

ARCADE PLOT ESSENCE DRAIN

Starting with the last tile and working backwards, spawn one Creep adjacent to one dungeon exit in each tile. Repeat this until there are a number of Creeps in play equal to twice the number of Heroes. Discard this plot when there are no Plot Creeps in play.

At the start of a Hero's activation, if there are three or more Plot Creeps adjacent to (or invading) that Hero, the party must discard an unused Princess Coin, if able.

The Dark Consul knows that we sometimes underestimate his weaker minions, so he has been known to infuse them with dark magic to lure us into a false sense of security before striking the final blow. See how those slimes are glowing? Don't let them near you, something isn't right...

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ARCADE PLOT GUARDIANS

Starting with the last tile and working backwards, spawn one Creep adjacent to one dungeon exit in each tile. Repeat this until there are a number of Creeps in play equal to twice the number of Heroes. When a Hero destroys a Plot Creep, place a crystal token on the Hero's card. When every Hero has two crystal tokens, discard this plot.

Heroes with fewer than two crystal tokens on their card may not wound spawning points.

The runes to undo the magical barrier were dispersed through the dungeon, carried away by all manner of tiny, gibbering things. Search every nook, look under every rock...

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ARCADE PLOT GIVE THEM NOTHING

Spawn two Creeps within three squares of each ☹️ square. Discard this plot when there are no Plot Creeps in play.

Heroes may not draw Loot or Treasure cards.

I'm glad that these monsters are weak, but they have no good stuff! It's all rusty spears and broken armor. This one just had some string and a rock! What kind of minion for the Dark Consul tries to fight the heroes of Crystalia with some string and a rock?

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ARCADE PLOT THE TRACKING SPELL

Place a crystal token on each Hero's card. A Hero adjacent to any dungeon exit may take an interact action to roll their **D&X** or **WILL** (their choice). If they roll two or more stars, their crystal token is discarded. Once all of these tokens are removed from play, discard this plot.

At the end of every Consul power-up phase, starting the turn this card was drawn, spawn two Creeps for each crystal token that is still in play. These Creeps are spawned within four squares of the Start token, as close to the Hero with the most wrath as possible.

*This rock keeps away monsters, he said.
Only two copper, he said...*

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ARCADE PLOT THE CREEPING PESTILENCE

Spawn six Creeps within three squares of the ☹️ square on the second tile. Discard this plot when there are no Plot Creeps in play.

Whenever Plot Creeps receive a Move or Regroup command, their target is the Start token, and they will move onto it if able. Whenever a Plot Creep moves onto the Start token, destroy the Creep and all Heroes suffer two wounds.

Stop them before they pull that lever! No, I don't know what it does. But have you ever seen a lever in a dungeon that did something good?

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