD ELITE

**Mob**

 Ice Shards:

**BLOCKHEAD**  
BONDED KOBOLD MINION

## FROSTFANG HORDE

ARCADE GANG

**Ice:** A model suffering Ice may not use unique actions.

**Mob:** When a gang with Mob numbers more than 3 models it gains  STR.


Often, a Frostscale will be accompanied by a number of Blockheads out on the icy paths of the Frostbyte Reach. The Frostscale is able to keep his troops from freezing using weather magics taught to him by his Dragon Priest. This allows the group to scout and forage for days, before returning to the warrens and reporting what they found.

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## FROZEN WARRENS

PAIRED SPAWNING POINT

**Black Ice:** Enemy models which end an activation within two squares of this model are moved two squares directly away from the model with Black Ice.

 **Immune:** Status Effects


The frigid climate of the Frostbyte Reach is notoriously inhospitable for the races of Crystalia. It is doubly so for the cold-blooded kobolds that choose to make the realm home. Because of their natural vulnerability the kobolds are fanatical devotees of the Cult of Frozen Spires. The Cult's Frozen Priests maintain complex spells and rituals throughout the Reach designed to shield their kobold flock from the worst of the frozen climate.

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## FROZEN WARRENS

PAIRED SPAWNING POINT

**Black Ice:** Enemy models which end an activation within two squares of this model are moved two squares directly away from the model with Black Ice.

 **Immune:** Status Effects

The frigid climate of the Frostbyte Reach is notoriously inhospitable for the races of Crystalia. It is doubly so for the cold-blooded kobolds that choose to make the realm home. Because of their natural vulnerability the kobolds are fanatical devotees of the Cult of Frozen Spires. The Cult's Frozen Priests maintain complex spells and rituals throughout the Reach designed to shield their kobold flock from the worst of the frozen climate.

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## FROZEN WARRENS

PAIRED SPAWNING POINT



 **BLACK ICE**

### Spawning Pool:

- 2x Frozen Warren (Spawning Point)
- 1x Frozen Priest
- 2x Frostscales
- 2x Snowball Chucker
- 3x Blockhead
- 3x Ice Pick

### Cards:

- Cult of Frozen Spires
- Frostfang Horde
- Snowball Fight

## FROZEN WARRENS

PAIRED SPAWNING POINT



 **BLACK ICE**

### Spawning Pool:

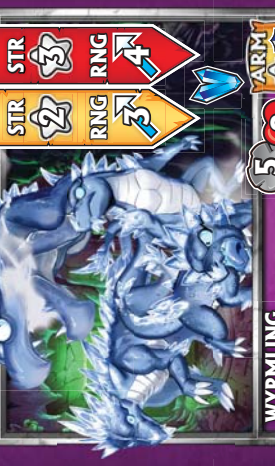
- 2x Frozen Warren (Spawning Point)
- 1x Frozen Priest
- 2x Frostscales
- 2x Snowball Chucker
- 3x Blockhead
- 3x Ice Pick

### Cards:

- Cult of Frozen Spires
- Frostfang Horde
- Snowball Fight


## HOARFANG'S BROOD

ARCADE GANG



 **WYRMILING**  
DRAKE ELITE

### Fly, Shatter

Frozen Detonation: Burst 1, 

 **WIHELP**  
BONDED DRAKE MINION

 **HATCHLINGS**  
BONDED DRAKE MINION

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## HOARFANG'S BROOD

ARCADE GANG

**Ice:** A model suffering Ice may not use unique actions.

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares, and all non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Shatter:** A model with Shatter gains  STIR if its target is suffering .

*The drakes of Frostbyte Reach are desperate and savage creatures, fighting for what little food can be found where they dwell. During particularly bitter ice storms, they will huddle together in caves or crevices, and woe betide any hero who seeks shelter there as well.*

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## SNOWBALL FIGHT

ARCADE ELITE GANG

**Ice:** A model suffering Ice may not use unique actions.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

*Snowball Chuckers are useless. They don't like to hunt. They don't like to fight. All they like to do is play in the snow, building forts, having funniest snow-dwarf contests, and rolling the snowballs they can manage. Sometimes they play a game of Dodge the Avalanche, which sees entire kobold encampments buried in layers of ice. However, that does not mean that they are not a danger to the heroes of Crystalia. More than one hero has been trapped in the crossfire of an epic snowball fight, only to never be heard from again.*

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## SNOWBALL FIGHT

ARCADE ELITE GANG



**SNOWBALL CHUCKER** **6** **1**   

Stealth


**Snowball:**  STIR

## SNOWBALL CHUCKER

BONDED KOBOLD ELITE

**6** **1**   

Stealth

**Snowball:**  STIR