Boss Card:

This is the card that defines the enemy as a whole, who/what is this enemy, whats its general theme, what special rewards will we receive for defeating it? What are its thematic attacks?

In Depth:

* Boss name: top middle, the name of the boss is printed so that the players know what they are fighting.
* Picture: Under the name will be a picture of the boss.
* Reward: under the picture will be the name of the reward(s) for defeating the boss and their card ID
* Right under reward these are the specific modifiers to add to the game.
* Action cards: these will be the card IDs of the action cards that go with this boss.
* Combat cards: these are the card IDs to be added to the boss’s combat cards.
* In the top right corner, the number of modifiers to be drawn is listed.
* In the top left corner, bonus or negative hp for scaling the boss. i.e. +10 or -5