

**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**FIREBALL: WEAK**  
MAGIC ATTACK

Attack the Hero with  
the LEAST HP at  
range 1-2.

This attack wounds all  
Heroes in that zone.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**FIREBALL: STRONG**  
MAGIC ATTACK

Attack the Hero with  
the MOST HP at range  
1-2.

This attack wounds all  
Heroes in that zone.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**FIREBALL: NORMAL**  
MAGIC ATTACK

Execute a normal  
attack action.

This attack wounds all  
Heroes in that zone.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**BOLT: WEAK**  
MAGIC ATTACK

Attack the Hero with  
the LEAST HP at  
range 1-2.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**BOLT: STRONG**  
MAGIC ATTACK

Sexy Event Text Goes  
Here.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**BOLT: NORMAL**  
MAGIC ATTACK

Sexy Event Text Goes  
Here.



**BOSS**  
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**WAVE OF DARKNESS**  
MAGIC ATTACK

Attack all Heroes at  
range 0-2 in a single  
line of sight (as many  
heroes as possible).

Any enemies in  
affected zones: Heal 3.



**BOSS**  
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**GREATER SUMMON**  
MAGIC ATTACK

Spawn a roaming  
monster in the Boss's  
zone. Activate it at the  
end of this Boss  
Activation.

If there are 2 or more  
Boss Guardians in  
play, ignore this card.





**BOSS**  
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**SHOCKING BLINK**  
**MAGIC ATTACK**

Deal 1 wound to all  
Heroes in the Boss's  
Zone.

**THEN**  
Teleport 2 away from  
most Heroes.



**BOSS**  
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**MASSIVE  
DARKNESS**



**LIFE DRAIN: WEAK**  
**MAGIC ATTACK**

Heal equal to wounds  
caused.

Attack the Hero with  
the **LEAST** HP at  
range 1-2.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**LIFE DRAIN: STRONG**  
**MAGIC ATTACK**

Heal equal to wounds  
caused.

Attack the Hero with  
the **MOST** HP at range  
1-2.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**LIFE DRAIN: NORMAL**  
**MAGIC ATTACK**

Heal equal to wounds  
caused.

Execute a normal  
attack action.



**BOSS**  
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**THUNDERCLAP**  
**MAGIC ATTACK**

Stun all Heroes in  
range 0-1.



**BOSS**  
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DARKNESS**



**WALL OF DARKNESS**  
**MAGIC ATTACK**

Boss Gains:  
**Defense: Attacker -1**  
Attack die  
Until next Boss  
Activation

Execute a normal  
attack action against  
any Heroes in Boss's  
zone.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**FREEZE: WEAK**  
**MAGIC ATTACK**

Attack the Hero with  
the **LEAST** HP at  
range 1-2.

**On Wound:**  
Hero gets -1 Action  
next Activation and is  
Stunned.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**FREEZE: STRONG**  
**MAGIC ATTACK**

Attack the Hero with  
the **MOST** HP at range  
1-2.

**On Wound:**  
Hero gets -1 Action  
next Activation and is  
Stunned.





**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**FREEZE: NORMAL**  
**MAGIC ATTACK**

Execute a normal  
attack action.  
  
On Wound:  
Hero gets -1 Action  
next Activation and is  
Stunned.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**SHOCKWAVE**  
**MAGIC ATTACK**

All Heroes at Range 0  
are Pushed 2.  
  
All Heroes at Range 1  
are Pushed 1.  
  
Any Heroes pushed  
suffer 1 wound.



**BOSS**  
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**MASSIVE**  
**DARKNESS**



**SIGNATURE SKILL**  
**MAGIC ATTACK**

Execute the Boss's  
Signature Skill.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**SIGNATURE SKILL**  
**MAGIC ATTACK**

Execute the Boss's  
Signature Skill.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**LIGHTNING: WEAK**  
**MAGIC ATTACK**

Attack the Hero with  
the LEAST HP at  
range 1-2.  
  
Wounds caused effect  
all Heroes in Zones  
from Boss to target.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**LIGHTNING:: STRONG**  
**MAGIC ATTACK**

Attack the Hero with  
the MOST HP at range  
1-2.  
  
Wounds caused effect  
all Heroes in Zones  
from Boss to target.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**LIGHTNING: NORMAL**  
**MAGIC ATTACK**

Execute a normal  
attack action.  
  
Wounds caused effect  
all Heroes in Zones  
from Boss to target.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**WEAKNESS: WEAK**  
**MAGIC ATTACK**

Target the Hero with  
the LEAST HP at  
range 1-2.  
  
Hero Suffers:  
**Attack: Attacker -2**  
Attack Dice  
Until next Boss  
Activation.





**BOSS**  
**AI**

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**DARKNESS**



**WEAKNESS: STRONG**

**MAGIC ATTACK**

Target the Hero with  
the MOST HP at range  
1-2.

Hero Suffers:

**Attack:** Attacker -2

Attack Dice

Until next Boss

Activation.



**BOSS**  
**AI**

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**DARKNESS**



**WEAKNESS: NORMAL**

**MAGIC ATTACK**

Target a hero using  
normal attack rules.

Hero Suffers:

**Attack:** Attacker -2

Attack Dice

Until next Boss

Activation.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**DARK EXPLOSION**

**MAGIC ATTACK**

Roll 2 dice.

Heroes suffer this  
many wounds, divided  
up between Heroes as  
they wish.



**BOSS**  
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**DARKNESS**



**DARK EXPLOSION**

**MAGIC ATTACK**

Roll 2 dice.

Heroes suffer this  
many wounds, divided  
up between Heroes as  
they wish.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**POLYMORPH**

**MAGIC ATTACK**

Execute a normal  
attack action.

On Wound:

Target suffers no  
damage, but cannot  
activate until  
damaged.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**POLYMORPH**

**MAGIC ATTACK**

Execute a normal  
attack action.

On Wound:

Target suffers no  
damage, but cannot  
activate until  
damaged.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**LESSER SUMMON**

**MAGIC ATTACK**

Spawn a Level 5 Guard  
on the Exit token. Use  
the current level token  
if no Exit token exists.



**BOSS**  
**AI**

**MASSIVE**  
**DARKNESS**



**LESSER SUMMON**

**MAGIC ATTACK**

Spawn a Level 5 Guard  
on the Exit token. Use  
the current level token  
if no Exit token exists.

