

**CLERIC OF DARKNESS**

CLASS PROGRESSION

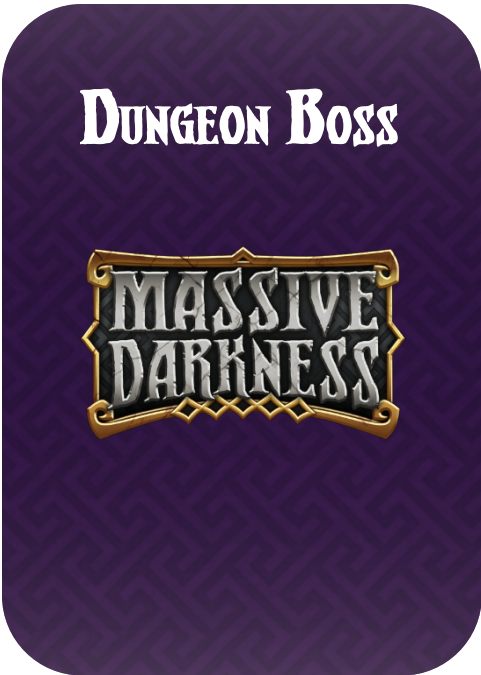
8+0 CHIEF    8+0+1 WAR CHIEF    8+0+1+0 WARLORD

SIGNATURE SKILL

"EXTOL THE WICKED"  
All Enemies in line of sight Heal 2 wounds and gain Attack: +1  
Until next Boss Activation

SKILLS

Sword and Spell  
Defense: +1



**BERSERKER**

CLASS PROGRESSION

8+1 CHIEF    8+1+1 WAR CHIEF    8+1+1+1 WARLORD

SIGNATURE SKILL

"FURIOUS ASSAULT"  
Attack: -1  
Attack a single Hero twice.

SKILLS

Regeneration 1  
Payback 1

# DUNGEON BOSS

MASSIVE  
DARKNESS

## INCARNATE

### CLASS PROGRESSION

CHIEF      WAR CHIEF      WARRIORD

### SIGNATURE SKILL

#### "CONSUMING DARKNESS"

Attack a Hero. Flip all attack dice to the highest side.  
On Wound: Hero becomes enemy for 1 turn and must attack heroes.

### SKILLS

Regeneration 3  
Payback 2   Slippery  
Sword and Spell

# DUNGEON BOSS

MASSIVE  
DARKNESS

## BUTCHER

### CLASS PROGRESSION

CHIEF      WAR CHIEF      WARRIORD

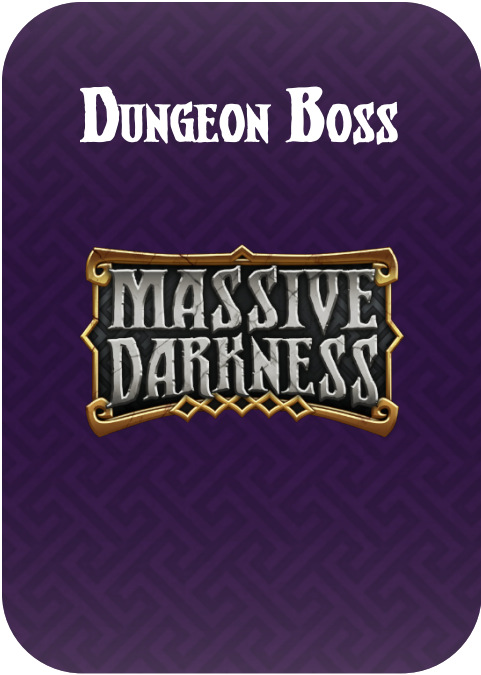
### SIGNATURE SKILL

#### "PRIME CUT"

Attack: +2  
Attack a Hero. That Hero suffers -1 until next Boss Activation.

### SKILLS

Regeneration 3



**KNIGHT**

CLASS PROGRESSION

8 1 10  
CHIEF

8 1 10 10  
WARRIOR CHIEF

8 1 10 10 10  
WARRIOR

SIGNATURE SKILL

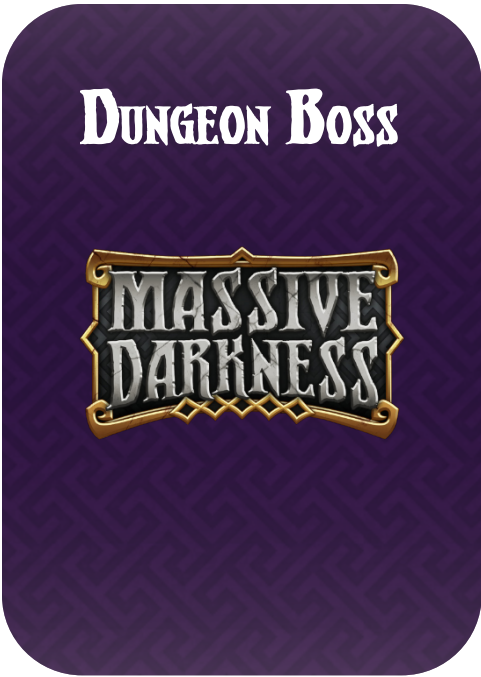
**"CHALLENGE"**

Defense: +2

Taunt the nearest Hero.  
This Hero can attack the Knight only the next turn.

SKILLS

Payback 3



**NECROMANCER**

CLASS PROGRESSION

8 10 10  
CHIEF

8 10 10 10  
WARRIOR CHIEF

8 10 10 10 10  
WARRIOR

SIGNATURE SKILL

**"RAISE THE DEAD"**

All Mobs in line of sight  
gain 10 minions.

SKILLS

Sword and Spell



# DUNGEON BOSS

MASSIVE  
DARKNESS

## OVERSEER

### CLASS PROGRESSION

80+  
CHIEF

80+++  
WAR CHIEF

80++++  
WARRIOR

### SIGNATURE SKILL

#### "INSIDE THE DARKNESS"

All Enemies in line of sight

Heal 5 and gain:

**Offense:** +2

**Defense:** +1

Until the next Boss

Activation.

### SKILLS

Slippery

# DUNGEON BOSS

MASSIVE  
DARKNESS

## ANTI-PALADIN

### CLASS PROGRESSION

810  
CHIEF

810+++  
WAR CHIEF

810++++  
WARRIOR

### SIGNATURE SKILL

#### "DARK WORDS"

Heroes in line of sight  
may only attack the Anti-  
Paladin next turn.


### SKILLS

Regeneration 2

Payback 1

**Defense:** +2

# DUNGEON BOSS

A decorative gold-colored frame with a black background and white text containing the words "MASSIVE" and "DARKNESS" stacked vertically. The frame has ornate, scroll-like details at the corners and bottom. The background of the entire image is a dark purple with a subtle, repeating geometric pattern.

WAR DANCER

CLASS PROGRESSION

CHIEF

WAR CHIEF

WAYLAND

SIGNATURE SKILL

"FRENZY"

Charge a Hero.

Charge a different Hero.

SKILLS

Slippery

ST   
CHIEF

## CHIEF

**STT**  
**WAR CHIEF**

## WAR CHIEF

**STILL**  
**WARLORD**

**W**ARLORD


## "FRENZY"

Charge a Hero.  
Charge a different Hero.

## SKILLS

Slippery

# DUNGEON BOSS



MASSIVE  
DARKNESS



<h1>SHAMAN</h1>		
<h2>CLASS PROGRESSION</h2>		
$81+$ CHIEF	$81+01$ WAR CHIEF	$81+01+$ WARLORD
<h3>SIGNATURE SKILL</h3>		
<p>"SOUL REAPER"</p> <p>Heal 2.</p> <p>The last Hero to wound the Boss suffers 2 wounds. If this kills the Hero, Heal 5.</p>		
<h3>SKILLS</h3>		
<p>Payback 1</p>		

St-  
CHIEF

## CHIEF

**ST+H**  
**WAR CHIEF**

## WAR CHIEF

**S**†+†+†  
WARRIOR

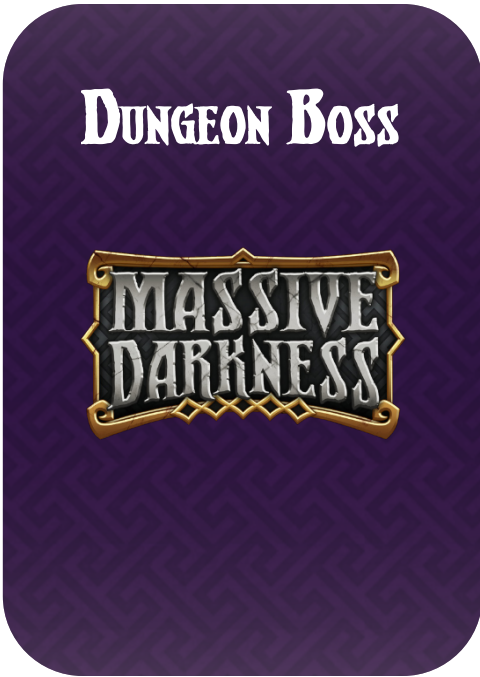
WARLORD

## "SOUL REAPER"

Heal 2.  
The last Hero to wound  
the Boss suffers 2  
wounds. If this kills the  
Hero, Heal 5.

## SKILLS

### Payback 1



# WAR WIZARD

CLASS PROGRESSION

CHIEF

WAR CHIEF

WARLORD

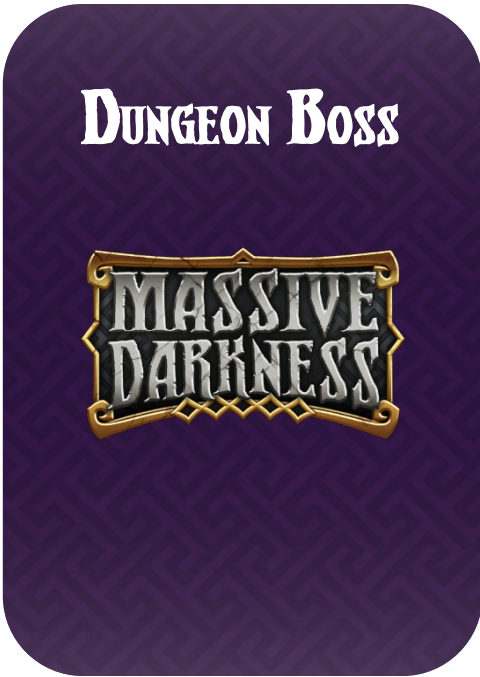
SIGNATURE SKILL

"Grip of Darkness"

Attack 2 Heroes up to Range 2.  
Heroes attacked in Shadow Zones:  
**Defense:** -20

SKILLS

Sword and Spell



# FIRE DERVISH

CLASS PROGRESSION

CHIEF

WAR CHIEF

WARLORD

SIGNATURE SKILL

"CONFLAGRATE"

Target Hero normally.  
At the end of that Hero's next activation, deal 1 wound to any Hero in the same zone.

SKILLS

Payback 3