

BOSS
AI

**MASSIVE
DARKNESS**

+

APOSTLE OF THE DARK

SUPPORT ACTION

All Enemies in line of
sight Heal 1 and gain:

Attack: +1

Defense: +1

Until next Boss
Activation.

+

BOSS
AI

**MASSIVE
DARKNESS**

+

CALL THE WICKED

SUPPORT ACTION

All Mobs in line of
sight gain +1
minions.

Agents and Roaming
Monsters Heal that
many wounds instead.

+

BOSS
AI

**MASSIVE
DARKNESS**

+

FEAR

SUPPORT ACTION

Ignore range. Attack
all Heroes in line of
sight. Max Damage 1.

On Wound:

Attack: -1

Defense: -1

Until next Boss
Activation.

+

BOSS
AI

**MASSIVE
DARKNESS**

+

INSPIRATION

SUPPORT ACTION

The nearest Enemy to
the Boss gains:

Attack: +1

Defense: +1

Until next Boss
Activation.

+

BOSS
AI

**MASSIVE
DARKNESS**

+

FRENZIED CRY

SUPPORT ACTION

All Enemies in line of
sight Heal 1 and gain:

Attack: +3

Defense: +1

Until next Boss
Activation.

+

BOSS
AI

**MASSIVE
DARKNESS**

+

OVERWHELM

SUPPORT ACTION

All Enemies in line of
sight perform 1 Attack.

OR

Move 1 if there are no
valid targets.

+

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GREATER HEAL

SUPPORT ACTION

Target the nearest
Enemy:

Heal: 2 + 2

+

BOSS
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+

LESSER HEAL

SUPPORT ACTION

Target the nearest
Enemy:

Heal: 2 + 2


+

BOSS
AI

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HEALING WAVE
SUPPORT ACTION

All Enemies in range
0-2:
Heal: 1  +1

+


BOSS
AI


**MASSIVE
DARKNESS**

+

RALLYING CRY
SUPPORT ACTION

All Enemies in line of
sight Heal 1 and gain:

Attack: +1 

Defense: +2 

Until next Boss
Activation.

+

BOSS
AI

**MASSIVE
DARKNESS**

+

SIGNATURE SKILL
SUPPORT ACTION

Execute the Boss's
Signature Skill.

+

BOSS
AI

**MASSIVE
DARKNESS**

+

SIGNATURE SKILL
SUPPORT ACTION

Execute the Boss's
Signature Skill.

+

BOSS
AI


**MASSIVE
DARKNESS**


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TERROR
SUPPORT ACTION

Ignore range. Attack
all Heroes in line of
sight. Max Damage 1.

On Wound:

Attack: -2 

Defense: -2 

Until next Boss
Activation.


+

BOSS
AI

**MASSIVE
DARKNESS**

+

WRITHING SHADOWS
SUPPORT ACTION

All Enemies in shadow
zones Heal: 1  +1

All Heroes in shadow
zones suffer 1 wound.

+

BOSS
AI

**MASSIVE
DARKNESS**

+

LESSER GATE
SUPPORT ACTION

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

+

BOSS
AI

**MASSIVE
DARKNESS**

+

GREATER GATE
SUPPORT ACTION

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.

+