

# Prorok The Sightless

The boss has 50 HP/player. (Ex: 2 players, 100 hp) The players have 50 + 10 HP/player past the first. (Ex: 3 players, 70 HP) After each players takes their turn, the boss takes a turn. The boss starts the game by performing 1 ability per turn. After 6 turns, it does 2 abilities per turn. After 3 more turns, it does 3 abilities per turn. After 4 more turns, the boss does 3 abilities per turn from its second set of abilities (see bottom of this page) until the game ends.

1

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3

3

FLIP



Deal 1 Damage



Each Player gains 1 Tainted Jade. For each Tainted Jade that can't be gained, deal 1 damage.



Deal 1 Damage



Each player gains 1 Demon's Levy. For each Demon's Levy that can't be gained, deal 1 damage.



Deal 1 Damage



Each player must discard 1 card or lose 1 life.

# Prorok The Sightless



Deal 2 Damage



Each player gains 1 Burning Opal. For each player that cannot, deal 3 damage.



Deal 2 Damage



Each player gains 1 Tainted Jade and 1 Demon's Levy. For each curse that can't be gained, deal 1 damage.



Deal 2 Damage



Each player must discard 2 cards or lose 2 life.

# Hakai The Cleanser

The boss has 50 HP/player. (Ex: 2 players, 100 hp) The players have 50 + 10 HP/player past the first. (Ex: 3 players, 70 HP) After each players takes their turn, the boss takes a turn. The boss starts the game by performing 1 ability per turn. After 6 turns, it does 2 abilities per turn. After 3 more turns, it does 3 abilities per turn. After 4 more turns, the boss does 3 abilities per turn from its second set of abilities (see bottom of this page) until the game ends.

1

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FLIP



Deal 1 Damage



Destroy 2 cards from the highest cost supply.



Deal 2 Damage



Destroy the top card of each players discard pile or deck or lose 1 life.



Deal 3 Damage



Each player destroys a card in hand costing at least 1 or lose 1 life.

# Hakai The Cleanser



Deal 3 Damage



Destroy 4 cards from the highest cost supply.



Deal 4 Damage



Destroy the top 2 cards of each players discard pile or deck or lose 2 life.



Deal 5 Damage



Each player destroys a card in hand costing at least 5 or lose 2 life.