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**READ BEFORE OPENING!**  
 This pack contains alternative profile game cards for the monster models included in the Super Dungeon: Explore 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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**REX**  
 KOBOLD OGRE MINI-BOSS



**STR** 5 **ARM** 3  
**STR** 2 **ARM** 2 **WILL** 1 **DEX** 2

**7** **4**

**MOB**

**1** Thwomp: Push 5

**2** Rex Cuddle:

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

**START**

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**SHADOW WARRENS**  
 PAIRED SPAWNING POINT



**ARM** 1

**4**

**STEALTH**

Spawning Pool:  
 2x Shadow Warrens (Spawning Point)  
 1x Shadow Priest  
 2x Shadowscale  
 2x Dark Lobber  
 3x Dimwit  
 3x Skewer

**START**

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**REX**  
 KOBOLD OGRE MINI-BOSS

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

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

**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.

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

**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 **+5 STR**.

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

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**SHADOW WARRENS**  
 PAIRED SPAWNING POINT

**Immune: Status Effects**

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

Conspiring 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 First 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 Crystalia. Lead 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 Crystalia bit by bit.



**SHADOW WARRENS**  
PAIRED SPAWNING POINT

**ARM 1**

**4**

**HUBRIS, STEALTH**

Spawning Pool:  
 2x Shadow Warrens (Spawning Point)  
 1x Shadow Priest  
 2x Shadowscale  
 2x Dark Lobber  
 3x Dimwit  
 3x Skewer

**START**

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**SHADOW WARRENS**  
PAIRED SPAWNING POINT

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Conspiring 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 First 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 Crystalia. 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 Crystalia bit by bit.

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**SHADOW PRIEST**  
KOBOLD ELITE

**7 3**

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

**3 2**

**HUBRIS, STEALTH**

**1 Dragon Rage:** Aura 3, all Kobolds and Drakes gain **STR**

**2 Deep Dark:** Aura 1. Squares affected by the area block line of sight. Models may still move into these squares.

**16 BIT**

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**SHADOW PRIEST**  
KOBOLD ELITE

**Hubris:** When making a Melee Attack, 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.

Shadow Priests are haughty and a bit insufferable to other kobolds. The Shadow Priests proximity to the Dark Realm grant them a certain sense of smug superiority over other kobolds, whom they feel have strayed too far from the dark. This view is heightened by the Lord of their cult, The Destroyer, who sees all creatures who have left the embrace of the Dark Realm as weak and insignificant.

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**SHADOWSCALE**  
KOBOLD ELITE

**7 2**

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

**1 2**

**HUBRIS, STEALTH**

**1 Scalewall:** Aura 2, **ARM**

**8 BIT**

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**SHADOWSCALE**  
KOBOLD ELITE

**Hubris:** When making a Melee Attack, 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.

Shadowscales rise from the ranks of Dimwits by virtue of being bigger, stronger, and having acquired better loot than the others. Still prone to the same infighting, bickering, and jealousy of others, they occasionally design to assist their lessers just to prove how magnanimous they truly are. However, such behavior typically leads to the collection of "protection" taxes after the battle.

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**DARK LOBBER**  
KOBOLD ELITE

7 1

STR 2 ARM 0 WILL 2 DEX 2

HUBRIS, STEALTH

Hot Pot: Squirrel Stew: Aura 2, Squirrely

HUBRIS, STEALTH

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**DIMWIT**  
KOBOLD MINION

7 1

STR 3 ARM 1 WILL 2 DEX 1

HUBRIS, STEALTH

HUBRIS, STEALTH

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**SKEWER**  
KOBOLD MINION

7 1

STR 3 ARM 0 WILL 2 DEX 1

HUBRIS, STEALTH

HUBRIS, STEALTH

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**DARK LOBBER**  
KOBOLD ELITE

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

**Hubris:** When making a Melee Attack, a model with Hubris gains for every equipment card equipped on its target.

**Squirrely:** When a model with Squirrely makes a defense roll, it may choose one of its dice and reroll it.

**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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**DIMWIT**  
KOBOLD MINION

**Hubris:** When making a Melee Attack, 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.

*Dimwits are covetous and greedy creatures, constantly engaging in displays of one-upmanship and bravado. Most Dimwits are absolutely certain in their superiority and are driven into fits of insane rage when confronted by Heroes whose gear gleams brighter than their own.*

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**SKEWER**  
KOBOLD MINION

**Hubris:** When making a Melee Attack, 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.

*Skewers are the rabble of the Shadow Warrens. These unfortunate kobolds have never been strong enough to hold onto the weapons and armor they manage to scavenge from the battlefield, and lack the necessary hand-eye coordination to use a sling. In order to get some use out of them, they are given a spear and thrust to the head of the battle.*

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**NETHER CLUTCH**  
SPAWNING POINT



ARMY 1

3

STEALTH

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

START

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**NETHER WYRMLING**  
DRAKE ELITE



STR 2, ARM 0, WILL 3, DEX 3

2, 2


FLY, PILE-ON, MIGHTY

Bane Burst: Fly, Burst 1, [Fly icon]

Dive Bomb: [Bomb icon], +1 STR

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**NETHER WHELP**  
DRAKE MINION



STR 2, ARM 0, WILL 3, DEX 3

1, 1

PILE-ON, MIGHTY

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**NETHER CLUTCH**  
SPAWNING POINT

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

**Immune: Status Effects**

*Proximity to the Dark Realm has seen the drakes of the Nether Rifts grow mighty beyond the other clutches inextricably to that of the Dark Realm, as the power of the Dark Consal ebbs and flows, so too does the might of the drakes bound to him.*

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**NETHER WYRMLING**  
DRAKE ELITE

**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 the 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.

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

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

*Nether wyrmlings serve as the vanguard and scouts of the Dark Realm's armies. Bursting forth from the Nether Rifts in vast flocks, they flood the skies of Crystallia searching for Crystallian settlements, patrols, and unwary parties of Heroes.*

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**NETHER WHELP**  
DRAKE MINION

**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 Knockdown.

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



*Nether whelps tend to be solitary hunters. Staking out large territories, they mirror their dragon kin's covetous tendencies, hoarding shiny baubles and bits of coin.*

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**NETHER HATCHLINGS**  
DRAKE MINION

6 2

STR 2  
ARM 0  
WILL 2  
DEX 3

PILE-ON, MIGHTY

2 1

START

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**FROZEN WARRENS**  
PAIRED SPAWNING POINT

ARM 1

4

BLACK ICE

Spawning Pool:

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

START

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**FROZEN WARRENS**  
PAIRED SPAWNING POINT

ARM 1

4

BLACK ICE

Spawning Pool:

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

START

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**NETHER HATCHLINGS**  
DRAKE MINION

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

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

Particularly playful, the hatching drakes of the Nether Rifts do not understand where play ends, combat begins, or cruelty reigns. Many a demon has fallen prey to a small pack of hatchlings whose playful behavior turned to tragic end.

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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 Crystallia. 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**

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**FROZEN PRIEST**  
KOBOLD ELITE

7 3

STR 2  
ARM 1  
WILL 2  
DEX 1

MOB 3 2

**The Cutting Winds:** Sweep 2.

**Ice Rage:** Aura 2.

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**FROSTSCALE**  
KOBOLD ELITE

7 2

STR 2  
ARM 2  
WILL 3  
DEX 1

MOB 1 2

**Ice Shards:**

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**SNOWBALL CHUCKER**  
KOBOLD ELITE

7 1

STR 2  
ARM 0  
WILL 2  
DEX 2

MOB 1 1

**Frozen Pot:**

**Ice Rink:** Aura 2, Sidestep

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**FROZEN PRIEST**  
KOBOLD ELITE

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

**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.

*Frozen Priests serve their Lord Hoarfang as the leaders of the Cult of Frozen Spires. Cold, calculating, and ruthless, Frozen Priests are notoriously brutal and unforgiving leaders. Their mastery of ice magic is absolute, and they cruelty turn it upon any who they deem deserving of Hoarfang's ire.*

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**FROSTSCALE**  
KOBOLD ELITE

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

**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.

*Frostscapes are taught basic weather magicks by the Frozen Priests, to protect their lesser kin from the harsh elements of the Frostbyte Reach. In combat, these spells are turned against their enemies as sharp shards of ice that rend through armor and freeze their foes.*

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**SNOWBALL CHUCKER**  
KOBOLD ELITE

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

**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.

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

*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 all the snowballs they can manage. Sometimes they play a game of Dodge the Avalanche, which sees entire kobold encampments buried in layers of ice.*

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**BLOCKHEAD**  
KOBOLD MINION

7 1

STR 3  
ARM 1  
WILL 2  
DEX 1


1 1

MOB

START

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**BLOCKHEAD**  
KOBOLD 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**.

*Blockheads, as their name implies, are not particularly bright, as the cold dulls their already dull senses. Fortunately, not much sense is needed when attacking Heroes who have been frozen solid by their more skilled kin.*

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**ICE PICK**  
KOBOLD MINION

7 1

STR 3  
ARM 0  
WILL 2  
DEX 1


1 1

MOB

START

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**ICE PICK**  
KOBOLD 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**.

*Ice Picks enjoy a surprisingly high station within the Cull of Frozen Spires. Skilled hunters and trackers, Ice Picks roam far and wide through the Frostbyte Reach hunting game with their long spears and bringing it back to the warrens for the benefit of all.*

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**COLD EGGS**  
SPAWNING POINT

ARM 1

3

BLACK ICE

START

Spawning Pool:  
1x Cold Eggs (Spawning Point)  
2x Frostbyte Wyrmling  
2x Frostbyte Whelp  
2x Frostbyte Hatchlings

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**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 "named" 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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**FROSTBYTE WYRMLING**  
DRAKE ELITE

6 2

STR 2  
ARM 1  
WILL 3  
DEX 3

2 2

FLY, SHATTER

2 Frozen Detonation: Burst 1.

2 Ice Lance: Lance 3.

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**FROSTBYTE WHELP**  
DRAKE MINION

6 1

STR 2  
ARM 1  
WILL 3  
DEX 3

1 1

SHATTER

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**FROSTBYTE HATCHLINGS**  
DRAKE MINION

6 2

STR 3  
ARM 0  
WILL 2  
DEX 3

2 1

SHATTER

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**FROSTBYTE WYRMLING**  
DRAKE ELITE

**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 if its target is suffering .

*Wyrmlings swoop and soar upon the bitterly cold winds that sweep through the Frostbyte Reach. Their chirruping cries carry on the wind and are regarded by the orc tribes as signs of good favor and battles soon to come.*

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**FROSTBYTE WHELP**  
DRAKE MINION

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

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

*Whelps hunt in roving packs, savaging the wilderness of anything remotely edible. Remarkably intelligent, many whelps hover around the outskirts of dwarven and freyjan civilizations, feeding off scraps, and occasionally allowing themselves to become partially domesticated in return for regular feedings.*

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**FROSTBYTE HATCHLINGS**  
DRAKE MINION

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

*Hatchlings have a difficult time surviving in the barren landscape of the Frostbyte Reach. Most eek out a meager existence feeding upon the frozen remains of those felled by the more vicious monsters that stalk the reach.*

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