

The illustration shows a large, green, blob-like creature with a black top hat and a wide, toothy grin. It is set against a background of a stone archway. Above the creature is a green banner with the text "Slime Boss". To the left of the creature is a blue banner with a gold coin icon, a house icon, and a book icon, with the number "2" in a gold circle. Below this is a red banner with a fire icon and the number "10". To the right of the creature are four red banners with the numbers "23", "46", "68", and "92" in white. At the bottom of the card is a dark grey box containing three red squares, each followed by a fire icon, a number, and a sword icon. The first square has "4" and four green swirl icons. The second square has "3" and two green swirl icons. The third square has "6" and one green swirl icon. To the right of these squares is a text box with the following text: "Split: On death, at start of next round, summon a Large Slime, Acid Slime, and Spike Slime (in that order) from the summon deck for each player. Then all Large Slimes gain 🍷."

[illegible]

🔥10

Act I



Act I

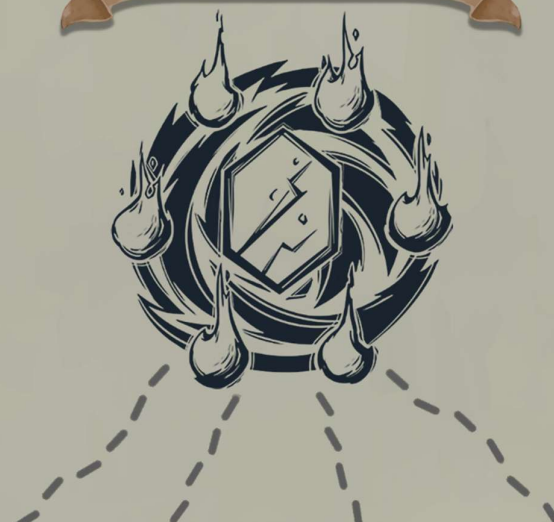


🔥10

Act I



Act I





## The Collector

 10

 Summon **Torch Heads** until there are 2 for each player.

  3 ,  to all enemies.

  6 

10

Act I



Act I



10

Act II



Act II





3

The Champ

40

80

120

160

4

5

3

Anger: When The Champ reaches 0 HP, he immediately heals 40 HP per player and enters **Fury Mode**. Move the cube now.

Fury Mode
 

Remove all tokens from The Champ.

4

4

2

The Champ

45

90

135

180

4

6

3

Anger: When The Champ reaches 0 HP, he immediately heals 45 HP per player and enters **Fury Mode**. Move the cube now.

Fury Mode
 

Remove all tokens from The Champ.

4

4

3

Bronze Automaton

55

110

165

220

1

1

Remove all from Automaton.

7

Start of Combat: Summon 1 Bronze Orb per player.

2

Bronze Automaton

60

120

180

240

1

1

Remove all from Automaton.

9

Start of Combat: Summon 1 Bronze Orb per player.

🔥10

Act II



Act II



🔥10

Act II



Act II





### Awakened One

50  
100  
150  
200



  3   
  5   
  2  2 

**Start of Combat:** ☠ Summon 2 **Cultists** per player. (4 are in Act III ☠ deck, 4 in Act II ☠ deck.)

**Curiosity:** Each  deals extra damage to you equal to how many Powers you have in play.

**Awaken:** On death, summon **Awakened One: Phase 2** at the start of next round.

🔥 10

### Awakened One

50  
100  
150  
200



  3   
  6   
  2  2 

**Start of Combat:** ☠ Summon 2 **Cultists** per player. (4 are in Act III ☠ deck, 4 in Act II ☠ deck.)

**Curiosity:** Each  deals extra damage to you equal to how many Powers you have in play.

**Awaken:** On death, summon **Awakened One: Phase 2** at the start of next round.

### Awakened One: Phase 2

50  
100  
150  
200



  7   
  4     
  3  3  

**Void:** Whenever you draw a , you must immediately pay  to **Exhaust** it, if able.

🔥 10

### Awakened One: Phase 2

50  
100  
150  
200



  6   
  4     
  3  3  

**Void:** Whenever you draw a , you must immediately pay  to **Exhaust** it, if able.

**Rebirth:** When summoned, gain  equal to the number of Powers controlled by the player with the most Powers.

🔥 10

Act III



Act III



🔥 10

Summon



Summon





Donu

50

100


150

200

👊 to ALL enemies.

🔥 3 ✂ 3 ✂

Start of combat: Summon Deca.  
(Place Deca left of Donu.)



Donu

55

110

165

220

🔥 10

👊 to ALL enemies.

🔥 3 ✂ 3 ✂

Start of combat: Summon Deca.  
(Place Deca left of Donu.)



Deca

50

100

150

200

10

0

20

1

30

2

40

3

50

4

60

5

70

6

80

7

90

8

100

9

🔥 3 ✂ 3 ✂

🔥 🌀 🌀



Deca

55

110

165

220

🔥 10

🔥 3 ✂ 3 ✂

🔥 🌀 🌀 🌀

10

0

20

1

30

2

40

3

50

4

60

5

70

6

80

7

90

8

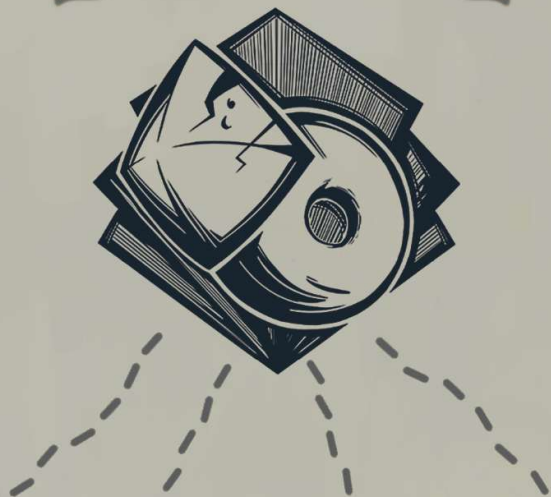
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9

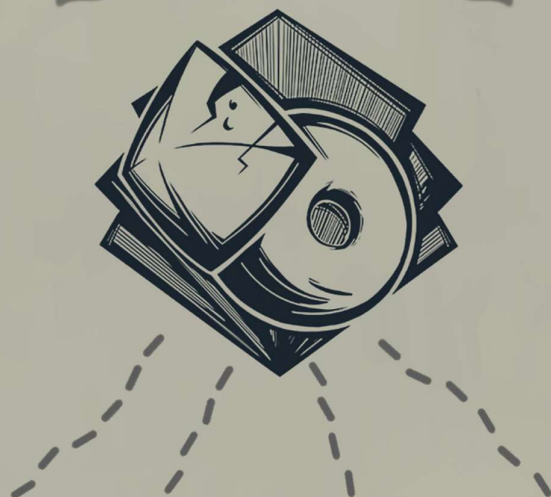


🔥 10

Act III



Act III



🔥 10

Summon



Summon









Act III



12

Act IV



Act III



10

12

Act IV







## Corrupt Heart


100  
200  
300  
400




Shuffle the  into your draw pile.

 5 

 2  2  2

  **Beat of Death** +1 cube.  
Lose **Invincible** ability.

**Invincible:** Corrupt Heart can't gain  or go below 50 HP per player.

**Beat of Death:** At end of turn, all players take 1 damage per cube.  
Start of combat, add a cube. →   

 11



## Corrupt Heart

120  
240  
360  
480






Shuffle the  into your draw pile.

 5 

 2  2  2

  **Beat of Death** +2 cubes.  
Lose **Invincible** ability.

**Invincible:** Corrupt Heart can't gain  or go below 60 HP per player.

**Beat of Death:** At end of turn, all players take 1 damage per cube.  
Start of combat, add a cube. →     

## Act IV



## Act IV

