

**BOSS  
AI**

**MASSIVE  
DARKNESS**



**ATTACK: STRONG**

**MELEE ATTACK**

Attack the Hero with  
the **MOST** HP at  
Range 0-1. Move 1 if  
necessary.

**ELSE**

Execute a normal  
attack action.



**BOSS  
AI**

**MASSIVE  
DARKNESS**



**ATTACK: WEAK**

**MELEE ATTACK**

Attack the Hero with  
the **LEAST** HP at  
Range 0-1. Move 1 if  
necessary.

**ELSE**

Execute a normal  
attack action.



**BOSS  
AI**

**MASSIVE  
DARKNESS**



**ATTACK: NORMAL**

**MELEE ATTACK**

Execute a normal  
attack action. Move 1  
if necessary.



**BOSS  
AI**

**MASSIVE  
DARKNESS**



**CONSUME: WEAK**

**MELEE ATTACK**

Boss gains Slippery.

Heal equal to wounds  
caused.

Attack the Hero with  
the **LEAST** HP at  
Range 0-1. Move 1 if  
necessary.



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**CONSUME: STRONG**

**MELEE ATTACK**

Boss gains Slippery.

Heal equal to wounds  
caused.

Attack the Hero with  
the **MOST** HP at  
Range 0-1. Move 1 if  
necessary.



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**CONSUME: NORMAL**

**MELEE ATTACK**

Heal equal to wounds  
caused.

Execute a normal  
attack action.



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**BULL RUSH**

**MELEE ATTACK**

Boss gains Slippery.

Attack the  
**FURTHEST** Hero  
(through as many  
Heroes as possible).  
Move 2 if necessary.

This attack wounds all  
Heroes in zones  
entered.



**BOSS  
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**CHARGE: WEAK**

**MELEE ATTACK**

Boss gains Slippery.

Target the Hero with  
the **LEAST** HP at  
Range 0-2.

**THEN**

Charge this Hero.





**BOSS**  
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**CHARGE: STRONG**

**MELEE ATTACK**

Boss gains Slippery.

Target the Hero with  
the MOST HP at  
Range 0-2.

**THEN**

Charge this Hero.



**BOSS**  
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**CHARGE: NORMAL**

**MELEE ATTACK**

Boss gains Slippery

Execute a Charge  
action.



**BOSS**  
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**CLEAVE: WEAK**

**MELEE ATTACK**

Boss gains Slippery.

Attack the Hero with  
the LEAST HP at  
range 0-1. Move 1 if  
necessary.

This attack wounds all  
Heroes in the Boss's  
zone.



**BOSS**  
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DARKNESS**



**CLEAVE: STRONG**

**MELEE ATTACK**

Boss gains Slippery.

Attack the Hero with  
the MOST HP at range  
0-1. Move 1 if  
necessary.

This attack wounds all  
Heroes in the Boss's  
zone.



**BOSS**  
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DARKNESS**



**CLEAVE: NORMAL**

**MELEE ATTACK**

Boss gains Slippery.

Execute a normal  
attack. Move 1 if  
necessary.

This attack wounds all  
Heroes in the Boss's  
zone.



**BOSS**  
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**HIT & RUN**

**MELEE ATTACK**

Execute a normal  
attack. Move 1 if  
necessary.

**THEN**

Move 1 with Slippery  
away from Heroes.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**PIN: WEAK**

**MELEE ATTACK**

Boss gains Slippery.

Attack the Hero with  
the LEAST HP at  
Range 0-1. Move 1 if  
necessary.

On Wound:  
Hero gets -1 Action  
next activation and is  
stunned.



**BOSS**  
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**PIN: STRONG**

**MELEE ATTACK**

Boss gains Slippery.

Attack the Hero with  
the MOST HP at  
Range 0-1. Move 1 if  
necessary.

On Wound:  
Hero gets -1 Action  
next activation and is  
stunned.





**BOSS  
AI**

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DARKNESS**



**PIN: NORMAL**

**MELEE ATTACK**

Boss gains Slippery.

Execute a normal  
attack action. Move 1  
if necessary.

On Wound:  
Hero gets -1 Action  
next activation and is  
stunned.



**BOSS  
AI**

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**PULL: STRONG**

**MELEE ATTACK**

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

Move the Hero into  
the Boss's zone and  
Attack the Hero.



**BOSS  
AI**

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DARKNESS**



**PULL: WEAK**

**MELEE ATTACK**

Target the Hero with  
the LEAST HP at  
Range 1-2.

Move the Hero into  
the Boss's zone and  
Attack the Hero.



**BOSS  
AI**

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**PUMMEL: STRONG**

**MELEE ATTACK**

Attack: -2

Attack the Hero with  
the MOST HP at  
range 0 twice.

ELSE

Execute a normal  
attack action.



**BOSS  
AI**

**MASSIVE  
DARKNESS**



**PUMMEL: WEAK**

**MELEE ATTACK**

Attack: -2

Attack the Hero with  
the LEAST HP at  
range 0 twice.

ELSE

Execute a normal  
attack action.



**BOSS  
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**PUMMEL: NORMAL**

**MELEE ATTACK**

Attack: -2

Execute 2 normal  
attack actions.



**BOSS  
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**SIGNATURE SKILL**

**MELEE ATTACK**

Execute the Boss's  
Signature Skill.



**BOSS  
AI**

**MASSIVE  
DARKNESS**



**SIGNATURE SKILL**

**MELEE ATTACK**

Execute the Boss's  
Signature Skill.





**BOSS**  
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**SLAM**  
**MELEE ATTACK**

Target a Hero in this zone.

**THEN**

Stun that Hero.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**SLAM**  
**MELEE ATTACK**

Target a Hero in this zone.

**THEN**

Stun that Hero.



**BOSS**  
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**KNOCKBACK**  
**MELEE ATTACK**

Execute a normal attack action.

**THEN**

All Heroes in the Boss's Zone Move 1 towards the starting zone.



**BOSS**  
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DARKNESS**



**KNOCKBACK**  
**MELEE ATTACK**

Execute a normal attack action.

**THEN**

All Heroes in the Boss's Zone Move 1 towards the starting zone.



**BOSS**  
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**REND**  
**MELEE ATTACK**

Execute a normal attack action.

**THEN**

The attacked Hero moves one equipped item to his backpack.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**REND**  
**MELEE ATTACK**

Execute a normal attack action.

**THEN**

The attacked Hero moves one equipped item to his backpack.



**BOSS**  
**AI**

**MASSIVE  
DARKNESS**



**REND**  
**MELEE ATTACK**

Execute a normal attack action.

**THEN**

The attacked Hero moves one equipped item to his backpack.



**BOSS**  
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**SHATTER**  
**MELEE ATTACK**

Execute a normal attack action.

**THEN**

The attacked Hero discards one equipped item.

