BOSS  
AI



Execute a normal attack action.

Bolt: Normal

MAGIC ATTACK

BOSS  
AI



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

Bolt: Strong

MAGIC ATTACK

BOSS  
AI



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

Bolt: Weak

MAGIC ATTACK

BOSS  
AI



Execute a normal attack action.

This attack wounds all Heroes in that zone.

Fireball: Normal

MAGIC ATTACK

BOSS  
AI



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

This attack wounds all Heroes in that zone.

Fireball: Strong

MAGIC ATTACK

BOSS  
AI



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

This attack wounds all Heroes in that zone.

Fireball: Weak

MAGIC ATTACK

BOSS  
AI



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.

Greater Summon

MAGIC ATTACK

BOSS  
AI



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.

Wave of Darkness

MAGIC ATTACK

BOSS  
AI



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

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

Wall of Darkness

MAGIC ATTACK

BOSS  
AI



Stun all Heroes in range 0-1.

Thunderclap

MAGIC ATTACK

BOSS  
AI



Heal equal to wounds caused.

Execute a normal attack action.

Life Drain: Normal

MAGIC ATTACK

BOSS  
AI



Heal equal to wounds caused.

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

Life Drain: Strong

MAGIC ATTACK

BOSS  
AI



Heal equal to wounds caused.

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

Life Drain: Weak

MAGIC ATTACK

BOSS  
AI



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

THEN  
Teleport 2 away from most Heroes.

Shocking Blink

MAGIC ATTACK

BOSS  
AI



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

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

Freeze: Strong

MAGIC ATTACK

BOSS  
AI



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

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

Freeze: Weak

MAGIC ATTACK

BOSS  
AI



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

Wounds caused effect all Heroes in Zones from Boss to target.

Lightning:: Strong

MAGIC ATTACK

BOSS  
AI



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

Wounds caused effect all Heroes in Zones from Boss to target.

Lightning: Weak

MAGIC ATTACK

BOSS  
AI



Execute the Boss’s Signature Skill.

Signature Skill

MAGIC ATTACK

BOSS  
AI



Execute the Boss’s Signature Skill.

Signature Skill

MAGIC ATTACK

BOSS  
AI



All Heroes at Range 0 are Pushed 2.

All Heroes at Range 1 are Pushed 1.

Any Heroes pushed suffer 1 wound.

Shockwave

MAGIC ATTACK

BOSS  
AI



Execute a normal attack action.

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

Freeze: Normal

MAGIC ATTACK

BOSS  
AI



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

Hero Suffers:  
Attack: Attacker -2 Attack Dice  
Until next Boss Activation.

Weakness: Weak

MAGIC ATTACK

BOSS  
AI



Execute a normal attack action.

Wounds caused effect all Heroes in Zones from Boss to target.

Lightning: Normal

MAGIC ATTACK

BOSS  
AI



Execute a normal attack action.

On Wound:  
Target suffers no damage, but cannot activate until damaged.

Polymorph

MAGIC ATTACK

BOSS  
AI



Execute a normal attack action.

On Wound:  
Target suffers no damage, but cannot activate until damaged.

Polymorph

MAGIC ATTACK

BOSS  
AI



Roll 2C dice.

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

Dark Explosion

MAGIC ATTACK

BOSS  
AI



Roll 2C dice.

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

Dark Explosion

MAGIC ATTACK

BOSS  
AI



Target a hero using normal attack rules.

Hero Suffers:  
Attack: Attacker -2 Attack Dice  
Until next Boss Activation.

Weakness: Normal

MAGIC ATTACK

BOSS  
AI



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

Hero Suffers:  
Attack: Attacker -2 Attack Dice  
Until next Boss Activation.

Weakness: Strong

MAGIC ATTACK

BOSS  
AI



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

Lesser Summon

MAGIC ATTACK

BOSS  
AI



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

Lesser Summon

MAGIC ATTACK