Encounter Overview

Act 1: The Sewers

Encounter 1

The first encounter is a sort of easy tutorial encounter against a single big slime. The slime has the ability to split into smaller slimes during the fight, and if all the slime splits occur, there will be 4 small slimes left. The slime resists Physical damage, but has no other weaknesses or resistances.

Encounter 2

The second encounter will be against a Rat King, accompanied by two Giant Rats. The Rat King will have the ability to summon a swarm of normal Rats, which will make AoE abilities more useful to bring to the fight. All of the Rat enemies will be weak to Fire damage, resist Poison, and be neutral to the rest.

Encounter 3

The final encounter of Act 1 will be against the Goblin Chieftain. The Chieftain will be accompanied by a Goblin Mage and two Hobgoblins. The Mage has a few spells such as elemental spells and heals, and the hobgoblins are high physical damage dealing enemies. The Chieftain himself has less damage output, but has the ability to redirect damage and heal his supporters.

Act 2: The Dungeon

Encounter 4

The first encounter will be against a horde of the undead. The undead will include zombies, skeleton knights and skeleton archers. The zombies will mainly do physical and poison damage to single targets. The skeleton knights will focus more on high health and defense, with some physical damage as well. The skeleton archers will have more physical AoE damage, as well as some poison arrows. All will be weak to holy damage, and the zombies will also be weak to fire and resist ice. The skeletons will be weak to ice and resist fire. Skeleton archers will also have two turns per round as they attack faster.

Encounter 5

The second encounter will be against some lesser vampires. The vampires will all be weak to holy damage, and resist fire and ice damage. The vampires will focus mainly on life draining cards, as well as crowd control.

Encounter 6

The final encounter of Act 2 will be against a Vampire Lord.

He is accompanied by 2 lesser vampires, and has the ability to summon the undead (zombies, skeleton knights/archers). He will be weak to holy, and resist fire and ice the same as normal vampires.

Act 3: The Castle

Encounter 7

The first encounter of the final Act will be against Demon Cultists. These cultists use various Pyromancy and Arcane spells, and can inflict Burn condition with some of these. The cultists are weak to physical damage and resist fire damage.

Encounter 8

The second encounter will be against a Cult Summoner accompanied by two Cultists. The Summoner uses arcane magic, and can summon Elementals from the Arcane, Fire and Ice elements. The Summoner is weak to physical damage and neutral to the rest. Arcane elementals are weak to holy damage and resist magical. Ice elementals are weak to fire damage and resist ice. Fire elementals are weak to ice and resist fire. Each one uses magic from their elemental type.

Encounter 9

The third encounter of Act 3 will be against Lesser Demons. There will be a Fire Demon, and Ice Demon and a Poison Demon. Each demon resists their type and is weak to the opposite type (poison demon is weak to holy). They each use attacks that inflict the related status condition, and have can summon weak versions of the Demon Cultists.

Act 4: The Finale

Encounter 10 – The Final Battle

The final battle is against the Demon Lord himself. The Demon Lord has no resistances or weaknesses, and has 3 attacks per round. He can summon Lesser Demons occasionally, and when he does summon these demons, they have less health but prevent the Lord from being damaged until they are killed. The demon lord has a variety of attacks of different damage types and with different status effects.