



Dwelling Monsters

Dwelling Monsters are wild creatures that reside within the confines of the dungeon. Tainted by the close proximity of ever growing evil, they are ready to pounce, swoop, claw and bite any Adventurer that happens to cross their path.



In order for the Consul Player to use Dwelling Monsters they must first sacrifice one of the Spawn Points available to them.

For Example: *In a 16Bit game the Consul has three Spawn Points. If the Consul wishes to use Dwelling Monsters then they can only take two Spawn Points in order to gain access to the Dwelling Monsters Pool.*

As with Spawn Points the Consul uses Skulls in order to spawn Dwelling Monsters. Each round the Consul receives one Red Dice plus a Blue Dice worth of Skulls for every Board section that is in Play.

For Example: *In a 16Bit game using three boards the Consul would gain 1 Red Dice and 3 blue Dice worth of Skulls per round.*

On the first round however, the Consul Player doesn't roll the dice for skulls, instead they place 2 Skulls worth of Dwelling Monsters anywhere on each board section. From round two Dwelling Monsters enter play from the open squares at the edge of the game board.

When Dwelling Monsters enter play, place the model in any of the open squares along the edge of the Gaming Board (*Squares that exit the board but do not lead into another board*). The Consul may enter all of the spawned Dwelling Monsters on the same Board Section if they desire, they do not have to split them between the boards. If a model cannot be placed for any reason then it cannot enter play and the left over Skulls are lost. As with normal Skulls they cannot be carried over to the next round. Also Any Skulls gained from the advancing Power Gauge cannot be used to pay for extra Dwelling Monsters.

Once in play Dwelling Monsters move and use actions in exactly the same way as any other monster. However, wounding and wounds caused by Dwelling Monsters do not affect the Power Gauge; though it does effect the Loot Tracker. Dwelling Monsters can still enter play even after the Dungeon Boss has been spawned. Dwelling Monsters do not benefit from the effects of any Loot cards that the Consul has in play.





Dwelling Monsters Pool

Using Dwelling Monsters gives you access to the following the following Monster Pool.

Name	Quantity	Bit	Model Type
Blight Rat	4	8	Rat
Dire Bat	4	8	Bat
Spitting Spider	4	8	Spider
Dirt Eater	3	8	Worm
Salamander	2	16	Salamander
Barry	1	16	Anti-Hero

The quantities represent the Pool of monsters that the Consul Player will have access to when using the Dwelling Monsters rules, this pool works in exactly the same way as any spawning point.

Optional Rules

The following rules are optional additions and do not need to be included in your games if you do not desire.

Line of Sight: Large models on a large base will block Line Of Sight; these models for the sake of LOS are counted as walls.

Multiple Wounds: When in combat if the attacking models dice roll is double the defending models dice roll then two wounds are inflicted instead of the standard single wound.

Search: When entering a room a Hero may search the area. Make a roll using the Heroes WIL. Any items rolled are found, however if numbers are rolled then the Consul Player may place half the amount rolled (rounded up) worth of Dwelling Monsters anywhere in that room. If two items are rolled then the Hero player can choose to take a Loot Card instead of the items.

Authors Notes

Playing Super Dungeon explore has been nothing but a rewarding experience since I first started why back in December 2011. Since then our little gaming group has tried to find ways to make the game a little more diverse and fun.

These rules are only guidelines and are meant to be light hearted and fun, I hope that you will enjoy what they bring to an already excellent game.

-Voidsign-



SUPER DUNGEON

EXPLORE
DWELLING MONSTERS

BARRY
SHARKKIN PIRATE

6 4

ATTACK 3
ARMOR 1
WILL 2
DEX 1

RANGE 7

2 PISTOL BARRAGE: DEX +1, BURST 1
2 HIGH TIDE: ATT +4, PUSH: 3
TREASURE THEM: Barry can open Treasure Chests in the same way as a Hero Character, Barry cannot use the Item but will carry it until he is killed. The heroes will then gain that Item.
Special: Barry is 16bit but can only come into play once.

SPECIAL

DIRT EATER
DWELLING MONSTER

5 1

ATTACK 2
ARMOR 1
WILL 3
DEX 2

MAGIC 4, IMMUNE: KNOCKDOWN

1 SLICK: WILL KNOCKDOWN

16 BIT

BLIGHT RAT
DWELLING MONSTER

6 1

ATTACK 2
ARMOR 0
WILL 1
DEX 1

MOB

MOB: + for this model's melee attack for every other Blight Rat in melee with the target, up to +4

16 BIT

SALAMANDER
DWELLING MONSTER

6 2

ATTACK 3
ARMOR 3
WILL 1
DEX 1

IMMUNE: POISON

2 TAIL STAB: +1 ATT, REACH: 2, POISON

16 BIT

DIRE BAT
DWELLING MONSTER

6 1

ATTACK 2
ARMOR 0
WILL 1
DEX 1

FLY

1 ASSULT: +1 if an enemy is suffering from the effect of KNOCKDOWN

16 BIT

SPITTING SPIDER
DWELLING MONSTER

6 1

ATTACK 2
ARMOR 0
WILL 1
DEX 2

POISON, IMMUNE: POISON

1 WEB SHOT: RANGE: 4, DEX +1, SLOW

16 BIT

