



## DUNGEON BOSSES



Dungeon Bosses can only be encountered during Quests and come in three levels: **Chief**, **War Chief**, and **Warlord**.

**Chiefs** are the lowest of the Bosses and are most commonly encountered during Minor Quests (Levels 1-2).

**War Chiefs** are more powerful than Chiefs and are only available during Major (levels 3-4) and Legendary Quests (level 5).

**Warlords** can only be encountered during the course of a Legendary Quest (level 5).

Each Boss consists of several components and should be generated **BEFORE** the Dungeon they are encountered in is started.

- A Roaming Monster card.
- A Dungeon Boss class card.
- A selection of Boss AI cards.

To Generate a Boss, follow the procedure outlined below:

**Step 1** - Select or draw a Roaming Monster card appropriate to the Heroes level. At levels 1-3 draw or select a Lesser Roaming Monster, at level 4-6 draw or select a Greater Roaming Monster.

**Step 2** - Select or draw a Dungeon Boss card. A Boss can be of any class regardless of level or base Roaming Monster (with the exception of the Incarnate class, which is only available during Legendary Quests).

**Step 3** - Generate Boss AI. Determine the level of the Boss (Chief, War Chief, Warlord - this will be determined by the Quest in most cases, but can also be based upon the levels outlined above) and consult the Class Progression section of the Class card. Draw a number of Cards from each of the appropriate decks according to the symbols listed there. For attack cards, draw from either the Melee, Ranged, or Magic decks in accordance to the Roaming Monsters proficiency.

**Step 4** - Draw a Treasure Item for the boss at Current Level. If the monster cannot use the item then discard it and draw another. Repeat this process until the Boss has an item of treasure that they can use.

**EXAMPLE:** The Heroes are generating a Boss for a level 4 Dungeon. They first draw a Greater Roaming Monster, getting the Flesh Golem.

Next, they draw a Dungeon Boss card, getting the Cleric of Darkness.

Checking the Class Progression for a War Chief (as the dungeon is level 4), they draw a support card, a defence card, a melee attack card (the Flesh Golem is only proficient at melee), and finally another support card. They lay these cards out in the outlined order next to the Boss card.

Finally, they draw a level 4 treasure item.

### SPAWNING A BOSS

A Boss is spawned on the Level Token of the final dungeon tile upon the first Hero entering that tile. Its health is set according to the below table:

Boss Level	Health Pool
Chief	Roaming Monster x2
War Chief	Roaming Monster x2
Warlord	Roaming Monster x3

When they spawn, draw a further 2 Guard cards at Current Level, and place them in the same Zone as the Boss.

### SPECIAL BOSS RULES

All Bosses are considered immune to Stun.

If a Boss is present on the board at the start of the Enemy Phase, then they must be activated before any other Enemies.

Targeting rules on the Boss AI cards supersede the Standard targeting rules unless otherwise stated.

Skills requiring dice rolls for Healing or Model Replacement ignore BAM and Diamond results.







If a Skill cannot be completed for any reason, then it is completed up to the point of failure. The process then moves onto the next AI card in the sequence.

### ACTIVATING A BOSS

When a Boss activates it does not follow the standard enemy activation rules, but instead follows its own set of AI cards.

The Boss will follow the AI routine laid down in the Class Progression on their card each turn. They will perform the instructions laid down on each card once to completion.

The sequence always starts with the class' Signature Skill. This will always target a Hero in the Boss' Zone unless otherwise stated. After this, the AI will proceed to the next action.

