

# Super Dungeon

## PET PATROL



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# PETS

Pets are creatures of Crystalia that have joined a Hero in order to help fight the forces of the Dark Consul. Each pet has a specific Hero as their Master, and they are bonded through loyalty and duty. Perhaps the Pet was once held captive by the Consul and is repaying a debt to the Hero that rescued it. Or maybe the Pet was once a lonely farm animal that has been inspired to greatness by their Hero. Or perhaps a Hero simply has a knack for

making friends with adorable forest creatures. Whatever the reason, Pets heed the call of their Master.

There are two primary ways to play Super Dungeon: Explore and Arcade. Regardless of which mode you choose, Pets work the same. Before the game, all players simply agree to use this expansion.

**NAME:** The Pet's name.

**TYPE:** If the model is a Pet, it will have "Pet" listed in its type.

**ABILITIES:** Special Abilities the model possesses. Abilities' rules are on the back of the model's card.

**UNIQUE ACTIONS:** Actions only the model may use. Spend the number of action points shown to use the action.

 Red actions are **offensive actions** and cause a wound.

 Blue actions are **support actions** and do not cause a wound.



**MISTER CHOMPERS**  
PET

6 1

STR 2  
ARM 2  
WILL 2  
DEX 2

SMALL, MASTER GAINS (2)

 **Poof:**  Lance 3, 

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**ATTRIBUTES:** Pets have access to all of the same attributes as Heroes. If the Pet has 0 listed under its action points, then it may not take actions.

**SUMMON COST:** This is the cost (in loot) to bring the Pet into play. This is the only attribute which Pets have and Heroes do not.



## ADDING PETS TO YOUR GAME

During the Select Heroes step of Game Setup, each player chooses one Pet immediately after selecting their Hero. The Hero is the Pet's Master. Each Hero may only ever have one Pet and two Heroes may not have the same Pet.

In a 3-4 Hero game, randomly select one Pet to start the game in play; shuffle the Pets chosen for the game and draw one to select a random pet. Simply place the randomly selected Pet adjacent to its Master when its Master enters the dungeon. In a 5-6 Hero game, two Pets start the game in play.

For all Pets that do not start the game in play, simply place the Pet's stat card next to the card of its Master. Place the Pet's model on its stat card.

All Heroes with a Pet gain access to the following ability:

**Summon Pet:** At the end of this Hero's activation, the Hero may select a Pet that is not in play and that considers this Hero its Master. Pay the Pet's summon cost and place the pet in a square adjacent to this Hero.

A Pet's summon cost is found on the front of its card on the middle right side. To pay it, the Hero must discard a number of loot cards equal to the listed cost. These loot cards may be discarded from those equipped to the Hero and from the backpack, in any combination. Treasure cards may also be discarded in this manner, in this instance a single treasure card is equal to three loot cards. If the cost is not paid the summon pet ability has no effect.



## ACTIVATING PETS

When a Pet activates, it follows all of the same steps as a Hero and may spend its movement and action points just like a Hero (see the Super Dungeon rulebook if you need more info on this).

A Pet will activate immediately after its Master, and it is controlled by the same player as its Master. This does not change the number of Hero activations that the party gets. In other words, in the standard 3-4 Hero game, two Heroes may still activate during the party's turn, even if each Hero activation is followed by their Pet's activation.

*Example: A standard 3-4 Hero game is being played. The party's turn begins and the Royal Paladin activates first. His Pet is Admiral Fuzzybottom, so Admiral Fuzzybottom activates immediately after the Royal Paladin has finished his activation and is controlled by the same player. The party then activates a second Hero, and they choose to have the Ember Mage activate. Once her activation finishes, her Pet will activate if she has one. Then it will be the Consul's turn again.*



*Remember that only Heroes may gain potions or be healed by rolling hearts! A Pet can heal a Hero by rolling a heart, but the reverse is not true. Such is the life of a loyal Pet.*



## DESTROYING PETS

Pets suffer wounds and are destroyed in the same manner as Heroes; the Consul may target Pets with attacks as normal. In Arcade, Pets will gain wrath and be targeted as if they were Heroes (note that Pets do not change the amount of wrath tokens available for the game). In Arcade, Solo monsters will never target Pets with any command, though all other monsters will (they simply aren't worth the time of the mighty dungeon boss!).

Unlike Heroes, Pets may not be brought back using Princess Coins. To bring a Pet back into play, the Pet's Master must use the Summon Pet ability again, paying the full cost as normal.

If a Pet's Master is destroyed, the Pet remains in play. However, Pets only activate after their Master, so the Pet will not be able to activate until its Master returns to play and activates again. If the Pet's Master is destroyed and chooses a new Hero, the new Hero becomes the Pet's Master.

## MASTER BUFFS

Many Pets grant their Master a bonus of some sort in the form of an ability. These abilities will state “Master gains” followed by the ability that the Master will get. Many of these abilities also include a number; this number is how close the Master must be to the Pet (in squares) in order to benefit from the ability. So long as the Master begins its activation within range, it gains the listed ability for the duration of its activation. For example, Mister Chompers has the following ability:

### MASTER GAINS 🔥 (2)

Mister Chompers’ Master will gain the Fire ability so long as Mister Chompers is in play and within two squares of the Master when the Master activates. Mister Chompers’ Master may move farther than two squares from Mister Chompers during the activation and retain the Fire ability, so long as the Master began its activation within two squares of Mister Chompers.

Some of these abilities grant an action or stat bonus instead of an ability. The Master cannot gain anything from the Pet while the Pet is not in play.

## MIGHTY MONSTER BONUS

As Pets traverse the dungeon, they learn new skills and grow in strength as well! To represent this, Pets benefit from all bonuses granted by the mighty monster chart as if they were an 8-Bit monster.



## PET X

Some Heroes, such as Brave-Mode Candy, have an ability that grants them a Pet. These abilities read as follows:

**Pet X:** A model with Pet X is the master of the pet listed as X. A model with Pet X may never be a different pet’s master. The listed pet begins the game within two squares of its master.

This just means that the Hero must choose the listed Pet and the Pet may start in play for free, without paying the summoning cost or being chosen randomly (another Pet is still chosen randomly to start in play, as normal). The summoning cost still needs to be paid if the Pet is destroyed and brought back into play.



# CREEPS

Unlike Pets, Creeps have fallen under the sway of the Dark Consul. They are not the most powerful forces at the Consul's disposal, but their frailty and malleability make them the perfect lackeys to perform mundane tasks such as fetching ingredients for a powerful spell or relaying messages. Every dungeon boss has their own favorite Creeps which they use to help carry out a variety of malicious plots.

Creeps are a special type of monster, and you will know them because the word Creep will be listed under the monster's type. Creeps come in many different Super Dungeon expansions, and are frequently packaged with expansions that include a dungeon boss.

There are two primary ways to play Super Dungeon: Explore and Arcade. Adding Creeps to Arcade works differently than adding Creeps to Explore, so each is explained in its own section on the following pages.



*Some Plot Cards mention "Plot Creeps," this just means Creeps spawned by the Plot, as opposed to Creeps spawned by a dungeon boss or other effect.*

**NAME:** The Creep's name.

**TYPE:** If the model is a Creep, it will have "Creep" listed in its type.

**ABILITIES:** Special abilities the Creep may possess. The abilities' rules will be on the back of the Creep's card, just like any other monster.

**ACTIONS:** Creeps often have special actions which they may take, just like other monsters. If they do, they will be listed here.

● Red actions are **offensive actions** and cause a wound.

● Blue actions are **support actions** and do not cause a wound.

**RABID SQUIRREL**  
CHIMERA CREEP

7 1

INSIGNIFICANT, SMALL

1 **In Your Pants:** 1 Invader, When Hero makes a defense roll reduce the result by 1 if any Rabid Squirrels are on their card.

8 BIT

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**ATTRIBUTES:** Creeps have access to all of the same attributes as other monsters.

**PLATFORM:** Most Creeps are 8-Bit monsters, so they will activate like any other 8-Bit Monster.

## ADDING CREEPS TO ARCADE

To add Creeps to Arcade, all players simply agree to use this expansion. Take all of the Arcade challenge cards that came with this expansion and shuffle them into the Challenge Deck. Then take all of the Arcade plot cards that came with this expansion and shuffle them into the Plot Deck (for more on challenge and plot cards see the Super Dungeon: Arcade rulebook). Then, the players select one type of Creep. This is the only type of Creep that will be spawned by plot cards this game. The Creep you select for the plot may not be spawned by any other means for the remainder of the game. You may have more than one type of Creep in play, so if another effect directs you to spawn Creeps, simply select a Creep that is different than the one selected for the plot. If you are using a dungeon boss that spawns Creeps, you must select a Plot Creep that the dungeon boss does not spawn. This is so you can differentiate the Creeps spawned by the plot from the ones spawned by other means.

*Example: You and your group are using Beatrix the Witch Queen as your Dungeon Boss. Beatrix spawns Ghosts, so Ghost Creeps may not be selected for the plot. Instead, you select the Slimes that came with your Dungeons of Crystalia expansion to use for the plot (all of the different colors of Slime may be spawned from the plot if Slimes are chosen, as all colors of Slime count as a single Creep type for plot purposes). Ghost Creeps will be available to choose for the plot when a different dungeon boss is in use. If a challenge card causes Creeps to spawn, you may choose any type of Creep besides Slimes.*



If one of the plot cards from this expansion is drawn, it will tell you how to spawn Creeps into the game. Alternatively, you can guarantee your Arcade game will incorporate Creeps by shuffling only the Plot cards that came with this expansion to form a Plot Deck and drawing from there. If this is your first time playing with this expansion and you are excited to work Creeps into your game, this may be the way for you to go, but we recommend shuffling the plot cards included with this expansion into the standard Plot Deck to form a deck with a wide variety of possibilities.

The plot card drawn for your game will tell you how Creeps are spawned and any special rules associated with them. Creeps follow all monster commands as usual, unless stated otherwise. Creeps are solos which do not form gangs and, because they lack an elite, will generally not attack. Most Creeps have an ability that triggers when they are near a Hero. Individual plot cards may change how Creeps behave when they receive a command.

Any text on the plot card only applies to Creeps spawned by the plot card, not Creeps spawned by a dungeon boss or through other means, such as challenge cards.

The challenge cards that came with this expansion will also spawn Creeps.



## ADDING CREEPS TO EXPLORE

To add Creeps to Explore, all players simply agree to use this expansion. This means that if the Heroes have access to Pets, the Consul will have access to Creeps, and vice versa. Creeps are added to Explore using the Explore Plot Deck.

*Lots of Super Dungeon expansions come with Creeps to add to your games! There may be times you want to use a Creep but don't have enough copies of it to play the plot you chose. In these cases, simply use tokens to represent any additional copies of the chosen Creep you may need.*



## THE EXPLORE PLOT DECK

The Explore Plot Deck represents malicious plans that the Consul is trying to hatch. Since Creeps are the key lackeys of any self-respecting dungeon boss, they play a major role in these plans.

At the start of the game, after Heroes are selected but before the Dungeon is built, the Consul will draw three plot cards from the Explore Plot Deck, select one of them, and place the other two facedown on the bottom of the deck. Once this is done, the Consul names a Creep. This is the only type of Creep that will be spawned by plot cards this game. The Creep the Consul selects for the plot may not be spawned by any other means for the remainder of the game. You may have more than one type of Creep in play, so if another effect directs you to spawn Creeps, simply select a Creep that is different than the one selected for the plot. If you are using a dungeon boss that spawns Creeps, the Consul must select a Plot Creep that the dungeon boss does not spawn. This is so you can differentiate the Creeps spawned by the plot from the ones spawned by other means.

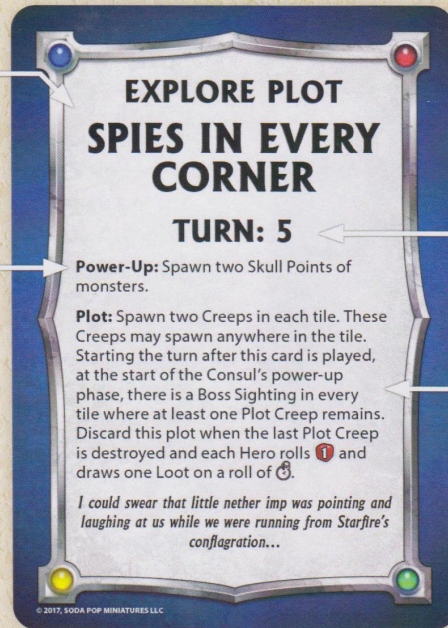
*Example: The Consul is using Goro as the Dungeon Boss. Goro summons Giri, so Giri Creeps may not be selected for the plot. The Consul selects the Ghosts that came with Beatrix the Witch Queen as the Plot Creeps (it does not matter that the Ghosts were packaged with Beatrix, another dungeon boss, they may still be selected for the plot).*

The Heroes may not look at the plot card. The Consul may look at the plot card at any time, it is only hidden from the Heroes. The Consul will have the opportunity to play this card during their power-up phase on a specific turn.



**NAME:** The name of the plot.

**POWER-UP EFFECTS:** If the plot card allows any power-up effects on the turn it is played (such as spawning monsters normally or providing a stat boost for monsters) it will be listed here. These effects follow all of the normal rules for power-up effects found on the mighty monster chart (see the Super Dungeon: Explore rulebook for more details on the sorts of power-up effects found on the mighty monster chart). Some plots have no power-up effects, in which case they will simply not be listed.



**TURN NUMBER:** This is the turn on which the plot card may be played. It will replace the mighty monster chart space for that turn. The mighty monster chart space which corresponds with the listed turn number will be considered blank for the duration of the game.

**PLOT:** This describes the effect of the plot which the plot card represents. The effects of the plot are considered to be active until the plot card is discarded. The plot will generally list how Creeps are spawned, any special rules, and how the plot card can be discarded.

## PLAYING AN EXPLORE PLOT CARD

The plot card may only be played at the start of the Consul power-up phase, and only during the turn listed on the card. The plot card may not be played before the listed turn. The Consul may also choose not to play the plot card when the listed turn comes around, though if they do so they will not be able to play the plot card at all that game; simply keep the plot card face down to keep the Heroes on their toes. When the plot card is played, reveal it to all players.

*Note: Some special scenarios may cause the mighty monster chart to advance outside of the Consul's turn. In this case, the plot card is played as soon as the relevant space is reached, regardless of whether it is the Consul's power-up phase.*

The plot card is played before resolving any effects of the mighty monster chart for the listed turn. All of the effects listed on the mighty monster chart for that turn are considered blank for the duration of the game. Once the plot card has been played, carry out any power-up effects listed on the plot card as if they had been printed on the mighty monster chart for that turn.

After the power-up effects have been completed, resolve any effects associated with the plot entering play (these will often include spawning Creeps or placing tokens).

Plot cards replace a space on the mighty monster chart. Therefore, a plot card may not be played if the mighty monster chart space would not be reached (usually because the dungeon boss is already in play).

Any text on the plot card that affects Creeps only applies to Creeps spawned by the plot card, not Creeps spawned by a dungeon boss or through other means.

*Some plot cards reference dungeon exits. Doorways are sections on a tile where the wall around the outside of the tile is broken. Dungeon exits are doorways that do not connect to another tile in the dungeon. The first and the last tiles will usually have three dungeon exits and the second tile will usually have two dungeon exits.*

## DISCARDING AN EXPLORE PLOT CARD

Explore plot cards sometimes list how Heroes may discard them. All effects listed on the card are active until the plot is discarded. Once the plot is discarded, it will no longer have any effect on the game, including any bonuses it may have granted monsters during power-up. However, all monsters and Creeps the plot card caused to be spawned remain in play after the plot is discarded, unless it states otherwise.

Sometimes the plot is discarded when a certain number of Creeps are destroyed - in these cases, only Creeps the plot caused to spawn count. If Creeps have also been spawned by a dungeon boss or other effect, keep track of where each Creep came from (this is why the Creeps chosen for the plot may not be spawned by other means, things would get confusing!)

Sometimes Heroes may even get a reward for discarding the plot card, such as drawing a treasure afterwards. If they receive such a reward, the plot will list what it is.

After the plot card is discarded, the mighty monster chart space that it replaced is still considered to be blank.

## EXPLORE PLOT CARDS WITH 5-6 HEROES

When using Explore plot cards in a 5-6 Hero game, increase the number of skull points worth of monsters spawned by the plot card's power-up section by 2. For example, if the plot card normally spawns no monsters during power-up, spawn 2 skull points worth of monsters instead; if the plot card normally spawns 2 skull points worth of monsters during power-up, spawn 4 skull points worth of monsters instead, etc. While the power-up portion of the plot card is changed as described above, the rest of the card remains unchanged no matter how many Heroes you are using.



