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**READ BEFORE OPENING!**

This pack contains Super Dungeon: Explore game cards for the monster models included in the Super Dungeon: Arcade board game. Like the kobold and drake 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: Arcade is required to get the models represented by these cards. If you would like to try out these monsters before purchasing Arcade, feel free to pretend your kobold and drake models are the monsters on these cards!

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**THE MIDNIGHT QUEEN**  
HUMAN WITCH DUNGEON BOSS



**6** **3**

**4** STR **2**  
**2** ARM **1**  
**1** WILL **2**  
**1** DEX **3**

**5** **4**

**ILLUSIONARY DOUBLE**

**2** Burning Maze: Wave 2, WILL vs WILL

**1** My Champion: If Daemonus is not in play, spawn Daemonus within six squares.

**1** Illusionary Maze: Wave 2, Compel 3

**1** Broken Will: Wave 2, WILL vs WILL

**SUPER**

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**DAEMONUS**  
CONSTRUCT



**6** **2**

**2** STR **1**  
**2** ARM **1**  
**3** WILL **3**  
**3** DEX **3**

**1** **2**

**BOUND, DARK RADIANCE, DEFENDER**

**1** Homunculus: If Homunculus inflicts a wound, one friendly Witch may Heal 1.

**1** Empower Darkness: Aura 3, Dark Radiance

**1** Protect: Place target Witch adjacent to Daemonus, no matter its location in the dungeon.

**10** HIT

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**THE MIDNIGHT QUEEN**  
HUMAN WITCH DUNGEON BOSS

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

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

**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.

*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 Breaker, The Demonsess, and the Hollow Queen, she is the Dark Consul's terrible will made manifest. She will see all of Crystalia consumed by darkness.*

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**DAEMONUS**  
CONSTRUCT

**Bound:** When a monster with Bound is destroyed, a **W** on the same tile may instead choose to suffer one damage and prevent the monster from being destroyed; remove all wound tokens from the monster with Bound.

**Dark Radiance:** All offense rolls and defense rolls made against a model with Dark Radiance reduce the result by **1**.

**Defender:** Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.

**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.

*Built by a doomed graminish 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.*



**THE MIDNIGHT QUEEN**  
**BOSS FIGHT**  
Daemonus: If Daemonus is not in play, spawn Daemonus within six squares of the Midnight Queen.  
Bewitching Song: The Consul may move all Heroes 3 squares, using the rules for Compel.  
**TIMEOUT**  
Daemonus: If Daemonus is not in play, spawn Daemonus within six squares of the Midnight Queen.  
Do Not Fight: All Heroes suffer **W**.

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**TWILIGHT REAPER**  
**+1 WILL**  
Afflict: **W**  
Afflict X: A model with Afflict X causes its target to suffer the listed status effect(s) when it achieves a critical.

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

6 3  
7 4  
7 4



**ASTR** 2  
**ARM** 1  
**WILL** 1  
**DEX** 3

**DREAD, FLY**

**2** Nether Rift: **W**, Cross 4, **A**  
**2** Void Lightning: **W**, **+1 WILL**, Arc  
**1** Unnatural Dark: Aura 3, Stealth

**STEALTH**  
**SUPER**

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The origins of the Midnight Queen are a mystery; indeed, exactly when she took on her dark mantle of rulership is unknown. Her background, place of birth, or the history of how she became the Dark Consul's thrall are all complete blanks. What is known, however, is that she is magically potent, ambitious, and possessed of a horrifyingly twisted and shockingly organized mind. This alone makes her one of the most dangerous enemies of the Goddess.

Knowledge of the Midnight Queen has spurred literally hundreds of expeditions to the Midnight Tower over the years. The Midnight Queen has shown her power and intelligence against every Hero who has dared her lair. Her malign influence has only heightened the danger of a place that the Dark Consul's spirit had already twisted so horribly.

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

**Arc:** After resolving an action with Arc, choose another model within 2 squares of the last model targeted and which has not already been targeted. Resolve the action again, rolling 1 less die of the player's choice against the new target. Continue choosing new targets in this manner until Arc fails to inflict a wound, or no dice remain, or there is no new target in range.

**Dread:** A model with Dread gains **D** to all offense rolls if it is currently benefitting from Stealth.

**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.

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

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

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**SPIDER NEST**  
SPAWNING POINT

**ARM** 1

**3**

**WEBS**

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

**START**

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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 Riffs 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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**SPIDER SPEAKER**  
NETHER ELF WITCH ELITE

**8** **3**

**STR** 1  
**ARM** 3  
**WILL** 2  
**DEX** 3

**3** **2**

**DREAD, SUREFOOT**

**1** **Toxicity:** Aura 3. All spiders gain **6**.

**1** **Scuttling Swarm:** Spawn one spider from the spawning pool, worth 1 skull point, adjacent to Spider-Speaker.

**1** **Spider to the Fly:** Place up to 3 skull points of spiders, from anywhere in the dungeon, adjacent to target Hero.

**16**  
**BIT**

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**SPIDER SPEAKER**  
NETHER ELF WITCH ELITE

**Dread:** A model with Dread gains **6** to all offense rolls if it is currently benefitting from Stealth.

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

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

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.

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**CRAWLER**  
SPIDER MINION

**8** **1**

**STR** 3  
**ARM** 1  
**WILL** 1  
**DEX** 3

**1** **1**

**MOB, SUREFOOT**

**1** **Spider Web:** Place a crystal token in target square. Squares adjacent to the token are difficult terrain. An adjacent model may spend two movement points to remove the token.

**BIT**

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**CRAWLER**  
SPIDER MINION

**Mob:** When making a offensive action, a model with Mob adds **+1 STR** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 STR**.

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

The Dark Realm is home to a vast array of poisonous and deadly bugs, spiders, scuttlers, and biters. These creepy crawlly denizens of the Dark are often tamed by Nether Elf witches, who usher their crawler swarms into battle, overwhelming their foes with bites, stings, and poisons.

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**SHADOW SPINNER**  
SPIDER MINION

8 1

STR 2  
ARM 0  
WILL 1  
DEX 3

1 MOB, SUREFOOT

**Shadow Web:** Place a crystal token in target square. Friendly models adjacent to the token gain Stealth. An adjacent model may spend two movement points to remove the token.

START

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**SHADOW SPINNER**  
SPIDER MINION

**Mob:** When making a offensive action, a model with Mob adds +1 STR to its offense roll for every additional model with Mob that is in range of its target, up to +3 STR.

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

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

Shadow spinners lurk within dark spaces of the the Nether Rifts, weaving webs of pure shadow to conceal their presence and ensnare their prey.

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**SHADOW TOWER**  
SPAWNING POINT

ARM 1

3

STEALTH AURA

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

START

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**SHADOW TOWER**  
SPAWNING POINT

**Immune: Status Effects**

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

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

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 Constal'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

ARM 1

3

STEALTH AURA

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

START

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**SHADOW TOWER**  
SPAWNING POINT

**Immune: Status Effects**

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

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**TOWER STALKER**  
NETHER ELF SOLDIER ELITE

8 3

STR 3 1  
ARM 1  
WILL 3  
DEX 3

1 3 3

DREAD, SUREFOOT

2 Weaken the Prey: +1 STR.

1 Shadow: Place Tower Stalker adjacent to any model.

1 Unnatural Dark: Aura 3, Stealth

166 BTT

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**TOWER STALKER**  
NETHER ELF SOLDIER ELITE

8 3

STR 3 1  
ARM 1  
WILL 3  
DEX 3

1 3 3

DREAD, SUREFOOT

2 Weaken the Prey: +1 STR.

1 Shadow: Place Tower Stalker adjacent to any model.

1 Unnatural Dark: Aura 3, Stealth

166 BTT

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**TOWER ARBALIST**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

1 1

DREAD, SUREFOOT

1 Enervating Bolt:

166 BTT

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**TOWER STALKER**  
NETHER ELF SOLDIER ELITE

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

**Dread:** A model with Dread gains to all offense rolls if it is currently benefitting from Stealth.

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

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

*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, always seeking to keep the party guessing and off balance. Under such an assault, many lose heart and abandon their quest entirely.*

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**TOWER STALKER**  
NETHER ELF SOLDIER ELITE

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

**Dread:** A model with Dread gains to all offense rolls if it is currently benefitting from Stealth.

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

**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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**TOWER ARBALIST**  
NETHER ELF SOLDIER MINION

**Dread:** A model with Dread gains to all offense rolls if it is currently benefitting from Stealth.

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

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

*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 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 MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

1 1

DREAD, SUREFOOT

1 **Enervating Bolt:** 

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**TOWER ARBALIST**  
NETHER ELF SOLDIER MINION

**Dread:** A model with Dread gains  to all offense rolls if it is currently benefitting from Stealth.

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

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

*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 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 BLACKBLADE**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

1 1

DREAD, SUREFOOT

1 **Discipline:** . Wave 2, Compel 2

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**TOWER BLACKBLADE**  
NETHER ELF SOLDIER MINION

**Dread:** A model with Dread gains  to all offense rolls if it is currently benefitting from Stealth.

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

*Blackblades are the standard infantry which comprise the bulk of the Midnight Queen's forces. However, Blackblades are anything but "standard." With military careers spanning centuries, Blackblades are devoted to the art of solitary and martial combat. Cruel and utterly without mercy, Blackblades are instruments of death and destruction.*

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**TOWER BLACKBLADE**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

1 1

DREAD, SUREFOOT

1 **Discipline:** . Wave 2, Compel 2

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**TOWER BLACKBLADE**  
NETHER ELF SOLDIER MINION

**Dread:** A model with Dread gains  to all offense rolls if it is currently benefitting from Stealth.

**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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### TIDAL KNIGHT

NEITHER ELF NOR PIRATE MINTBOSS

6 3

STR 2  
ARM 1  
WILL 3  
DEX 3

7 4

PIRACY, FLY, DIBS

2 Walk the Plank: Push 4,

2 Turbulent Seas: Wave 2, Push 2

1 Finish The Cur: Aura 3, Brutal Strike

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BIO

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### PINCHING PALACE

SPAWNING POINT

ARM 2

3

BACKLASH, RESERVE

Spawning Pool:

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

START

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### LORD OF THE CRABS

NEITHER ELF NOR WITCH ELLIE

8 3

STR 1  
ARM 3  
WILL 2  
DEX 3

3 2

PILE-ON, SUREFOOT

1 Twisting Sands: Aura 3, All crabs that begin their activation in range gain Burrow.

1 Scuttling Menace: Spawn one crab from the spawning pool, worth 1 skull point, adjacent to Lord of the Crabs.

1 Pick Them Clean: Place up to 3 skull points of crabs, from anywhere in the dungeon, adjacent to target Hero.

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BIO

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### TIDAL KNIGHT

NEITHER ELF NOR PIRATE MINTBOSS

Brutal Strike: When this model wins an offense roll, add to its total.

Dibs: When a Hero on this tile discards a loot card due to the Piracy ability, a model with Dibs may choose to equip the discarded loot as if it were a Hero.

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.

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

Piracy: When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

*Magically adapted to survive beneath the sea, Tidal Knights are rarely seen, even by neither elf nor pirates. 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 change enemy sailors upon the decks.*

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BIO

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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 for destroying a model due to Backlash.

Immune: Status Effects

Reserve: This spawning point may not be placed on the first tile.

*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.*

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### LORD OF THE CRABS

NEITHER ELF NOR WITCH ELLIE

Burrow: A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends one 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 .

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

*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.*

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**BIG CLAW**  
CRAB MINION

8 1

STR 3  
ARM 1  
WILL 1  
DEX 3

1 1

GRABBY, SUREFOOT

**Rising Tide:** Place a crystal token in target square. Squares adjacent to the token are difficult terrain. An adjacent model may spend two movement points to remove the token.

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**BIG CLAW**  
CRAB MINION

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

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

Big Claws love to lurk in the muck and mud, happily eating anything and everything that wanders too close, including tasty Heroes. Determined (and hungry) Big Claws can be remarkably tenacious, latching onto their prey with their single enormous claw and refusing to let go. As they grow more agitated, the water and muck around them deepens, further bogging down their prey until escape is impossible.

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**CARAPACE CRAWLER**  
CRAB MINION

8 1

STR 2  
ARM 0  
WILL 1  
DEX 3

1 1

GRABBY, SUREFOOT

**Empty Shell:** Place a crystal token in target square. Friendly models adjacent to the token gain . An adjacent model may spend two movement points to remove the token.

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**CARAPACE CRAWLER**  
CRAB MINION

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

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

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

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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**FORGOTTEN STONE**  
SPAWNING POINT

ARM 1

3

SCUTTLE

**Spawning Pool:**

- 1x Forgotten Stone (Spawning Point)
- 1x Midnight Mutineer
- 2x Blackblade Corsair
- 3x Corsair Arbalist

START

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**FORGOTTEN STONE**  
SPAWNING POINT

**Immune: Status Effects**

**Scuttle:** After the party draws loot for destroying a model with Scuttle, the Consul chooses and discards one of the drawn loot.

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 dreadnoughts 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

**ARM 1**

**3**

**SCUTTLE**

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

**START**

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**MIDNIGHT MUTINEER**  
NETHER ELF PIRATE ELITE

**STR 3**  
**ARM 1**  
**WILL 3**  
**DEX 3**

**3**

**PIRACY, SUREFOOT**

**2 Weaken the Prey:** **+1 DEX**

**1 Shadow:** Place Midnight Mutineer adjacent to any model.

**1 Finish The Cur:** Aura 3, Brutal Strike

**16**  
**BID**

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**MIDNIGHT MUTINEER**  
NETHER ELF PIRATE ELITE

**8**

**3**

**STR 3**  
**ARM 1**  
**WILL 3**  
**DEX 3**

**3**

**PIRACY, SUREFOOT**

**2 Weaken the Prey:** **+1 DEX**

**1 Shadow:** Place Midnight Mutineer adjacent to any model.

**1 Finish The Cur:** Aura 3, Brutal Strike

**16**  
**BID**

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**FORGOTTEN STONE**  
SPAWNING POINT

**Immune: Status Effects**

**Scuttle:** After the party draws loot for destroying a model with Scuttle, the Consul chooses and discards one of the drawn loot.

*While the Shadow Fleets of the Midnight Queen openly sail the waters of the Scalding Sea, when they venture into the vast oceans surrounding Crystallia they must be more cautious. Here, heavily armored gnomish clockwork frigates, Brinebreaker dreadnoughts 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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**MIDNIGHT MUTINEER**  
NETHER ELF PIRATE ELITE

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

**Brutal Strike:** When this model wins an offense roll, add to its total.

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*Nether elves 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.*

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**MIDNIGHT MUTINEER**  
NETHER ELF PIRATE ELITE

**Brutal Strike:** When this model wins an offense roll, add to its total.

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

**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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**CORSAIR ARBALIST**  
NETHER ELF PIRATE MINION

7 1

STR 2 ARM 1 WILL 3 DEX 3

1 1

PIRACY, SUREFOOT

Light The Sails:  



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**CORSAIR ARBALIST**  
NETHER ELF PIRATE MINION

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

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*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-fleched crossbow bolts raking across the decks of their quarry, clearing the way for Blackblade boarders.*

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**CORSAIR ARBALIST**  
NETHER ELF PIRATE MINION

7 1

STR 2 ARM 1 WILL 3 DEX 3

1 1


PIRACY, SUREFOOT

Light The Sails:  



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**CORSAIR ARBALIST**  
NETHER ELF PIRATE MINION

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

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*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-fleched crossbow bolts raking across the decks of their quarry, clearing the way for Blackblade boarders.*

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**BLACKBLADE CORSAIR**  
NETHER ELF PIRATE MINION


7 1

STR 2 ARM 1 WILL 3 DEX 3

1 1

PIRACY, SUREFOOT

Discipline:  Wave 2, Compel 2



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**BLACKBLADE CORSAIR**  
NETHER ELF PIRATE MINION

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*The Scalding Sea, which encircles the Nether Rifts and Midnight Tower, is fraught with peril. Inclement weather, demon incursions, and the monstrous denizens of the deep have honed the crews of the Midnight Queen's Shadow Fleets into master sailors.*

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**BLACKBLADE CORSAIR**  
NETHER ELF PIRATE MINTON

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

1 1

PIRACY, SUREFOOT

1 Discipline: Wave 2, Compel 2

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**BLACKBLADE CORSAIR**  
NETHER ELF PIRATE MINTON

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*The Scalding Sea, which encircles the Nether Rifts and Midnight Tower, is fraught with peril. Inclement weather, demon incursions, and the monstrous denizens of the deep have honed the crews of the Midnight Queen's Shadow Fleets into master sailors.*

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**KNIGHT OF SHIFTING SAND**  
NETHER ELF SOLDIER MINTON BOSS

6 3

STR 2  
ARM 1  
WILL 3  
DEX 3

7 4

BLUFF, SUREFOOT

2 Nether Rift: Cross 4

1 Sand Storm: Aura 2, enemy models that end their activation within the aura suffer 2 damage.

1 Hunting Party: Aura 3, Predator

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**KNIGHT OF SHIFTING SAND**  
NETHER ELF SOLDIER MINTON BOSS

**Bluff:** Models with Bluff gain to offensive actions taken during another model's activation.

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

**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.

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

*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 velled 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.*

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**ARCADIAN SPIDER NEST**  
SPAWNING POINT

ARM 1

3

WEBS

Spawning Pool:

- 1x Arcadian Spider Nest (Spawning Point)
- 1x Duskweaver Acolyte
- 3x Leaping Spider
- 3x Trapdoor Spider

START

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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, burrowing 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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**DUSSKWEAVER ACOLYTE**  
NETHERELF WITCHELINE

8 3

STR 1  
ARM 3  
WILL 2  
DEX 3

3 2

MOB, BLUFF, SUREFOOT

**Toxicity:** Aura 3. All spiders gain ☹️.

**Scuttling Swarm:** Spawn one spider from the spawning pool, worth 1 skull point, adjacent to Duskwaver Acolyte.

**Spider to the Fly:** Place up to 3 skull points of spiders from anywhere in the dungeon, adjacent to target Hero.

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**DUSSKWEAVER ACOLYTE**  
NETHERELF WITCHELINE

**Bluff:** Models with Bluff gain ☹️ to offensive actions taken during another model's activation.

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

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

*Duskwavers are an ancient branch of Arcadian Spider Speakers who see spiders as not only monstrous minions to be used as expendable chaff, but as pure expressions of the Dark Consul's malevolent will and intent. Duskwaver Acolytes are charged with tending to the Dark Consul's sacred spiders, and proselytizing the unbeliever to their cause.*

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**LEAPING SPIDER**  
SPIDER MINION

8 1

STR 3  
ARM 1  
WILL 1  
DEX 3

1 1

MOB, SUREFOOT

**Ambush Predator:** Pounce

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**LEAPING SPIDER**  
SPIDER MINION

**Mob:** When making a ☞ offensive action, a model with Mob adds +1 STR to its offense roll for every additional model with Mob that is in range of its target, up to +3 STR.

**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.

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

*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.*

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**TRAPDOOR SPIDER**  
SPIDER MINION

8 1

STR 2  
ARM 0  
WILL 1  
DEX 3

1 1

MOB, SUREFOOT

**Wait in Shadow:** Place a crystal token in target square. Friendly models adjacent to the token gain Predator. An adjacent model may spend two movement points to remove the token.

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**TRAPDOOR SPIDER**  
SPIDER MINION

**Mob:** When making a ☞ offensive action, a model with Mob adds +1 STR to its offense roll for every additional model with Mob that is in range of its target, up to +3 STR.

**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.

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

*Lurking just underfoot, Trapdoor Spiders build vast tunnel networks beneath the dunes. Covered in thick purple hairs that allow it to sense the barest tremor or shift in the sand for miles around, the spider will race through its tunnels towards a disturbance. Once it has located its prey, the spider springs from one of dozens of carefully concealed trapdoors, quickly subduing and dragging its dinner into its labyrinth.*

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**SILK KNIFE**  
NETHER ELF SOLDIER ELITE

8 3

STR 3  
ARM 1  
WILL 3  
DEX 3

BLUFF, SUREFOOT

**2 Weaken the Prey:** +1 DEX Place Silk Knife adjacent to any model.

**1 Shadow:** Place Silk Knife adjacent to any model.

**1 Hunting Party:** Aura 3, Predator

16 B10

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**SILK KNIFE**  
NETHER ELF SOLDIER ELITE

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

**Bluff:** Models with Bluff gain to offensive actions taken during another model's activation.

**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.

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

*Graceful, beautiful, silent, deadly—all words used to describe the assassins known as the Cult of Silk. Even among the nether elves none know who truly controls the Cult of Silk. Their assassins, known as Knives, have never been captured alive. Over the centuries, the Cult of Silk has been implicated in the death of Heroes, monstrous warlords, nether elves, and even the Consul's own dungeon bosses. Indeed, even the Midnight Queen maintains only a tenuous truce with the cult and its mysterious leader.*

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**SAND SPIRE**  
SPAWNING POINT

ARM 1

3

PREDATORY AURA

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

START

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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 model with Predator, the model with Predator may immediately make a Melee 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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**SAND SPIRE**  
SPAWNING POINT

ARM 1

3

PREDATORY AURA

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

START

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**SAND SPIRE**  
SPAWNING POINT

**Immune: Status Effects**

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**DUNE HUNTER**  
NETHERELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

BLUFF, SUREFOOT

1 Snare: Pull 3

1

BIT

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**DUNE HUNTER**  
NETHERELF SOLDIER MINION

**Bluff:** Models with Bluff gain to offensive actions taken during another model's activation.

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

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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**DUNE HUNTER**  
NETHERELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

BLUFF, SUREFOOT

1 Snare: Pull 3

1

BIT

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**DUNE HUNTER**  
NETHERELF SOLDIER MINION

**Bluff:** Models with Bluff gain to offensive actions taken during another model's activation.

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**SILK KNIFE**  
NETHERELF SOLDIER ELITE

8 3

STR 3  
ARM 1  
WILL 3  
DEX 3

BLUFF, SUREFOOT

2 Weaken the Prey: DEX

1 Shadow Strike: Place Silk Knife adjacent to any model.

1 Hunting Party: Aura 3, Predator

3

BIT

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**SILK KNIFE**  
NETHERELF SOLDIER ELITE

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

**Bluff:** Models with Bluff gain to offensive actions taken during another model's activation.

**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.

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

Graceful, beautiful, silent, deadly—all words used to describe the assassins known as the Cult of Silk. Even among the nether elves none know who truly controls the Cult of Silk. Their assassins, known as Knives, have never been captured alive. Over the centuries, the Cult of Silk has been implicated in the death of Heroes, monstrous warlords, nether elves, and even the Consul's own dangerous bosses. Indeed, even the Midnight Queen maintains only a tenuous trace with the cult and its mysterious leader.

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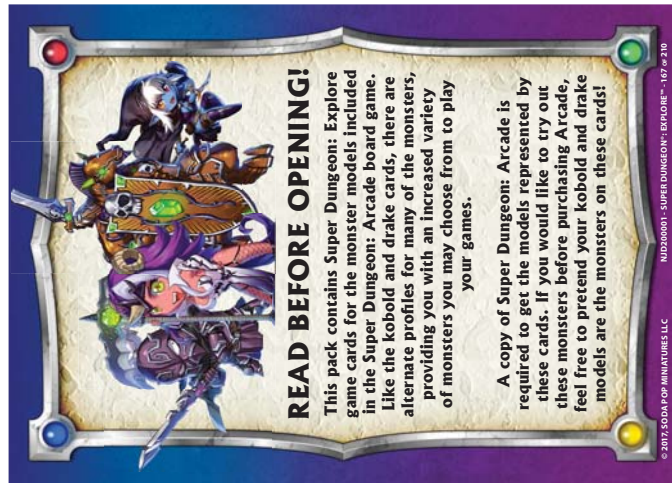


**READ BEFORE OPENING!**

This pack contains Super Dungeon: Explore game cards for the monster models included in the Super Dungeon: Arcade board game. Like the kobold and drake 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: Arcade is required to get the models represented by these cards. If you would like to try out these monsters before purchasing Arcade, feel free to pretend your kobold and drake models are the monsters on these cards!

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**READ BEFORE OPENING!**

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**DESERT BLADE**  
NETHERELF SOLDIER MINION



7 1

STR 2  
ARM 1  
WILL 3  
DEX 3



BLUFF, SUREFOOT

1 Discipline: Wave 2, Compel 2

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**DESERT BLADE**  
NETHERELF SOLDIER MINION

**Bluff:** Models with Bluff gain  to offensive actions taken during another model's activation.

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


~~~~~  
A specialized caste within the Blackblades, Desert Blades have adapted their fighting style to the unique conditions of the Arcadian Dunes. Eschewing the traditional heavy plate armor common to their discipline, Desert Blades are lighter and faster opponents than their kin.  
~~~~~

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**DESERT BLADE**  
NETHERELF SOLDIER MINION



7 1

STR 2  
ARM 1  
WILL 3  
DEX 3



BLUFF, SUREFOOT

1 Discipline: Wave 2, Compel 2

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**DESERT BLADE**  
NETHERELF SOLDIER MINION

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~~~~~

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**THE MIDNIGHT QUEEN**  
HUMAN WITCH DUNGEON BOSS

6 3

STR 2  
ARM 2  
WILL 1  
DEX 3

5 4

**ILLUSIONARY DOUBLE**

**2** Burning Maze: Wave 2, WILL, vs WILL, ♀

**1** My Champion: If Daemonus is not in play, spawn Daemonus within six squares.

**1** Illusory Maze: ♀, Wave 2, Compel 3

**1** Broken Will: Wave 2, WILL, vs WILL, ⚡

**SUPER**

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**DAEMONUS**  
CONSTRUCT

6 2

STR 2  
ARM 2  
WILL 3  
DEX 3

1 2

**BOUND, DARK RADIANCE, DEFENDER**

**1** Homunculus: ♀, If Homunculus inflicts a wound, one friendly Witch may Heal 1.

**1** Empower Darkness: ♀, Aura 3, Dark Radiance

**1** Protect: ♀, Place target Witch adjacent to Daemonus, no matter its location in the dungeon.

**16**  
BIT

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**THE MIDNIGHT QUEEN**

**BOSS FIGHT**

**Daemonus:** If Daemonus is not in play, spawn Daemonus within six squares of the Midnight Queen.

**Bewitching Song:** The Consul may move all Heroes 3 squares, using the rules for Compel.

**TIMEOUT**

**Daemonus:** If Daemonus is not in play, spawn Daemonus within six squares of the Midnight Queen.

**Do Not Fight:** All Heroes suffer ♀.

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**THE MIDNIGHT QUEEN**  
HUMAN WITCH DUNGEON BOSS

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

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

**Illusoryary Double:** When a model with Illusoryary 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.

*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 Breaker, 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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**DAEMONUS**  
CONSTRUCT

**Bound:** When a monster with Bound is destroyed, a ♀ on the same tile may instead choose to suffer one damage and prevent the monster from being destroyed; remove all wound tokens from the monster with Bound.

**Dark Radiance:** All offense rolls and defense rolls made against a model with Dark Radiance reduce the result by 1.

**Defender:** Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.

**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.

*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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*The origins of the Midnight Queen are a mystery; indeed, exactly when she took on her dark mantle of rulership is unknown. Her background, place of birth, or the history of how she became the Dark Consul's thrall are all complete blanks. What is known, however, is that she is magically potent, ambitious, and possessed of a horrifyingly twisted and shockingly organized mind. This alone makes her one of the most dangerous enemies of the Goddess.*

*Knowledge of the Midnight Queen has spurred literally hundreds of expeditions to the Midnight Tower over the years. The Midnight Queen has shown her power and intelligence against every Hero who has dared her lair. Her malign influence has only heightened the danger of a place that the Dark Consul's spirit had already twisted so horribly.*

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**TWILIGHT REAPER**

**+1 WILL**

**Afflict:**  A model with Afflict X causes its target to suffer the listed status effect(s) when it achieves a critical.

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

6 3

STR 2 2  
ARM 1  
WILL 1 2  
DEX 3

7 4

**DREAD, FLY**

**2** Nether Rift: , Cross 4, 

**2** Void Lightning: , **+1 WILL**, Arc

**1** Unnatural Dark: , Aura 3, Stealth

**SUPER**

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**SPIDER NEST**  
SPAWNING POINT



**3**

**WEBS**

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

**START**

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

**Arc:** After resolving an action with Arc, choose another model within 2 squares of the last model targeted and which has not already been targeted. Resolve the action again, rolling 1 less dice of the player's choice against the new target. Continue choosing new targets in this manner until Arc fails to inflict a wound, or no dice remain, or there is no new target in range.

**Dread:** A model with Dread gains  to all offense rolls if it is currently benefitting from Stealth.

**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.

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

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

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**SPIDER SPEAKER**  
NETHER ELF WITCH ELITE

8 3

STR 1  
ARM 3  
WILL 2  
DEX 3

3 2

MOB, DREAD, SUREFOOT

**Toxicity:** Aura 3, All spiders gain.

**Scuttling Swarm:** Spawn one spider from the spawning pool, worth 1 skull point, adjacent to Spider Speaker.

**Spider to the Fly:** Place up to 3 skull points of spiders, from anywhere in the dungeon, adjacent to target Hero.

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**SPIDER SPEAKER**  
NETHER ELF WITCH ELITE

**Dread:** A model with Dread gains  $\frac{1}{2}$  to all offense rolls if it is currently benefiting from Stealth.

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

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

*A revered priesthood, the Spider Speakers maintain the relationship between nether elves and the Queens of the various spider nests which populate Crystalia. Masters of poison and dark sorcery, Spider Speakers are a powerful, if not well loved, faction in nether elf society.*

NJD26001 - SUPER DUNGEON™ EXPLORE™ - 176 of 210

**CRAWLER**  
SPIDER MINION

8 1

STR 3  
ARM 1  
WILL 1  
DEX 3

1 1

MOB, SUREFOOT

**Spider Web:** Place a crystal token in target square. Squares adjacent to the token are difficult terrain. An adjacent model may spend two movement points to remove the token.

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**CRAWLER**  
SPIDER MINION

**Mob:** When making a offensive action, a model with Mob adds  $\frac{1}{2}$  STR to its offense roll for every additional model with Mob that is in range of its target, up to  $\frac{3}{2}$  STR.

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

*The Dark Realm is home to a vast array of poisonous and deadly bugs, spiders, scuttlers, and biters. These creepy crawly denizens of the Dark are often tamed by Nether Elf witches, who usher their crawler swarms into battle, overwhelming their foes with bites, stings, and poisons.*

NJD26001 - SUPER DUNGEON™ EXPLORE™ - 178 of 210

**SHADOW SPINNER**  
SPIDER MINION

8 1

STR 2  
ARM 0  
WILL 1  
DEX 3

1 1

MOB, SUREFOOT

**Shadow Web:** Place a crystal token in target square. Friendly models adjacent to the token gain Stealth. An adjacent model may spend two movement points to remove the token.

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**SHADOW SPINNER**  
SPIDER MINION

**Mob:** When making a offensive action, a model with Mob adds  $\frac{1}{2}$  STR to its offense roll for every additional model with Mob that is in range of its target, up to  $\frac{3}{2}$  STR.

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

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

*Shadow spinners lurk within dark spaces of the Nether Rifts, weaving webs of pure shadow to conceal their presence and ensnare their prey.*

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**SHADOW TOWER**  
SPAWNING POINT

**STEALTH AURA**

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

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**SHADOW TOWER**  
SPAWNING POINT

**STEALTH AURA**

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

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**TOWER STALKER**  
NEITHER ELF SOLDIER ELITE

**DREAD, SUREFOOT**

**2 Weaken the Prey:** +1 STR,

**1 Shadow:** Place Tower Stalker adjacent to any model.

**1 Unnatural Dark:** Aura 3, Stealth

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**SHADOW TOWER**  
SPAWNING POINT

**Immune: Status Effects**

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

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

*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

**Immune: Status Effects**

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

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

*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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**TOWER STALKER**  
NEITHER ELF SOLDIER ELITE

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

**Dread:** A model with Dread gains to all offense rolls if it is currently benefitting from Stealth.

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

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

*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, always seeking to keep the party guessing and off balance. Under such an assault, many lose heart and abandon their quest entirely.*

NJD20001 - SUPER DUNGEON™: EXPLORE™ - 179 of 210

**TOWER STALKER**  
NETHER ELF SOLDIER ELITE

7 3

STR 3  
ARM 1  
WILL 3  
DEX 3

DREAD, SUREFOOT

1 Weaken the Prey: STR.

1 Shadow: Place Tower Stalker adjacent to any model.

1 Unnatural Dark: Aura 3, Stealth

166 BUI

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**TOWER STALKER**  
NETHER ELF SOLDIER ELITE

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

**Dread:** A model with Dread gains to all offense rolls if it is currently benefitting from Stealth.

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

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

*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, always seeking to keep the party guessing and off balance. Under such an assault, many lose heart and abandon their quest entirely.*

NJD20001 - SUPER DUNGEON™: EXPLORE™ - 180 of 210

**TOWER ARBALIST**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

DREAD, SUREFOOT

1 Energating Bolt:

166 BUI

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**TOWER ARBALIST**  
NETHER ELF SOLDIER MINION

**Dread:** A model with Dread gains to all offense rolls if it is currently benefitting from Stealth.

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

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

*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 Arbalists wielding wicked crossbows. Before an enemy is able to engage the nether elves' lines, they must withstand a withering barrage of bolts.*

NJD20001 - SUPER DUNGEON™: EXPLORE™ - 181 of 210

**TOWER ARBALIST**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

DREAD, SUREFOOT

1 Energating Bolt:

166 BUI

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**TOWER ARBALIST**  
NETHER ELF SOLDIER MINION

**Dread:** A model with Dread gains to all offense rolls if it is currently benefitting from Stealth.

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

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

*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 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 BLACKBLADE**  
NETHER ELF SOLDIER MINION

7 1

STR 2 1  
ARM 1  
WILL 3  
DEX 3

1 1

**DREAD, SUREFOOT**

1 Discipline: [Blue Flag], Wave 2, Compel 2

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**TOWER BLACKBLADE**  
NETHER ELF SOLDIER MINION

7 1

STR 2 1  
ARM 1  
WILL 3  
DEX 3

1 1

**DREAD, SUREFOOT**

1 Discipline: [Blue Flag], Wave 2, Compel 2

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**TIDAL KNIGHT**  
NETHER ELF PIRATE MINI-BOSS

6 3

STR 2 2  
ARM 1  
WILL 3  
DEX 3

7 4

**PIRACY, FLY, DIBS**

2 Walk the Plank: Push 4, [Black Flag]

2 Turbulent Seas: Wave 2, Push 2

1 Finish The Cur: [Blue Flag], Aura 3, Brutal Strike

**SUPER**

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**TOWER BLACKBLADE**  
NETHER ELF SOLDIER MINION

**Dread:** A model with Dread gains [Dread] to all offense rolls if it is currently benefitting from Stealth.

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

*Blackblades are the standard infantry which comprise the bulk of the Midnight Queen's forces. However, Blackblades are anything but "standard." With military careers spanning centuries, Blackblades are devoted to the art of solitary and martial combat. Cruel and utterly without mercy, Blackblades are instruments of death and destruction.*

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**TOWER BLACKBLADE**  
NETHER ELF SOLDIER MINION

**Dread:** A model with Dread gains [Dread] to all offense rolls if it is currently benefitting from Stealth.

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

*Blackblades are the standard infantry which comprise the bulk of the Midnight Queen's forces. However, Blackblades are anything but "standard." With military careers spanning centuries, Blackblades are devoted to the art of solitary and martial combat. Cruel and utterly without mercy, Blackblades are instruments of death and destruction.*

NJD00001 - SUPER DUNGEON™ EXPLORE™ - 184 of 210

**TIDAL KNIGHT**  
NETHER ELF PIRATE MINI-BOSS

**Brutal Strike:** When this model wins an offense roll, add [Dread] to its total.

**Dibs:** When a Hero on this tile discards a loot card due to the Piracy ability, a model with Dibs may choose to equip the discarded loot as if it were a Hero.

**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.

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

**Piracy:** When a model with Piracy achieves a critical success, its target 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.*

NJD00001 - SUPER DUNGEON™ EXPLORE™ - 185 of 210

**PINCHING PALACE**  
SPAWNING POINT

**ARM** 2

**BACKLASH, RESERVE**

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

**3**

**START**

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**LORD OF THE CRABS**  
NETHER ELF WITCH ELITE

**STR** 1  
**ARM** 3  
**WILL** 2  
**DEX** 3

**3** **2**

**PILE-ON, SUREFOOT**

**1** **Twisting Sands:** Aura 3. All crabs that begin their activation in range gain Burrow.

**1** **Scuttling Menace:** Spawn one crab from the spawning pool, worth 1 skull point, adjacent to Lord of the Crabs.

**1** **Pick Them Clean:** Place up to 3 skull points of crabs, from anywhere in the dungeon, adjacent to target Hero.

**16** **BUR**

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**BIG CLAW**  
CRAB MINION

**8** **1**

**STR** 3  
**ARM** 1  
**WILL** 1  
**DEX** 3

**1** **GRABBY, SUREFOOT**

**1** **Rising Tide:** Place a crystal token in target square. Squares adjacent to the token are difficult terrain. An adjacent model may spend two movement points to remove the token.

**8** **BUR**

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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 for destroying a model due to Backlash.

**Immune: Status Effects**

**Reserve:** This spawning point may not be placed on the first tile.

*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.*

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**LORD OF THE CRABS**  
NETHER ELF WITCH ELITE

**Burrow:** A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

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

**Pile-on:** A model with Pile-on gains **+1 STR** if its target is suffering.

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

*Strange and reclusive, Lords of the Crabs haunt the misty coastlines of Crystallia 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.*

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**BIG CLAW**  
CRAB MINION

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

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

*Big Claws love to lurk in the muck and mud, happily eating anything and everything that wanders too close, including tasty Heroes. Determined (and hungry) Big Claws can be remarkably tenacious, latching onto their prey with their single enormous claw and refusing to let go. As they grow more agitated, the water and muck around them deepens, further bogging down their prey until escape is impossible.*

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**CARAPACE CRAWLER**  
CRAB MINION

8 1

1 STR 2 ARM 0 WILL 1 DEX 3

1 GRABBY, SUREFOOT

**Empty Shell:** Place a crystal token in target square. Friendly models adjacent to the token gain . . . An adjacent model may spend two movement points to remove the token.

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**CARAPACE CRAWLER**  
CRAB MINION

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

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

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

*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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**FORGOTTEN STONE**  
SPAWNING POINT

ARM 1

3 SCUTTLE

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

START

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**FORGOTTEN STONE**  
SPAWNING POINT

**Immune: Status Effects**

**Scuttle:** After the party draws loot for destroying a model with Scuttle, the Consul chooses and discards one of the drawn loot.

*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 dreadnoughts 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

ARM 1

3 SCUTTLE

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

START

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**FORGOTTEN STONE**  
SPAWNING POINT

**Immune: Status Effects**

**Scuttle:** After the party draws loot for destroying a model with Scuttle, the Consul chooses and discards one of the drawn loot.

*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 dreadnoughts 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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**MIDNIGHT MUTINEER**  
NETHER ELF PIRATE ELITE

8 3

STR 3 1  
ARM 1  
WILL 3  
DEX 3

PIRACY, SUREFOOT

**2 Weaken the Prey:** +1 DEX

**1 Shadow:** Place Midnight Mutineer adjacent to any model.

**1 Finish The Cur:** Aura 3, Brutal Strike

16 BIT

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**MIDNIGHT MUTINEER**  
NETHER ELF PIRATE ELITE

8 3

STR 3 1  
ARM 1  
WILL 3  
DEX 3

PIRACY, SUREFOOT

**2 Weaken the Prey:** +1 DEX

**1 Shadow:** Place Midnight Mutineer adjacent to any model.

**1 Finish The Cur:** Aura 3, Brutal Strike

16 BIT

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**CORSAIR ARBALIST**  
NETHER ELF PIRATE MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

PIRACY, SUREFOOT

**1 Light The Sails:**

16 BIT

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**MIDNIGHT MUTINEER**  
NETHER ELF PIRATE ELITE

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

**Brutal Strike:** When this model wins an offense roll, add to its total.

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*Nether elves 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.*

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**MIDNIGHT MUTINEER**  
NETHER ELF PIRATE ELITE

**Brutal Strike:** When this model wins an offense roll, add to its total.

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*Nether elves 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.*

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**CORSAIR ARBALIST**  
NETHER ELF PIRATE MINION

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

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*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-fetched crossbow bolts raking across the decks of their quarry, clearing the way for Blackblade boarders.*

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**CORSAIR ARBALIST**  
NETHER ELF PIRATE MINION

7 1

STR 2 ARM 1 WILL 3 DEX 3


1 1

PIRACY, SUREFOOT

Light The Sails: 

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**CORSAIR ARBALIST**  
NETHER ELF PIRATE MINION

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

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*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-fleched crossbow bolts raking across the decks of their quarry, clearing the way for Blackblade boarders.*

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**BLACKBLADE CORSAIR**  
NETHER ELF PIRATE MINION

7 1

STR 2 ARM 1 WILL 3 DEX 3

1 1

PIRACY, SUREFOOT

Discipline:  Wave 2, Compel 2

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**BLACKBLADE CORSAIR**  
NETHER ELF PIRATE MINION

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*The Scalding Sea, which encircles the Nether Rifts and Midnight Tower, is fraught with peril. Inclement weather, demon incursions, and the monstrous denizens of the deep have honed the crews of the Midnight Queen's Shadow Fleets into master sailors.*

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**BLACKBLADE CORSAIR**  
NETHER ELF PIRATE MINION

7 1

STR 2 ARM 1 WILL 3 DEX 3

1 1

PIRACY, SUREFOOT

Discipline:  Wave 2, Compel 2

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**BLACKBLADE CORSAIR**  
NETHER ELF PIRATE MINION

**Piracy:** When a model with Piracy achieves a critical success, its target must discard one equipped loot card at random, if able.

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

*The Scalding Sea, which encircles the Nether Rifts and Midnight Tower, is fraught with peril. Inclement weather, demon incursions, and the monstrous denizens of the deep have honed the crews of the Midnight Queen's Shadow Fleets into master sailors.*

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**KNIGHT OF SHIFTING SAND**  
NETHER ELF SOLDIER (MINI-BOSS)

6 3

STR 2  
ARM 1  
WILL 3  
DEX 3

7 4

BLUFF, SUREFOOT

**2** Nether Rift: Cross 4.

**1** Sand Storm: Aura 2, enemy models that end their activation within the aura suffer 2 damage.

**1** Hunting Party: Predator

**SUPER**

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**KNIGHT OF SHIFTING SAND**  
NETHER ELF SOLDIER (MINI-BOSS)

**Bluff:** Models with Bluff gain  $\frac{1}{2}$  to offensive actions taken during another model's activation.

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

**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.

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

*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.*

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**ARCADIAN SPIDER NEST**  
SPAWNING POINT

ARM 1

3

WEBS

Spawning Pool:  
1x Arcadian Spider Nest (Spawning Point)  
1x Duskwearer Acolyte  
3x Leaping Spider  
3x Trapdoor Spider

**START**

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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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**DUSKWEAVER ACOLYTE**  
NETHER ELF WITCH (ELLE)

8 3

STR 1  
ARM 3  
WILL 2  
DEX 3

3 2

BLUFF, SUREFOOT

**1** Toxicity: Aura 3, All spiders gain.

**1** Scuttling Swarm: Spawn one spider from the spawning pool, worth 1 skull point, adjacent to Duskwearer Acolyte.

**1** Spider to the Fly: Place up to 3 skull points of spiders, from anywhere in the dungeon, adjacent to target Hero.

**16**  
BIT

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**DUSKWEAVER ACOLYTE**  
NETHER ELF WITCH (ELLE)

**Bluff:** Models with Bluff gain  $\frac{1}{2}$  to offensive actions taken during another model's activation.

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

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

*Duskwearers are an ancient branch of Arcadian Spider Speakers who see spiders as not only monstrous minions to be used as expendable chaff, but as pure expressions of the Dark Consul's malevolent will and intent. Duskwearer Acolytes are charged with tending to the Dark Consul's sacred spiders, and proselytizing the unbeliever to their cause.*

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**LEAPING SPIDER**  
SPIDER MINION

8 1

STR 3 ARM 1 WILL 1 DEX 3

1 MOB, SUREFOOT

**Ambush Predator:** Pounce

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**LEAPING SPIDER**  
SPIDER MINION

**Mob:** When making a offensive action, a model with Mob adds **+1 STR** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 STR**.

**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.

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

*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.*

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**TRAPDOOR SPIDER**  
SPIDER MINION

8 1

STR 2 ARM 0 WILL 1 DEX 3

1 MOB, SUREFOOT

**Wait in Shadow:** Place a crystal token in target square. Friendly models adjacent to the token gain Predator. An adjacent model may spend two movement points to remove the token.

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**TRAPDOOR SPIDER**  
SPIDER MINION

**Mob:** When making a offensive action, a model with Mob adds **+1 STR** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 STR**.

**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.

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

*Lurking just underfoot, Trapdoor Spiders build vast tunnel networks beneath the dunes. Covered in thick purple hairs that allow it to sense the barest tremor or shift in the sand for miles around, the spider will race through its tunnels towards a disturbance. Once it has located its prey, the spider springs from one of dozens of carefully conceal trapdoors, quickly subduing and dragging its dinner into its labyrinth.*

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**SAND SPIRE**  
SPAWNING POINT

ARM 1

3

**PREDATORY AURA**

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

START

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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 model with Predator, the model with Predator may immediately make a Melee 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 Crystallian 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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**SAND SPIRE**  
SPAWNING POINT

**ARM 1**

**3**

**PREDATORY AURA**

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

**START**

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**SAND SPIRE**  
SPAWNING POINT

**Immune: Status Effects**

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**SILK KNIFE**  
NETHER ELF SOLDIER ELITE

**STR 3**  
**ARM 1**  
**WILL 3**  
**DEX 3**

**3**

**BLUFF, SUREFOOT**

**2** Weaken the Prey: **+1 DEX**

**1** Shadow Strike: Place Silk Knife adjacent to any model.

**1** Hunting Party: Aura 3, Predator

**16**  
**BLITZ**

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**SILK KNIFE**  
NETHER ELF SOLDIER ELITE

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

**Bluff:** Models with Bluff gain to offensive actions taken during another model's activation.

**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.

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

*Graceful, beautiful, silent, deadly—all words used to describe the assassins known as the Cult of Silk. Even among the nether elves none know who truly controls the Cult of Silk. Their assassins, known as Knives, have never been captured alive. Over the centuries, the Cult of Silk has been implicated in the death of Heroes, monstrous warlords, nether elves, and even the Consul's own dungeon bosses. Indeed, even the Midnight Queen maintains only a tenuous trace with the cult and its mysterious leader.*

NJD29001 - SUPER DUNGEON™ EXPLORE™ - 206 of 210

**SILK KNIFE**  
NETHER ELF SOLDIER ELITE

**STR 3**  
**ARM 1**  
**WILL 3**  
**DEX 3**

**3**

**BLUFF, SUREFOOT**

**2** Weaken the Prey: **+1 DEX**

**1** Shadow Strike: Place Silk Knife adjacent to any model.

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**16**  
**BLITZ**

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**DESERT BLADE**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

BLUFF, SUREFOOT

1 Discipline: Wave 2, Compel 2

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**DESERT BLADE**  
NETHER ELF SOLDIER MINION

**Bluff:** Models with Bluff gain  to offensive actions taken during another model's activation.

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

A specialized caste within the Blackblades, Desert Blades have adapted their fighting style to the unique conditions of the Arcadian Dunes. Eschewing the traditional heavy plate armor common to their discipline, Desert Blades are lighter and faster opponents than their kin.

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**DUNE HUNTER**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

BLUFF, SUREFOOT

1 Snare: Pull 3

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**DUNE HUNTER**  
NETHER ELF SOLDIER MINION

**Bluff:** Models with Bluff gain  to offensive actions taken during another model's activation.

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

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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**DUNE HUNTER**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

BLUFF, SUREFOOT

1 Snare: Pull 3

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**DUNE HUNTER**  
NETHER ELF SOLDIER MINION

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**DESERT BLADE**  
NETHER ELF SOLDIER MINION

7 1

STR 2  
ARM 1  
WILL 3  
DEX 3

1

BLUFF, SUREFOOT

1 Discipline: Wave 2, Compel 2

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**DESERT BLADE**  
NETHER ELF SOLDIER MINION

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