

ADMIRAL FUZZYBOTTOM

PE1

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Admiral Fuzzybottom was never the brightest cat, but he was always one of the happiest. One day he followed a human, hoping to get some pets. On the way he saw a kobold and rubbed up against the kobold's legs, accidentally tripping him. This seemed to please the human. Then he playfully pounced on a drake, distracting it from roasting the human. Admiral Fuzzybottom is always a pleasant, loving cat to everyone he sees.

NJD00004 - SUPER DUNGEON™ - PET PAMOR™ - 2 of 65

GENERAL KAI

PET

All-Seeing: This Pet's Master gains Hookshot on its basic Magic attack if it has one and it began its activation within two squares of this Pet.

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

I don't like the way he looks at me. It's like he's always judging the way I fight the forces of darkness. Even so, he's pretty useful to have around. Keeps a good lookout. Always flaps his wings excitedly when there are monsters around the next corner. There are worse companions to have in a dungeon.

NU205004 - SUPER DUNGEON™ - PET PAKAGE™ - 8 of 65

HEY LISSIN PET

Fly: A model with Fly treats difficult terrain, charm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Super Annoying: Heroes that begin their activation adjacent to this model gain one additional Movement during the activation.

Watch Out! When a Boo Booty spawns on the same tile as this model, the Boo Booty suffers two wounds.

"Hello! Look! Hey! Listen! Watch out! Hey, listen! Hey, listen! Watch out! Watch out! Hey! Hey! Hey! Listen! Hey, listen! Hey, listen! Hey, listen! Hey, listen! Hey, listen! Hey, listen! Look! Hey, listen! Watch out! Hey, listen! Look! Hey, listen! Hey! Hey! Hey! Hey! Hey! Hey! Hey! Hey! ...listen."

NJD00004 - SUPER DUNGEON™ - PET PARASITE™ - 10 of 65

INSPECTOR HONEYSCOUT

5

1

STR

2

ARM

2

WILL

0

DEX

0

2

2

SMALL, MASTER GAINS

(2)

1

Slathered in Honey:

Wave 2, Heal 1

LADY TURLINGTON FIREMON

6

2

STR

1

ARM

2

WILL

1

DEX

1

2

3

SMALL, MASTER GAINS KINDLING (8)

2

Flaming Belch:

Wave 1,

LORD GRUFF

6

1

STR

3

ARM

3

WILL

1

DEX

1

2

2

SMALL, MASTER GAINS

(2)

1

Grump:

INSPECTOR HONEYSCOUT

Heal X: A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

Slow: A model suffering Slow halves its movement points, rounding up.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

We all have to face the fact that it's entirely possible that the forces of the Dark Consul have been poisoning our honey, so it's best to stand back and let him work. Stand way back. He tends to get it everywhere. Don't interrupt him! This is his process.

LADY TURLINGTON FIREMON

Fire: A model suffering Fire suffers one wound during its upkeep.

Kindling: A model adjacent to a model with Kindling cannot remove Fire status effect tokens at the end of its activation.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Lady Turlington Firemon has always thought fire was pretty. One day, as she happily burned the webs of some giant spiders, a few heroes noticed her and gave her some treats. She liked treats, almost as much as she liked fire. So she followed the heroes. They gave her lots of things to burn. And lots of treats. Lady Turlington Firemon was pleased.

LORD GRUFF

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token. (**Arcade:** A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.)

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Your average goat in Crystallia is blissfully ignorant of the Dark Consul. They are content to chew on plants and knock over fences. Not Lord Gruff. He learned of the forces of darkness when his pasture was overrun with possessed field mice. At least, he was certain they were possessed. They were not very friendly. When the other goats failed to understand the danger, or properly admire his self-appointed lordship, he set off to find a Hero worthy of his company.

LORD NEVERMORE PET

Fly: A model with Fly treats difficult terrain, charm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Oracle: When this model wins an offense roll, if it rolled no potions or hearts, it may choose to count as having rolled one potion or one heart.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Lord Nevermore did not know why he could sometimes see glimpses of the future, but he never questioned it. He tried to use his powers for good, but being a raven always made it difficult. Sometimes he could see when one hero would need a potion more than another, but they never seemed grateful when he grabbed it and dropped it on the one who would need it. No matter, Lord Nevermore does not need their thanks, he is certain he knows best.

NJDZ00004 - SUMMER SUNGUM CON' PET PARADE - 15x6x65

A decorative frame with a dark brown border and gold-colored corner ornaments. Inside the frame, on the left, is a dark brown vertical bar with the text "MADAM HILDE" in large, white, serif capital letters, and "PET" in smaller, white, sans-serif capital letters below it. To the right of this bar, the text "Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll. (Arcade: A monster suffering Bane reduces its ARM by 1)" is written in a black, serif font. Below this text is a small icon of a shield with a cross. To the right of the shield icon, the text "Small: An enemy model may only target a Small model if it is within three squares of the Small model." is written in a black, serif font. To the right of the "Small:" text, there is a large, empty rectangular box with a dashed border. To the right of the box, the text "After winning bet in show at the village fair, Madam Hilde knew that she could do anything. After all, how many other singing pigs were there? She had to put her talents to good use. She knew she was destined for big things, so she set out for adventure, and the occasional mud bath." is written in a black, serif font. The text is enclosed in a decorative, ornate frame.

MAGUS CRAWLEY

PET

Pet Control: This model may target invader models on a Hero's card using its basic attacks so long as the affected Hero is in range of the attack.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Magus Crawley is blissfully ignorant of the struggle against the Dark Consul. He doesn't know about the Goddess or about monsters or about loot. He doesn't entirely understand the heroes that he frequently helps, and he doesn't try to. He's a simple spider with simple needs. He just knows one thing: creeps are delicious.

NU020004 - SUPER DUNGEON™ - PET PAGE 11 of 66

GHST

UNDEAD GHOST CREEP

Ghost: A model with Ghost ignores walls for the purposes of line of sight and movement.

Invader: When a model uses an action with Invader remove the model from play and place it on the target Hero's card. The Invader model may not voluntarily leave the Hero. The Hero suffers the effects of the Invader action as long as the Invader model remains on their card.

Only the affected Hero may target or destroy Invader models on their card. The Invader is always considered in range. The Invader cannot be affected by area effects.

Shallow Grave: Ghosts may be spawned from Shallow Grave Tile Effects instead of Rattlebones.

Boo! Boooooo! BOOOOOOOOO!

NJD00004 - SUPER GUNGHEM! PET PRIMO P-32 of 65

GHOST UNDEAD GHOST CREEP

Extra Scared: A Hero with a Ghost on its card may not remove status effect tokens from its card at the end of its activation or when a heart is rolled.

Invader: When a model with Invader moves adjacent to a Hero immediately remove the model from play and place it on the Hero's card. The Invader model may not voluntarily leave the Hero. The Hero suffers the effects caused by the Invader as long as the Invader model remains on their card.

Only the affected Hero may target or destroy Invader models on their card. The Invader is always considered in range. The Invader cannot be affected by area effects.

Boo! Boooooo! BOOOOOOOO!

NJD200064 - SUPER DUNGEON™ PET PAPER™ - 34 of 65

MISS G. SNORTS
PET

 **Poison:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Her bark strikes fear into the hearts of all who follow the Dark Consul. Her breath reeks of doom, doom for all forces of darkness. Her bite is justice. Her muddy paw prints mark the way to the Light of Crystallia. She is Miss G. Snorts, and she is the best pet a hero could have.

NID200004 - SUPER DUNGEON™ PET FANART™ - 5 of 65

MR. BITEY

PET

6

2

STR

2

ARM

1

WILL

0

DEX

0

SMALL, MASTER GAINS PREDATOR (2)

1

3

2

Jealous Rage:

Throw 6. The chosen friendly model must be another Pet.

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MISTER CHOMPERS

PET

6

1

STR

2

ARM

1

WILL

2

DEX

2

SMALL, MASTER GAINS

2

1

2

Poof:

Lance 3.

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MR. BITEY

PET

6

2

STR

2

ARM

1

WILL

2

DEX

2

SMALL, MASTER GAINS BERSERK (1)

2

3

Rotten Carrot:

+2 STR.

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MISTER BLIGH

PET

6

1

STR

2

ARM

1

WILL

0

DEX

0

SMALL, MASTER GAINS PREDATOR (2)

1

3

2

Jealous Rage:

Throw 6. The chosen friendly model must be another Pet.

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MISTER CHOMPERS

PET

6

1

STR

2

ARM

1

WILL

2

DEX

2

SMALL, MASTER GAINS

2

1

2

Poof:

Lance 3.

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MR. BITEY

PET

6

2

STR

2

ARM

1

WILL

2

DEX

2

SMALL, MASTER GAINS BERSERK (1)

2

3

Rotten Carrot:

+2 STR.

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MISS SERENITY BROWN

PET

6

1

STR

2

ARM

2

WILL

2

DEX

1

1

2

FLY, PAIN IS SCARY, SMALL

1

2

1

2

Illuminated Strike:

1

2

Brutal Strike

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SQUIGGLY

SQUID CREEP

6

1

STR

2

ARM

0

WILL

0

DEX

3

1

0

GRABBY

1

0

1

0

Slimy Hug:

1

0

DEX vs. DEX

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SQUIGGLY

SQUID CREEP

6

1

STR

1

ARM

0

RNG

1

1

GRABBY

1

0

1

0

Slimy Hug:

1

0

STR vs. DEX

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MISS SERENITY BROWN

PET

Brutal Strike:

When this model wins an offense roll, add three stars to its total.

Fly:

A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Pain Is Scary:

This Pet's Master gains Brutal Strike on its basic Missile attack if it has one and it began its activation within two squares of this Pet.

Small:

An enemy model may only target a Small model if it is within three squares of the Small model.

Look, I know paying an insect is a little...odd. But it's her way. She does the job, she gets paid. No, I'm not entirely sure what to pay her. But, look, she's already wearing a hat. Maybe try giving her the pretty floral bonnet?

IND30804 - SUPER DUNGEON™ PET PMA04™ - 13 or 65

SQUIGGLY

SQUID CREEP

Grabby:

A model that is adjacent to an enemy model with Grabby may not move.

Slow:

A model suffering Slow halves its movement points, rounding up.

Squiggles plague Clockwork Cove. Don't let their cute appearance fool you, these tiny creatures are devoted minions of the Dark Consul. They have been used to weaken the supports of docks, clog up the gears of various machinery, and generally be a thorn in the side of any hero who stands up against the forces of darkness.

IND30804 - SUPER DUNGEON™ PET PMA04™ - 33 or 65

SQUIGGLY

SQUID CREEP

Grabby:

A model that is adjacent to an enemy model with Grabby may not move.

Slow:

A model suffering Slow halves its movement points, rounding up.

Squiggles plague Clockwork Cove. Don't let their cute appearance fool you, these tiny creatures are devoted minions of the Dark Consul. They have been used to weaken the supports of docks, clog up the gears of various machinery, and generally be a thorn in the side of any hero who stands up against the forces of darkness.

IND30804 - SUPER DUNGEON™ PET PMA04™ - 33 or 65

NEVER-LOST COLA

PET

Luck: When a model with Luck draws treasure cards, it may draw one additional card. Choose one of the cards drawn and shuffle it back into the deck.

Never-Lost: Boss Sightings do not affect friendly Heroes within three squares and LoS of this model. **[Arcade:** after drawing a Challenge Card but before resolving its effects, this Pet's Master may discard a potion to discard the Challenge Card and draw a new one.)

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Rarely seen without Candy, Cola has become acutely familiar with most of the dungeons of Crystallia. He also has an intuitive sense of direction that has earned him the nickname "Never-Lost." On more than one occasion he has led heroes out of a maze-like dungeon or saved them with a warning before danger struck.

NJD00004 - SUPER DUNGEON™: PET PARADE™ - 38 of 45

OVERLORD OKAMI
PET

STR 2 ARM 3 WILL 0 DEX 3

SMALL, TAG TEAM

1 Out of Nowhere: [Blue Gem Icon]. Teleport target Pet.

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OVERLORD OKAMI

PET

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Tag Team: This Pet may activate immediately before its Master instead of immediately after it. After this Pet's Master misses with a basic attack, this Pet may make a basic attack against the same target, if able.

Teleport: Choose an empty square anywhere within 10 squares and line of sight. Place the model affected by Teleport in this square.

Overlord Okami loved playing fetch. He would fetch anything: bones, sticks, cursed chalices. Sure, the ability to teleport sometimes felt like cheating, but that didn't make the game any less fun. Overlord Okami knew he was a good boy; he could fetch anything, he always barked on command, and he only got on the furniture when nobody was looking.

NUDD0004 - SUPER DUNGEON - PET PARADE - 17 of 65

PET CITRINE SLIME

Invader: When a model uses an action with Invader, remove the model from play and place it on the target Hero's card. The Invader model may not voluntarily leave the Hero. The Hero suffers the effects of the Invader action as long as the Invader model remains on their card.

Only the affected Hero may target or destroy Invader models on their card. The Invader is always considered in range. The Invader cannot be affected by area effects.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Citrine Slimes are not very good conversationalists. They are, however, exceptional at oozing and stinking of sulfur—mainly the stinking part. One splash or casual ooze-to-skin contact will doom a Hero to smelling bad for the rest of their days. While this is fine if you are Citrine Slime yourself, it is rarely appropriate for polite company.

NUD900104 - SUPER DUNGEON™ - PET PART™ - 21 of 65

PET DEMOLITIONS EXPERT

PET

STR 2

ARM 0

WILL 2

DEX 1

Kaboom: Wave 1, +2 STR Push 2,
Remove Demolitions Expert from
play after resolving Kaboom. Volatile is not
triggered by Kaboom.

SHALL VOLATILE MASTER GAINS VOLATILE (H)

PET DEMOLITIONS EXPERT

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token. (**Arcade:** A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.)

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Volatile: When a model with Volatile is destroyed, before removing the model, resolve the following action:

Wave 1, +2 STR

Accidents are known to happen.

NJD00004 - SUPER DUNGEON™ PREPARADE™ - 30x45

PET EMERALD SLIME

Invader: When a model uses an action with Invader, remove the model from play and place it on the target Hero's card. The Invader model may not voluntarily leave the Hero. The Hero suffers the effects of the Invader action as long as the Invader model remains on their card.

Only the affected Hero may target or destroy Invader models on their card. The Invader is always considered in range. The Invader cannot be affected by area effects.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Remarkably congenial, Emerald Slimes are giggling chatterboxes. Regarding Heroes with grand tales of "glorp-glug-splurr-slorp," "blurb-grubble-glog-blarr," and the classic, "bloob-blub-blubb-ablap." Granted, these are direct translations, so no Hero actually knows what they are saying, but they seem friendly enough.

PET FIRE FLOWER

PET

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Secured: When this Pet enters play using the Summon Pet ability, it may be placed on any open space in the dungeon.

Wind of Blades: A model with Wind of Blades may spend all of its movement points to make a single Missile Attack basic offensive action.

Fire Flowers are primitive by kodama standards, but it is a foolish Hero who underestimates these fire-spitting carnivores. Congregating in vast fields atop molten rock, fire flowers soak up the fiery heat to fuel their furnace-like fire chambers. When prey nears the entire field of flowers vomits forth a raining shower of fire, barbeculing their delicious meal to a perfect charbroil.

IN D30004 - SUPER DUNGEON™ PET PART™ - 39 of 60

PET GHOST
PET

STR 0
ARM 2
WILL 2
DEX 3

1
0

GHOST, GRAVE FAWN, GUARDIAN, NUMEROUS SMALL

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PET GHOST

PET

Ghost: A model with Ghost ignores walls for the purposes of line of sight and movement.

Grave Spawn: This Pet may not be brought into play with Summon Pet. Instead, when another Hero is destroyed, this Pet's Master may suffer one wound to spawn one Ghost adjacent to the Hero before it is removed.

Guardian: Adjacent Heroes double their defense bonuses from Princess Coins.

Numerous: A Hero may bring a Pet with Numerous into play even if a Pet of the same name is already in play. All Pets with the same name and Numerous activate consecutively.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Boo! Booooo! BOOOOOOOO!

PET GIRI

Heroic Mob: Friendly models within two squares and LoS gain Mob.

Mob: When making a  offensive action, a model with Mob adds **+1 STIR** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 STIR**.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Giri are capricious faeries, even when not under the influence of the Dark Consul. Lovers of cultivated crops, Giri travel throughout Crystallia in large swarms, seeking farmsteads with delicious greens to devour. Farmers who make offerings to the Giri are blessed with a bumper crop. Those who do not see their fields consumed as though struck by a plague of locusts.

PET RABID SQUIRREL

Rabid: When this model activates roll **1** and consult the following:

- No stars:** this model moves as close as it can to, and attacks, the closest friendly model. In the case two models are equally close, this model's controller chooses.
- One star:** this model may activate normally.
- Two or more stars:** this model may activate normally and gains **+1 Strength** and **+1** during this activation.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Driven mad by their curse, Rabid Squirrels attack in packs, swarming over unsuspecting Heroes, biting and chittering with insane glee.

J.D30004 - SUPER DUNGEON - PET PARADE™ - 27 of 68

PET RATTLEBONE

PET

Bone Collector: A model with Bone Collector may use hearts it rolls during successful offensive actions on Pets as well as Heroes.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Spooky Spookyl: At the end of this model's activation, it may cause target adjacent Hero to Push 3.

Rattlebones are the plague of the moorlands and the favorite party trick of up-and-coming necromancers. Easy to raise, easy to destroy, easy to raise again. They are an unceasing nuisance to even the most powerful of Heroes.

NJD00004 - SUPER DUNGEON™ PET RATTLEBONE™ - 38x65

PET RUBY SLIME
PET

6 1

STR 2 ARM 0 WILL 1 DEX 1

SMALL

Helpful Ruby Goop:

- 1 double the dice bonuses of Ruby equipment. While on a Hero, this Pet suffers one wound when the Hero activates. When this Pet is destroyed, the Hero's Ruby equipment is destroyed.

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PET RUBY SLIME

Invader: When a model uses an action with Invader, remove the model from play and place it on the target Hero's card. The invader model may not voluntarily leave the Hero. The Hero suffers the effects of the invader action as long as the invader model remains on their card.

Only the affected Hero may target or destroy invader models on their card. The invader is always considered in range. The invader cannot be affected by area effects.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Far more cranky than they have any right to be, Ruby Slime are incessant complainers. Given to long, obnoxious bouts of melodramatic sighing and irritated grumbling, many get along very well with dwarves. Such alliances rarely last long. Inevitably the Ruby Slime will decide the dwarf owes him some shiny trinket and demand it with a rude and indignant gooling—which is enough to ruin any friendship.

NUDD0004 - SUPER DUNGEON™ PET MANUAL™ - 23 of 65

PET SAPPHIRE SLIME
PET

6 1

15 STR 2 ARM 0 DEF 1 WILL 1 DEX 3 1

Helpful Ruby Goop: double the dice bonuses of Ruby Sapphire equipment. While on a Hero, this Pet suffers one wound when the Hero activates. When this Pet is destroyed, the Hero's Sapphire equipment is destroyed.

SMALL

1

PET SAPPHIRE SLIME

Invader: When a model uses an action with Invader, remove the model from play and place it on the target Hero's card. The Invader model may not voluntarily leave the Hero. The Hero suffers the effects of the Invader action as long as the Invader model remains on their card.

Only the affected Hero may target or destroy Invader models on their card. The Invader is always considered in range. The Invader cannot be affected by area effects.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Something is not quite right with Sapphire Slimes. Even for a slime they are somewhat peculiar and odd. Given to drooling and then slurping it up noisily, many Heroes find themselves uncomfortable around Sapphire Slimes. Accordingly, they are not invited to many dimer parties.

IN.D30004 - SUPER DUNGEON™ - PET PAPER™ - 24 of 65

PET SQUIGLY

A **Immobilize:** A model affected by Immobilize may not move during its next activation.

Grabby: A model that is adjacent to an enemy model with Grabby may not move.

S **Slow:** A model suffering Slow halves its movement points, rounding up.

S **Small:** An enemy model may only target a Small model if it is within three squares of the Small model.

Squiggles plague Clockwork Cove. Don't let their cute appearance fool you, these tiny creatures are devoted minions of the Dark Consul. They have been used to weaken the supports of docks, clog up the gears of various machinery, and generally be a thorn in the side of any hero who stands up against the forces of darkness.

SER SLITHER

PET

Pounce: Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Strike: This Pet's Master gains Pounce on its basic Melee attack if it has one and it began its activation within two squares of this Pet.

"Kneel!"

Slither blinked once, confused. Kneeling didn't come naturally to snakes.

The princess coughed awkwardly. "Right. Um, call. Very good." She awkwardly waved a sword where Slither's shoulders would be, if he had any. "I dub thee, Ser Slither. You may rise. Er, uncoil?"

Ser Slither blinked once, confused.

NUDD0004 - SUPER DUNGEON™ - PET PARADE™ - 12 of 65

MR. THADDIUS STOUT

PET

Proficient: Models with Proficient may take the basic Interact or Open Chest action without spending action points, once per turn.

Sidekick: While this Pet's Master is within eight squares this Pet may use the basic Interact action to target tokens as if it were a Hero. When a token would be placed on this Pet's card due to an Interact, place it on this Pet's Master's card instead.

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Got a problem? Your dungeon filling with water? Treasure chests biting back? Levers that need pulled? Buttons that need pushed? Trapped in a pit and need a rope to get out? Mr. Thaddius Stout is here to help you with all of your dungeon-related needs!

JUD528004 - SUPER DUNGEON™ - PET PARADE™ - 9 of 46

THE COLONEL

PET

6

1

STR

2

ARM

3

WILL

2

DEX

0

1

2



SMALL

1

Tactical Strike:

1/2

this Pet's Master may immediately make one basic offensive action.

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TROOPA DOUG

PET

6

1

STR

1

ARM

1

WILL

0

DEX

0

3

1



SMALL, TROOPA SHIELD

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THE COLONEL

PET

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

I have neither the time nor the inclination to explain myself to a Hero who rises and sleeps under the blanket of the very protection that I provide and then questions the manner in which I provide it.

Yes, a witch transformed me into a chicken. Now either follow my orders, or pick up a sword and fight the Dark Consul on your own. Either way, I don't give a back—back.

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TROOPA DOUG

PET

Small: An enemy model may only target a Small model if it is within three squares of the Small model.

Troopa Shield: When a friendly model within two squares and LoS is targeted with an attack, this model may suffer one wound. If it does, the friendly model gains +1 ARM for the duration of the attack.

Troopa Doug never questions his lot in life. Being a turtle, slow and steady is just the way of things. Sometimes his hero uses his shell as a shield. Troopa Doug doesn't mind, that's what shells are for, after all. Sometimes the other pets get to the food first. Troopa Doug doesn't mind, he always gets there eventually.

NJD28004 - SUPER DUNGEON™ PET PARADE™ - 18 of 55