

BOSS  
AI



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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Frenzied Cry

SUPPORT ACTION

All Enemies in line of sight Heal 1 and gain:

Attack: +3A  
Defense: +1D  
Until next Boss Activation.



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Inspiration

SUPPORT ACTION

The nearest Enemy to the Boss gains:

Attack: +1A  
Defense: +1D  
Until next Boss Activation.



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Fear

SUPPORT ACTION

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

On Wound:  
Attack: -1A  
Defense: -1D  
Until next Boss Activation.



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Call the Wicked

SUPPORT ACTION

All Mobs in line of sight gain F+E minions.

Agents and Roaming Monsters Heal that many wounds instead.



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Apostle of the Dark

SUPPORT ACTION

All Enemies in line of sight Heal 1 and gain:

Attack: +1A  
Defense: +1D

Until next Boss Activation.



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Lesser Heal

SUPPORT ACTION

Target the nearest Enemy:

Heal: 2 E+ 2



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Greater Heal

SUPPORT ACTION

Target the nearest Enemy:

Heal: 2 F+ 2



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Writhing Shadows

SUPPORT ACTION

All Enemies in shadow zones Heal: 1 E+1

All Heroes in shadow zones suffer 1 wound.



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Terror

SUPPORT ACTION

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

On Wound:  
Attack: -2A  
Defense: -2D  
Until next Boss Activation.



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Signature Skill

SUPPORT ACTION

Execute the Boss’s Signature Skill.



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Signature Skill

SUPPORT ACTION

Execute the Boss’s Signature Skill.



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Rallying Cry

SUPPORT ACTION

All Enemies in line of sight Heal 1 and gain:

Attack: +1A  
Defense: +2D  
Until next Boss Activation.



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Healing Wave

SUPPORT ACTION

All Enemies in range 0-2:

Heal: 1 E+1



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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.



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Lesser Gate

SUPPORT ACTION

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