

## Encounter 5

### Final Boss

Requirements: All 4 shards, All Enemies defeated, All previous encounters completed.

Having fought through the dimension of death you will now face one of the great spirits. Your check-point will be the location of the last shard and reflect your progress to this point. There is no killing this undead behemoth. You must restore the crystal shards to the pedestal to seal the beast to this dimension and allow all future enemies to stay bound to this realm once defeated.

Set Up combat as normal, with the boss's health track being maxed out at 6. The boss gets a plus one to all rolls. Additionally, the boss cannot take damage until the crystal has been restored. To restore a piece of the crystal, you must win a round of combat, but instead of dealing damage, discard one shard piece. For every shard piece restored, add a plus one to your rolls. Once all 4 shards have been restored, the boss can take damage.

Once defeated, this level will be completed! You now have a way to start cleansing the land of the living as the souls of the dead in the nearby areas will now be sealed in the dimension of death once they are defeated. You face a perilous road ahead, but have accomplished something great!