

CLERIC OF DARKNESS

CLASS PROGRESSION

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

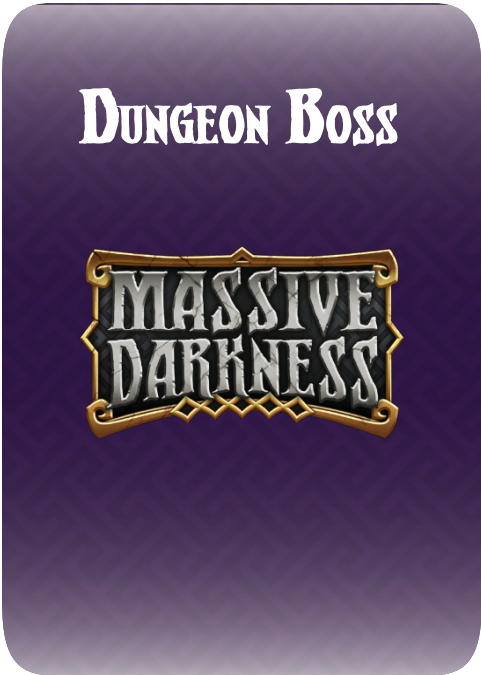
SIGNATURE SKILL

"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



INCARNATE

CLASS PROGRESSION

Chief War Chief Warlord

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



BUTCHER

CLASS PROGRESSION

Chief War Chief Warlord

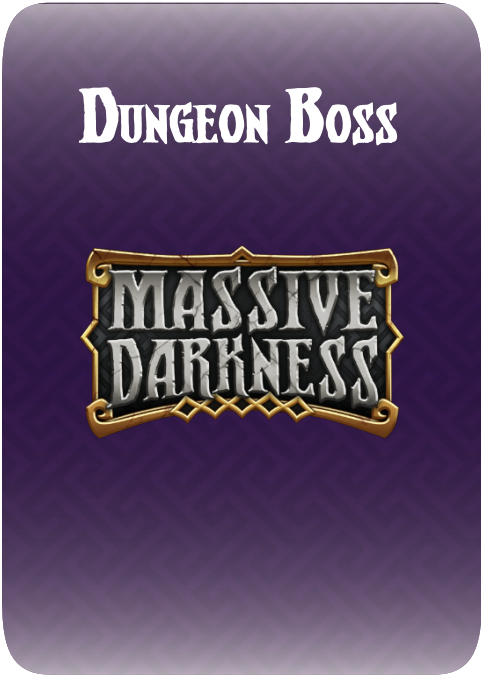
SIGNATURE SKILL

"PRIME CUT"

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

SKILLS

Regeneration 3



KNIGHT

CLASS PROGRESSION

S

i

h

Chief

S

i

h

i

h

War Chief

S

i

h

i

h

i

h

Warlord

SIGNATURE SKILL

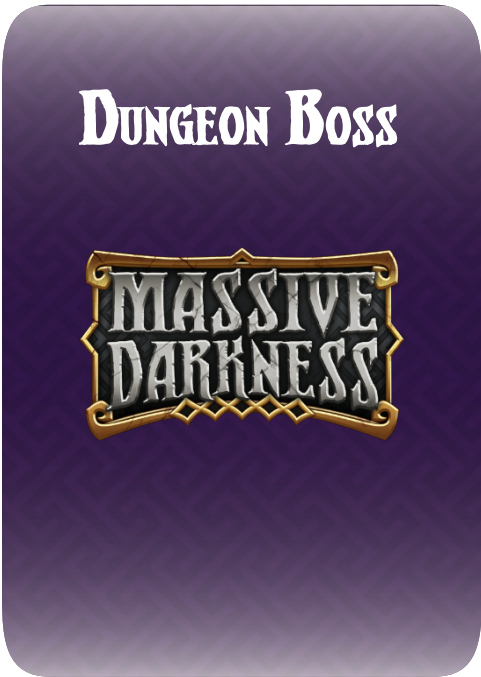
"CHALLENGE"

Defense: +2

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

SKILLS

Payback 3



NECROMANCER

CLASS PROGRESSION

S

h

+

Chief

S

h

+

i

i

War Chief

S

h

+

i

i

+

Warlord

SIGNATURE SKILL

"RAISE THE DEAD"

All Mobs in line of sight gain 1 minions.

SKILLS

Sword and Spell

DUNGEON BOSS

MASSIVE
DARKNESS

OVERSEER

CLASS PROGRESSION

S 0 +
Chief

◆ S 0 + + i
War Chief

◆ S 0 + + i +
Warlord

SIGNATURE SKILL

"INSPIRE 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

S i ○
Chief

◆ S i ○ + +
War Chief

◆ S i + ○ i +
Warlord

SIGNATURE SKILL

"Dark Words"

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


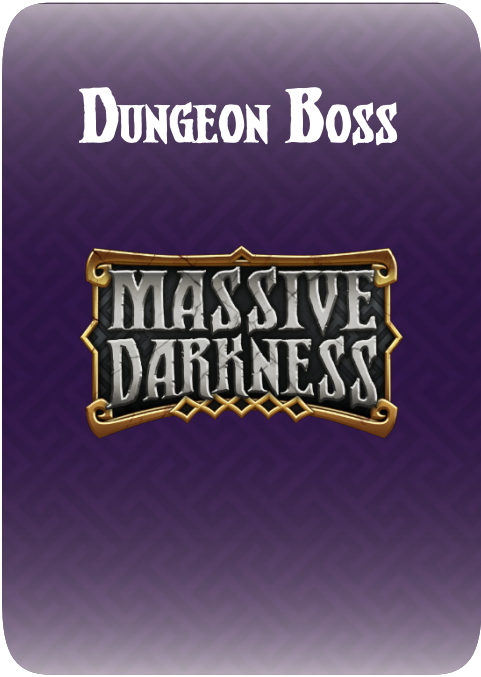
SKILLS

Regeneration 2

Payback 1

Defense: +2○

DUNGEON BOSS

A large, ornate, golden-brown frame with a dark, textured interior. Inside the frame, the words "MASSIVE" and "DARKNESS" are written in a bold, stylized, metallic font, stacked vertically. The frame has decorative flourishes and a central diamond-shaped motif at the bottom.

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	


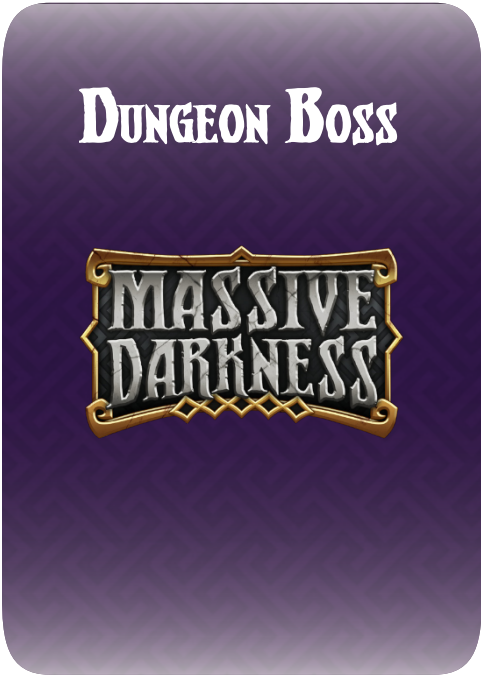
WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

WAR DANCER		
CLASS PROGRESSION		
CHIEF	WAR CHIEF	WARRIORD
	SIGNATURE SKILL	
	"FRENZY"	
	Charge a Hero.	
	Charge a different Hero.	
	SKILLS	
	Slippery	

DUNGEON BOSS

A decorative gold frame containing the text "MASSIVE DARKNESS" in a stylized, metallic font. The frame has ornate, scroll-like details and a central diamond-shaped cutout at the bottom. The text is rendered in a bold, blocky font with a metallic texture and a slight 3D effect.

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

"SOUL REAPER"

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

SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

"SOUL REAPER"

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

SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

"SOUL REAPER"

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

SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

"SOUL REAPER"

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

SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

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SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

"SOUL REAPER"

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

SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

"SOUL REAPER"

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

SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

"SOUL REAPER"

Heal 2.
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SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

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SKILLS

Payback 1

SHAMAN

CLASS PROGRESSION

8
 1
 +
 CHIEF

8
 1
 +
 1
 1
 +
 1
 WARRIOR CHIEF

8
 1
 +
 1
 1
 +
 1
 1
 WARRIOR LORD

SIGNATURE SKILL

"SOUL REAPER"

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

SKILLS

Payback 1

DUNGEON BOSS

MASSIVE
DARKNESS

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

DUNGEON BOSS

MASSIVE
DARKNESS

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