

SIGNATURE SKILL

“Extol the Wicked”

All Enemies in line of sight Heal 2F wounds and gain Attack: +1A

Until next Boss Activation

Sword and Spell

Defense: +1D

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

CLERIC OF DARKNESS

Skills



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DUNGEON BOSS



DUNGEON BOSS



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SIGNATURE SKILL

“Furious Assault”

Attack: -1A

Attack a single Hero twice.

Regeneration 1

Payback 1

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Berserker

Skills



DUNGEON BOSS



SIGNATURE SKILL

“Consuming Darkness”

Attack a Hero. Flip all attack dice to the highest A side.

On Wound: Hero becomes enemy for 1 turn and must attack heroes.

Regeneration 3  
Payback 2 Slippery  
Sword and Spell

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Incarnate

Skills

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DUNGEON BOSS



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SIGNATURE SKILL

“Prime Cut”

Attack: +2A

Attack a Hero. That Hero suffers -1Duntil next Boss Activation.

Regeneration 3

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Butcher

Skills



DUNGEON BOSS



SIGNATURE SKILL

“Challenge”

Defense: +2A

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

Payback 3

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Knight

Skills

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DUNGEON BOSS



SIGNATURE SKILL

“Raise the Dead”

All Mobs in line of sight gain F minions.

Sword and Spell

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Necromancer

Skills

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DUNGEON BOSS



SIGNATURE SKILL

“Inspire the Darkness”

All Enemies in line of sight Heal 5 and gain:  
Offense: +2A  
Defense: +1D

Until the next Boss Activation.

Slippery

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Overseer

Skills

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DUNGEON BOSS



SIGNATURE SKILL

“Dark Words”

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

Regeneration 2  
Payback 1  
Defense: +2D

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Anti-Paladin

Skills

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DUNGEON BOSS



SIGNATURE SKILL

“Frenzy”

Charge a Hero.

Charge a different Hero.

Slippery

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

War Dancer

Skills

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DUNGEON BOSS



SIGNATURE SKILL

“Soul Reaper”

Heal 2.

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

Payback 1

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Shaman

Skills

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DUNGEON BOSS



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.

Payback 3

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

Fire Dervish

Skills

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DUNGEON BOSS



SIGNATURE SKILL

“Grip of Darkness”

Attack 2 Heroes up to Range 2.

Heroes attacked in Shadow Zones:  
Defense: -2D

Sword and Spell

CLASS PROGRESSION

CHIEF WAR CHIEF WARLORD

War Wizard

Skills

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