

CHALLENGE MIGHT MAKES RIGHT

Trap: Spawn two Creeps within three squares of each spawning point.

Challenge: All Heroes must use their **STUN** for all defense rolls.

Gront shouted his rage at the Dark Consul. He threw down his axe and tore off his shirt, and dared the minions of darkness to send forth their mightiest champions to test their strength against his. The ground shook, as if to answer Gront's challenge. And from the ground burst forth...baby squid-like creatures with big eyes. "Aw! They're adorable!" shouted the ember mage. Gront blinked in surprise.

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CHALLENGE THE DEADLY DANCE

Trap: Spawn one Creep adjacent to each Hero.

Challenge: All Heroes must use their **DANCE** for all defense rolls.

Have you ever danced with a slime? You think a partner stepping on your toes is bad, try having one that melts your armor. And no, I have no desire to talk about how I ended up in that situation. Mistakes were made.

I'll give him this though, little guy knew how to waltz.

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CHALLENGE DARK BEACON

Trap: Spawn four Creeps within three squares of the Hero with the most wrath.

Challenge: All Heroes must use their **WILL** for all defense rolls.

An empty orb of nothing appeared over the heroes' heads. It was not black, not a color that can be described, it was simply the absence of everything good and pure; a gaping hole in the world. To its dark presence all manner of monsters were drawn. And under its shadow the heroes shook, and knew fear.

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CHALLENGE THOSE LEFT BEHIND

Trap: Spawn four Creeps within three squares of the Start Token.

Challenge: All monster commands target the Hero with the most wounds. If two or more Heroes are tied, monsters target the Hero with the least wrath among the tied Heroes.

Sure, you can run by a few slow-moving slimes and get deeper into the dungeon. It's easy to think the slimes aren't worth your time. But when you're grappling for your life with some possessed drake, those little buggers will catch up with you...

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CHALLENGE SURPRISE ASSAULT

Trap: Spawn one Creep adjacent to each dungeon exit.

Challenge: All monster commands target the Hero with the least wrath.

As the heroes looted the treasure horde, rattlebones leapt from the shadows and surrounded them. They drew a tight circle, closing in the heroes, their teeth rattling in their skulls. The heroes drew in, back to back, and waited for the skeletal figures to close in...

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CHALLENGE THEY'RE IN THE ROOM!

Trap: Spawn one Creep adjacent to each dungeon exit.

Challenge: All Creeps double their movement.

"Thirty paces! Twenty paces!"

"That's in the room! You must have cast the tracking spell wrong!"

"I didn't cast it wrong! Fifteen paces..."

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CHALLENGE DARK ALCHEMY

Trap: Spawn two Creeps within three squares of each spawning point.

Challenge: Spawning points with one or more Creeps within three squares may not suffer wounds.

Ghosts swirled around the spawning points, creating an eerie blur. All arrows and spells were deflected by the ghostly shield. The heroes knew they would have to draw closer, and they approached the screeching wall of ghosts with caution, weapons drawn...

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CHALLENGE OVERWHELM

Trap: Spawn four Creeps within three squares of the Hero with the most wrath.

Challenge: During the Fight command, monsters gain **50 STUN** for every Creep within three squares of their target.

The adorable squids latched onto Gront, holding his arms and legs as they made laughing, chortling noises. "Get them off of me!" Gront roared.

*"But...but, they're so cute!"
The ember mage stammered.*

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CHALLENGE TINY HANDS BURST FROM THE FLOOR

Trap: Spawn one Creep adjacent to each Hero.

Challenge: Heroes with one or more Creeps adjacent to them may not move.

The nether elves danced around the heroes, swords darting and cloaks swirling. Suddenly, tiny hands burst through the floor and grabbed the heroes' ankles. The elves smiled, and slowly began to circle their immobile targets as the heroes struggled...

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CHALLENGE PICK OFF THE STRAGGLERS

Trap: Spawn four Creeps within three squares of the Start Token.

Challenge: After a Creep moves into a square adjacent to a Hero, the Hero suffers one wound.

Things like slimes, rattlebones, and squiggles may not be the most threatening things in a dungeon. But try encountering them when you're injured. When you're exhausted. When you're sleeping. Don't get full of yourself in there, every monster is a deadly threat.

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