

BOSS
AI

**MASSIVE
DARKNESS**



FIREBALL: WEAK
MAGIC ATTACK

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

This attack wounds all
Heroes in that zone.



BOSS
AI

**MASSIVE
DARKNESS**



FIREBALL: STRONG
MAGIC ATTACK

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

This attack wounds all
Heroes in that zone.



BOSS
AI

**MASSIVE
DARKNESS**



FIREBALL: NORMAL
MAGIC ATTACK

Execute a normal
attack action.

This attack wounds all
Heroes in that zone.



BOSS
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**MASSIVE
DARKNESS**



BOLT: WEAK
MAGIC ATTACK

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



BOSS
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DARKNESS**



BOLT: STRONG
MAGIC ATTACK

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



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**MASSIVE
DARKNESS**



BOLT: NORMAL
MAGIC ATTACK

Execute a normal
attack action.



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WAVE OF DARKNESS
MAGIC ATTACK

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.



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GREATER SUMMON
MAGIC ATTACK

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.



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SHOCKING BLINK
MAGIC ATTACK

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

THEN
Teleport 2 away from
most Heroes.



BOSS
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**MASSIVE
DARKNESS**



LIFE DRAIN: WEAK
MAGIC ATTACK

Heal equal to wounds
caused.

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



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DARKNESS**



LIFE DRAIN: STRONG
MAGIC ATTACK

Heal equal to wounds
caused.

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



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LIFE DRAIN: NORMAL
MAGIC ATTACK

Heal equal to wounds
caused.

Execute a normal
attack action.



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THUNDERCLAP
MAGIC ATTACK

Stun all Heroes in
range 0-1.



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WALL OF DARKNESS
MAGIC ATTACK

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

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



BOSS
AI

**MASSIVE
DARKNESS**



FREEZE: WEAK
MAGIC ATTACK

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

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



BOSS
AI

**MASSIVE
DARKNESS**



FREEZE: STRONG
MAGIC ATTACK

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

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



BOSS
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DARKNESS



FREEZE: NORMAL
MAGIC ATTACK

Execute a normal
attack action.

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



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SHOCKWAVE
MAGIC ATTACK

All Heroes at Range 0
are Pushed 2.

All Heroes at Range 1
are Pushed 1.

Any Heroes pushed
suffer 1 wound.



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MASSIVE
DARKNESS



SIGNATURE SKILL
MAGIC ATTACK

Execute the Boss's
Signature Skill.



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MASSIVE
DARKNESS



SIGNATURE SKILL
MAGIC ATTACK

Execute the Boss's
Signature Skill.



BOSS
AI

MASSIVE
DARKNESS



LIGHTNING: WEAK
MAGIC ATTACK

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

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



BOSS
AI

MASSIVE
DARKNESS



LIGHTNING:: STRONG
MAGIC ATTACK

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

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



BOSS
AI

MASSIVE
DARKNESS



LIGHTNING: NORMAL
MAGIC ATTACK

Execute a normal
attack action.

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



BOSS
AI

MASSIVE
DARKNESS



WEAKNESS: WEAK
MAGIC ATTACK

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

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



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MASSIVE
DARKNESS



WEAKNESS: STRONG

MAGIC ATTACK

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

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



BOSS
AI

MASSIVE
DARKNESS



WEAKNESS: NORMAL

MAGIC ATTACK

Target a hero using
normal attack rules.

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



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DARK EXPLOSION

MAGIC ATTACK

Roll 2 dice.
Heroes suffer this
many wounds, divided
up between Heroes as
they wish.



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MASSIVE
DARKNESS



DARK EXPLOSION

MAGIC ATTACK

Roll 2 dice.
Heroes suffer this
many wounds, divided
up between Heroes as
they wish.



BOSS
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MASSIVE
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POLYMORPH

MAGIC ATTACK

Execute a normal
attack action.
On Wound:
Target suffers no
damage, but cannot
activate until
damaged.



BOSS
AI

MASSIVE
DARKNESS



POLYMORPH

MAGIC ATTACK

Execute a normal
attack action.
On Wound:
Target suffers no
damage, but cannot
activate until
damaged.



BOSS
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LESSER SUMMON

MAGIC ATTACK

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



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LESSER SUMMON

MAGIC ATTACK

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

