

READ BEFORE OPENING!

This pack contains Super Dungeon: Explore gameboard, the monster models included in the Super Dungeon: Explore board game, 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 monsters before purchasing. A card, feel free to pretend your kobold and drake models are the monsters on these cards!

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THE MIDNIGHT QUEEN
NETHIR (L) BOSS FINISH

6 3

STR 2, ARM 2, WILL 2, DEX 3

1 2

WILL 5

ILLUSIONARY DOUBLE

2 Burning Maze: Wave 2, WILL vs WILL

3 My Champion! (If Daemonus is not in play, spawn Daemonus within six squares.)

4 Illusory Maze: Wave 2, Compel 3

5 Broken Will: Wave 2, WILL vs WILL

6 Super

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DAEMONUS
DAEMONUS

6 2

STR 2, ARM 2, WILL 3, DEX 3

1 2

WILL 1

BOUND, DARK RADIANCE, DEFENDER

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

2 Empower Darkness: Aura 3, Dark Radiance

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

4 Super

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THE MIDNIGHT QUEEN

BOSS FIGHT

Daemonus: 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 in play, spawn Daemonus within six squares of the Midnight Queen.

Do Not Fight: All Heroes suffer.

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TWILIGHT REAPER

+1 WILL

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

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KNIGHT OF THE TOWER
NETHIR (L) BOSS FINISH

6 3

STR 2, ARM 2, WILL 2, DEX 3

1 2

WILL 7

DREAD, FLY

2 Nether Rift: Cross 4

2 Void Lightning: 3, 3

3 Unnatural Dark: Aura 3, Stealth

4 Super

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SPIDER NEST
SPAWNING POINT

ARM 1

3

WBS

Spawning Pool:

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

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SPIDER SPEAKER
NETHIR (L) WITCH FINISH

8 3

STR 1, ARM 3, WILL 2, DEX 3

3 2

WILL 3

DREAD, SUREFOOT

1 Toxicity: Aura 3, All spiders gain

2 Scuttling Swarms: Spawn one spider from the spawning pool, worth 1 Skull point, adjacent to Spider Speaker.

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

4 Super

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CRAWLER
SPIDER FINISH

8 1

STR 3, ARM 1, WILL 1, DEX 3

1 1

WILL 1

MOD, 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.

2 Super

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SHADOW SPINNER
SPIDER FINISH

8 1

STR 2, ARM 0, WILL 1, DEX 3

1 1

WILL 1

MOD, SUREFOOT

1 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.

2 Super

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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

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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

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TOWER STALKER
NETHIR (L) BOSS FINISH

8 3

STR 3, ARM 1, WILL 3, DEX 3

3 3

WILL 3

DREAD, SUREFOOT

2 Weaken the Prey: 3, 3

3 Shadow: Place Tower Stalker adjacent to any model.

4 Unnatural Dark: Aura 3, Stealth

5 Super

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TOWER STALKER
NETHIR (L) BOSS FINISH

8 3

STR 3, ARM 1, WILL 3, DEX 3

3 3

WILL 3

DREAD, SUREFOOT

2 Weaken the Prey: 3, 3

3 Shadow: Place Tower Stalker adjacent to any model.

4 Unnatural Dark: Aura 3, Stealth

5 Super

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TOWER ARBALIST
NETHIR (L) BOSS FINISH

7 1

STR 2, ARM 1, WILL 3, DEX 3

1 1

WILL 1

DREAD, SUREFOOT

1 Enervating Bolt: 3

2 Super

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TOWER ARBALIST
NETHIR (L) BOSS FINISH

7 1

STR 2, ARM 1, WILL 3, DEX 3

1 1

WILL 1

DREAD, SUREFOOT

1 Enervating Bolt: 3

2 Super

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TOWER BLACKBLADE
NETHIR (L) BOSS FINISH

7 1

STR 2, ARM 1, WILL 3, DEX 3

1 1

WILL 1

DREAD, SUREFOOT

1 Discipline: Wave 2, Compel 2

2 Super

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TOWER BLACKBLADE
NETHIR (L) BOSS FINISH

7 1

STR 2, ARM 1, WILL 3, DEX 3

1 1

WILL 1

DREAD, SUREFOOT

1 Discipline: Wave 2, Compel 2

2 Super

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TIDAL KNIGHT
HERO (10 HP)

6 3

ARM 2
WILL 1
DEX 3

1 7 4

PRICY, ELY DIBS

Spawning Pool:
2 Walk the Plank: Push 4
2 Turbulent Seas: Wave 2, Push 2
1 Finish The Cur: Brutal Strike

16 BN

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

16 BN

LORD OF THE CRABS
HERO (10 HP)

8 3

STR 1
ARM 3
WILL 2
DEX 3

3 2

PILON, SUREFOOT

Twisting Sands: Aura 3. All crabs that begin their activation in range gain burrow.
Scuttling Menace: Spawn one crab from the spawning pool, worth 1 skull point, adjacent to Lord of the Crabs.
Pick Them Clean: Place up to 3 skull points of crabs from the spawning pool in the dungeon, adjacent to target Hero.

16 BN

BIG CLAW
HERO (10 HP)

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.

16 BN

CARAPACE CRAWLER
HERO (10 HP)

8 1

STR 2
ARM 0
WILL 1
DEX 3

1 1

GRABBY, SUREFOOT

Empty Shell: Place a crystal token in target square. Squares adjacent to the token gain 1. An adjacent model may spend two movement points to remove the token.

16 BN

FORGOTTEN STONE
SPAWNING POINT

ARM 1

3

SCUTTLE

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

16 BN

FORGOTTEN STONE
SPAWNING POINT

ARM 1

3

SCUTTLE

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

16 BN

MIDNIGHT MUTINEER
HERO (10 HP)

8 3

STR 3
ARM 1
WILL 3
DEX 3

3 3

PRICY, SUREFOOT

Weaken the Prey: STR 4
Shadow: Place Midnight Mutineer adjacent to any model.
Finish The Cur: Aura 3, Brutal Strike

16 BN

MIDNIGHT MUTINEER
HERO (10 HP)

8 3

STR 3
ARM 1
WILL 3
DEX 3

3 3

PRICY, SUREFOOT

Weaken the Prey: STR 4
Shadow: Place Midnight Mutineer adjacent to any model.
Finish The Cur: Aura 3, Brutal Strike

16 BN

CORSAIR ARBALIST
HERO (10 HP)

7 1

STR 2
ARM 1
WILL 3
DEX 3

1 1

PRICY, SUREFOOT

Light The Sails: 1

16 BN

CORSAIR ARBALIST
HERO (10 HP)

7 1

STR 2
ARM 1
WILL 3
DEX 3

1 1

PRICY, SUREFOOT

Light The Sails: 1

16 BN

BLACKBLADE CORSAIR
HERO (10 HP)

7 1

STR 2
ARM 1
WILL 3
DEX 3

1 1

PRICY, SUREFOOT

Discipline: Wave 2, Compel 2

16 BN

BLACKBLADE CORSAIR
HERO (10 HP)

7 1

STR 2
ARM 1
WILL 3
DEX 3

1 1

PRICY, SUREFOOT

Discipline: Wave 2, Compel 2

16 BN

KNIGHT OF SHIFTING BAND
HERO (10 HP)

6 3

STR 2
ARM 1
WILL 3
DEX 3

7 4

ELY, SUREFOOT

Heater Rift: Cross 4
Sand Storm: Aura 2, enemy models that end their activation within the aura suffer 2 damage.
Hunting Party: Aura 3, Predator

16 BN

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

16 BN

DUSKWEAVER ACOLYTE
HERO (10 HP)

8 3

STR 1
ARM 3
WILL 2
DEX 3

3 2

ELY, SUREFOOT

Toxicity: Aura 3. All spiders gain 1.
Scuttling Swarms: Spawn one spider from the spawning pool, worth 1 skull point, adjacent to Duskweaver Acolyte.
Spider to the Top: Place up to 3 skull points of spiders from anywhere in the dungeon, adjacent to target Hero.

16 BN

LEAPING SPIDER
HERO (10 HP)

8 1

STR 3
ARM 1
WILL 1
DEX 3

1 1

MOB, SUREFOOT

Ambush Predator: Pounce

16 BN

TRAPDOOR SPIDER
HERO (10 HP)

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.

16 BN



DUNE HUNTER
UNITED FRONT

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 Heres for days, using subtle tricks and bluffs to guide, lure, and herd their target into ambush.

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SILK KNIFE
UNITED FRONT

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

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Predator: When an enemy model moves out of a terrain square as open squares, Affinity that the model with Predator may immediately make a Melee Attack against that model.

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Graceful, beautiful, silent, deadly—all words used to describe the assassin known as the Cult of Silk. For among the Heres there are none who truly control the Cult of Silk. Their assassins, known as Kines, have never been captured alive. Over the centuries, the Cult of Silk has been implicated in the death of Heres, monstrous warlords, their wives, and even the Consul's own daughter. The Heres believe that the Consul's daughter has been killed, a Mysterious Queen, and a treacherous traitor with the cult and its mysterious leader.

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SAND SPIRE
UNITED FRONT

Immune Status Effects

Predator: When an enemy model moves out of a terrain square as open squares, Affinity that 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 Heres are nomadic by nature and enjoy a thriving culture around horsemanship. Even among the Crystalan nobility, many say Arcadian stations are the finest. Heres are known for their nomadic lifestyle and their Heres. Arcadian Heres 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 Heres are wholly devoted to the Dark Consul and the Midnight Queen, ready to answer their call to arms.

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DESERT BLADE
UNITED FRONT

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A specialized caste within the Blackblades, Desert Blades have adapted their fighting style to the unique conditions of the dunes. They are known for their light armor, which plate armor common to their discipline. Desert Blades are lighter and faster opponents than their kin.

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