

EXPLORE PLOT BLESSINGS OF STRENGTH

TURN: 3

Plot: Spawn six Creeps using the normal rules for spawning. While attacking, minion and elite monsters gain **+1** to the offense roll for each Plot Creep adjacent to (or invading) the target Hero, to a maximum of **+3**. When the last Plot Creep is destroyed discard this plot and the Heroes draw one Loot.

Have you ever seen a kobold pick up a rattlesnake and use it as a club? I have. Clobbered me something fierce with it, too. I never would have thought it would be so effective, but those things have tough skulls.

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EXPLORE PLOT SERVANTS OF THE CONSUL

TURN: 3

Plot: The Consul places two crystal tokens in the last tile. These tokens must not be placed within two squares of a tile edge or another crystal token. At the end of every Consul power-up phase, starting the turn this card was played, the Consul spawns one Creep adjacent to each crystal token. A Hero may remove one of these tokens by taking an interact action while sharing a space with the token. When the last token is discarded the Heroes draw one Treasure.

I don't know where the rabid squirrels came from. I just know they kept coming, and coming...

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EXPLORE PLOT TERRIBLE PROTECTION

TURN: 3

Plot: Spawn six Creeps using the normal rules for spawning. After a Hero makes an offense roll against a minion or elite monster, the Consul may choose one of the rolled dice for each Plot Creep adjacent to (or invading) the Hero. The chosen die is considered to be blank. When the last Plot Creep is destroyed discard this plot and the Heroes draw one Loot.

Slimes are bad enough when they get on your gear. But there are plenty of monsters out there that are cunning enough to use them as a living shield.

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EXPLORE PLOT SPIES IN EVERY CORNER

TURN: 5

Power-Up: Spawn two Skull Points of monsters.

Plot: Spawn two Creeps in each tile. These Creeps may spawn anywhere in the tile. Starting the turn after this card is played, at the start of the Consul's power-up phase, there is a Boss Sighting in every tile where at least one Plot Creep remains. Discard this plot when the last Plot Creep is destroyed and each Hero rolls **1** and draws one Loot on a roll of **6**.

I could swear that little nether imp was pointing and laughing at us while we were running from Stalfire's conflagration...

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EXPLORE PLOT FLOOD THE DUNGEON

TURN: 5

Power-Up: Spawn two Skull Points of monsters.

Plot: Spawn six Creeps within three squares of the **6** square on the second tile. Discard this plot when there are no Plot Creeps in play. If the last Plot Creep to be destroyed is destroyed by a Hero, the party draws two Loot.

Whenever a Plot Creep moves onto the Start token, destroy the Creep and all Heroes suffer two wounds.

Raid the dungeon, they said. Be a hero they said. Nobody tells you how hard it is to carry a backpack full of loot through waist-high water.

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EXPLORE PLOT OBSCENITY AGAINST THE GODDESS

TURN: 5

Plot: Spawn a number of Creeps equal to the number of the party's unspent Princess Coins, minus one. These Creeps are spawned within three squares of the **6** on the second tile. Place one of the party's unspent Princess Coins beside each Plot Creep; these coins move with the Creep and may not be used until the party regains them. When a Plot Creep is destroyed or leaves the board, place its coin on the space it had occupied.

A Hero occupying the same space as a coin may take an interact action to place the coin back in the party's backpack. A dungeon boss or mini-boss occupying the same space as a coin may take an interact action to discard it from play. Discard this plot when no Princess Coins remain on the board; the Party draws one Treasure and one Loot.

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EXPLORE PLOT ACID FOG

TURN: 5

Power-Up: Boss Sighting first tile.
Spawn two Skull Points of monsters.

Plot: Spawn six Creeps within three squares of the ☹️ square on the second tile. Discard this plot when there are no Plot Creeps in play. If the last Plot Creep to be destroyed is destroyed by a Hero, all Heroes may roll 1d6 and draw a Treasure on a roll of 3.

Whenever a Plot Creep moves onto the Start token destroy it and draw the top card of the loot deck. All Heroes in play discard all equipment that shares a slot with the drawn card. Then discard the card.

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EXPLORE PLOT IMMORTALITY POTION

TURN: 6

Power-Up: Spawn two Skull Points of monsters.

Spawn mini-boss.

Plot: Spawn four Creeps on the same tile as the mini-boss, anywhere on the tile. When the mini-boss suffers wounds, it may select a Plot Creep in its line of sight to suffer the wounds instead. When the mini-boss is destroyed, discard this plot and the party draws two additional Treasures for destroying the mini-boss (they may still only choose one Treasure, discarding the rest).

Every time I take a shot, a rabid squirrel dives in front of the arrow!

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EXPLORE PLOT PATH OF CHAMPIONS

TURN: 6

Power-Up: Spawn two Skull Points of monsters.

Spawn mini-boss.

Plot: Spawn four Creeps on the same tile as the mini-boss, anywhere on the tile. When making an offensive roll, the mini-boss gains 3 to its roll for every Plot Creep in its line of sight, to a maximum of +3. When the last Plot Creep is destroyed, discard this plot and the Heroes draw one loot.

Are...are those Yowlings cheering him on?

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EXPLORE PLOT BRAIN LEECHES

TURN: 7

Power-Up: Spawn four Skull Points of monsters.

Plot: Spawn one Creep adjacent to every dungeon exit in the dungeon. Discard this plot when the last Plot Creep is destroyed; each Hero rolls 1d6 and draws one Treasure on a roll of 3.

When a Hero activates, if there is a Plot Creep invading its card, the Hero must roll its WILLY. If the Hero rolls four or fewer stars, destroy one Plot Creep that was invading the Hero and the Consul controls the Hero for the duration of the activation. The Consul may not discard any equipment or drink potions during the activation.

Fancy a new hat?

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EXPLORE PLOT HIGHWAY ROBBERY

TURN: 7

Power-Up: Spawn three Skull Points of monsters.

Plot: The Consul selects up to one equipment card from each Hero and places it in the backpack. Spawn six Creeps. Each Creep must be spawned within three squares of a Hero. When the last Plot Creep is destroyed, discard this plot.

Whenever a Hero destroys a Plot Creep, the Hero may equip one card from the backpack. Heroes may not equip cards from the backpack by any other means while this plot remains in play.

Those cute little squid things took our loot!

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EXPLORE PLOT LIFE FOR LIFE

TURN: 7

Power-Up: Spawn three Skull Points of monsters.

Plot: The Consul places two crystal tokens in the last tile and one in the second tile. These tokens must not be placed within three squares of a tile edge. At the end of every Consul power-up phase, starting the turn this card was played, the Consul spawns one Creep adjacent to each crystal token. A Hero may remove one of these tokens by taking an interact action while sharing a space with the token. When the last token is discarded, discard this plot and the party draws three Loot.

If there are ever eight or more Plot Creeps in play, destroy all Plot Creeps and the party discards one unspent Princess Coin, if able.

All the forge gnomes are chanting. And glowing. That seems...bad.

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EXPLORE PLOT ARMIES FROM THE GRAVE

TURN: 8

Plot: Spawn four Creeps within three squares of the ☹ square on the second tile. Discard this plot when there are no Plot Creeps in play. If the last Plot Creep to be destroyed is destroyed by a Hero, the party draws two Loot.

Plot Creeps may leave the dungeon by moving out of any dungeon exit in the last tile. When a Plot Creep leaves the dungeon in this way it is destroyed and the Consul may spawn six additional Skull Points of monsters during that turn's power-up phase if one or more Creeps was destroyed in this way during the turn.

Why do they all have shovels?

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EXPLORE PLOT CALL THE LIGHTNING

TURN: 8

Plot: The Consul places two crystal tokens in the last tile and one in the second tile. These tokens must not be placed within three squares of a tile edge. At the end of every Consul power-up phase, starting the turn this card was played, the Consul spawns one Creep adjacent to each crystal token. A Hero may remove one of these tokens by taking an interact action while sharing a space with the token. When the last token is discarded, discard this plot and the party draws one Treasure.

If there are ever three or more Plot Creeps adjacent to (or invading) a Hero, both the Hero and all adjacent (or invading) Plot Creeps are destroyed.

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EXPLORE PLOT THE UNTOUCHABLE TOWER

TURN: 8

Power-Up: Spawn two Skull Points of monsters.

Plot: Spawn six Creeps anywhere in the last tile. Discard this plot when the last Plot Creep is destroyed and each Hero rolls 1d6 and draws one Loot on a roll of 6.

Spawning Points that have at least one Plot Creep within three squares and line of sight may not suffer wounds.

I would destroy that spawning point, but there are slimes crawling all over it. Did you see what those things did to my favorite axe?

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