



**THE BRIDE**  
(BOSS)



Inflicts 3 damage on Rift  
Can Attack into adjacent tile.

**2ND LEVEL**  
**FIRST WAVE**

**VULNERABILITY**

**5** **MOVE 1**

**ABILITY**

Stun one Hero (chosen by Rift Lord) in the tile The Bride Boss moves into.

After she Attacks, reroll all her blank results once.

Cannot be stunned.

<b>DEAD</b>	1	2P	3P	4P		



**ZOEY**  
(BOSS)



Inflicts 3 damage on Rift  
Can Attack into adjacent tile.

**2ND LEVEL**  
**FIRST WAVE**

**VULNERABILITY** OR

**5** **MOVE 1**

**ABILITY**

When a Hero enters her tile, flip their Ultimate Token face-down.

Cannot be stunned.

<b>DEAD</b>	1	2	3	2P	3P	4	5	6
							4P	



**GABRIELLA**  
(BOSS)



Inflicts 3 damage on Rift  
Can Attack into adjacent tile.

**2ND LEVEL**  
**FIRST WAVE**

**VULNERABILITY** OR

**5** **MOVE 1**

**ABILITY**

You cannot attack her unless at least one other Hero is in her tile with you.

Cannot be stunned.

<b>DEAD</b>	1	2	3	2P	3P	4	5	6
							4P	



**MAXIMILIAN**  
(BOSS)



Inflicts 3 damage on Rift  
Can Attack into adjacent tile.

**2ND LEVEL**  
**FIRST WAVE**

**VULNERABILITY**

**5** **MOVE 1**

**ABILITY**

While he is in play, no Hero can buy Gear, Weapons, or Traps.

Cannot be stunned.

<b>DEAD</b>	1	2	3	2P	3P	4	5	6
							4P	





**BLOODSPIKE**  
(BOSS)

**2ND LEVEL**  
**FIRST WAVE**

**VULNERABILITY**  

 **5** **MOVE 1**

**ABILITY**

Heals 1 Health at the start of each Minion Phase.

Cannot be stunned.

 + 

Inflicts 3 damage on Rift  
Can Attack into adjacent tile.




**TUTU DLOO**  
(BOSS)

**2ND LEVEL**  
**FIRST WAVE**

**VULNERABILITY**  OR 

 **5** **MOVE 1**

**ABILITY**

All her Brain results become + 

At the end of the Minion phase, select the largest Minion group, and it then Moves & Attacks a second time.

Cannot be stunned.



Inflicts 3 damage on Rift  
Can Attack into adjacent tile.

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>2P</b> <b>4</b>	<b>3P</b> <b>5</b>	<b>6</b>
	<b>7</b> <b>4P</b>					

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>2P</b> <b>4</b>	<b>3P</b> <b>5</b>	<b>6</b>
	<b>7</b>	<b>8</b> <b>4P</b>				




**HELTER SWELTER**  
(BOSS)

**2ND LEVEL**  
**FIRST WAVE**

**VULNERABILITY**  OR 

 **5** **MOVE 1**

**ABILITY**

If no Hero is in her tile in the Minion phase, she does not Move. She rolls  attacking the Hero with the lowest health anywhere on the map.

Cannot be stunned.



Inflicts 3 damage on Rift

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>2P</b> <b>3</b>	<b>3P</b> <b>4</b>	<b>4P</b> <b>5</b>	<b>6</b>




**MIDNIGHT**  
(BOSS)

**2ND LEVEL**  
**FIRST WAVE**

**VULNERABILITY**  OR 

 **5** **MOVE 1**

**ABILITY**

When she attacks, each blank becomes a + 

If she damages a Hero, all Heroes in her victim's tile lose 1 Health.

Cannot be stunned.



Inflicts 3 damage on Rift  
Can Attack into adjacent tile.

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>2P</b> <b>4</b>	<b>3P</b> <b>5</b>	<b>6</b>
	<b>7</b> <b>4P</b>					





**DOBBIN**  
(BOSS)

**3RD LEVEL FIRST WAVE**

**VULNERABILITY**

**5** **MOVE 1**

**ABILITY**

After he moves, move all Traps in his tile to another tile of your team's choice.

Cannot be stunned.

+ 1 extra damage  
Inflicts 5 damage on Rift  
Can Attack into adjacent tile.



**IVY**  
(BOSS)

**3RD LEVEL FIRST WAVE**

**VULNERABILITY** OR

**5** **MOVE 1**

**ABILITY**

If she damages a Hero, she also damages a Hero in an adjacent tile to her victim by the same amount.

Cannot be stunned.

+ &

Inflicts 5 damage on Rift  
Can Attack into adjacent tile.

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b> <sup>2P</sup>	<b>6</b>
	<b>7</b> <sub>3P</sub>	<b>8</b>	<b>9</b> <sub>4P</sub>			

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b> <sup>2P</sup>	<b>5</b>	<b>6</b> <sup>3P</sup>
	<b>7</b>	<b>8</b> <sub>4P</sub>				



**SCARE-CROW**  
(BOSS)

**3RD LEVEL FIRST WAVE**

**VULNERABILITY**

**5** **MOVE 1**

**ABILITY**

When he is placed, draw a random 2nd level Trap & place it on his sheet. It fires when he attacks, & adds to his damage.

If it gets discarded, replace it.

Cannot be stunned.

Inflicts 5 damage on Rift  
Can Attack into adjacent tile.



**HOGARTH**  
(BOSS)

**3RD LEVEL FIRST WAVE**

**VULNERABILITY**

**5** **MOVE 1**

**ABILITY**

Just before he attacks, he takes 1 damage.

Cannot be stunned.

Inflicts 5 damage on Rift  
Can Attack into adjacent tile.

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b> <sup>2P</sup>	<b>6</b>
	<b>7</b>	<b>8</b> <sub>4P</sub>	<b>9</b>	<b>10</b> <sub>4P</sub>		

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b> <sup>2P</sup>	<b>5</b> <sup>3P</sup>	<b>6</b>
	<b>7</b> <sub>4P</sub>					





**ADVENTURER**  
(BOSS)



Inflicts 5 damage on Rift  
Can Attack into adjacent tile.

**3RD LEVEL FIRST WAVE**

**VULNERABILITY** (SEE BELOW)

5 **MOVE** 1

**ABILITY**

**VULNERABILITY:**  
He receives damage equal to the LEAST common icon rolled.  
(Doubles do not combine into Wilds, & rolled Wilds always hit.)

All Heroes in his tile have a vulnerability of

or or

Cannot be stunned.

<b>DEAD</b>	1	2	2P 3	4	3P 5	4P 6



**STINKEYE**  
(BOSS)



Inflicts 5 damage on Rift  
Can Attack into adjacent tile.

**3RD LEVEL FIRST WAVE**

**VULNERABILITY**

5 **MOVE** 1

**ABILITY**

Traps don't fire in his tile.

Cannot be stunned.

<b>DEAD</b>	1	2	3	2P 4	5	3P 6
	7	4P 8				



**SIR WINSTON**  
(BOSS)



Inflicts 5 damage on Rift  
Can Attack into adjacent tile.

**3RD LEVEL FIRST WAVE**

**VULNERABILITY**

5 **MOVE** 1

**ABILITY**

Each blank he rolls when he attacks, heals him 1 point.

Minions in his tile cannot be killed until he is.

Cannot be stunned.

<b>DEAD</b>	1	2	3	2P 4	5	3P 6
	7	4P 8				



**KOBOLD KING**  
(BOSS)



Inflicts 5 damage on Rift  
Can Attack into adjacent tile.

**3RD LEVEL FIRST WAVE**

**VULNERABILITY**

5 **MOVE** 2

**ABILITY**

Attacks at the very start of the Minion phase, & then again at the normal time.

Cannot be stunned.

<b>DEAD</b>	1	2	2P 3	4	3P 5	4P 6





**CYGNUS**  
(BOSS)

**3RD LEVEL**  
**AFTER LAST WAVE**

**VULNERABILITY**

**5** **MOVE 1**

**ABILITY**

His attack damages all Heroes in his tile AND all adjacent tiles.

Cannot be stunned.

Inflicts 7 damage on Rift



**TEMPER**  
(BOSS)

**3RD LEVEL**  
**AFTER LAST WAVE**

**VULNERABILITY** OR

**5** **MOVE 1**

**ABILITY**

If you inflict 1 or more damage on him, receive 1 damage in return.

Cannot be stunned.

Inflicts 7 damage on Rift  
Can Attack into adjacent tile.

<b>DEAD</b>	1	2	3	4 <sup>2P</sup>	5	6 <sup>3P</sup>
	7	8 <sub>4P</sub>				

<b>DEAD</b>	1	2	3	4	5	6 <sup>2P</sup>
	7	8	9 <sub>3P</sub>	10	11	12 <sub>4P</sub>



**ANCESTOR**  
(BOSS)

**3RD LEVEL**  
**AFTER LAST WAVE**

**VULNERABILITY** OR

**5** **MOVE 1**

**ABILITY**

Heals himself 1 point per point of damage he inflicts.

Cannot be stunned.

Inflicts 7 damage on Rift  
Can Attack into adjacent tile.

<b>DEAD</b>	1	2	3	4	5 <sup>2P</sup>	6
	7 <sub>3P</sub>	8	9 <sub>4P</sub>			



**TUNDRA**  
(BOSS)

**3RD LEVEL**  
**AFTER LAST WAVE**

**VULNERABILITY**

**5** **MOVE 1**

**ABILITY**

Spawns 1 Bear in his tile at the start of each Minion phase.

Cannot be stunned.

Inflicts 7 damage on Rift  
Can Attack into adjacent tile.

<b>DEAD</b>	1	2	3	4	5	6 <sup>2P</sup>
	7	8	9 <sub>3P</sub>	10	11	12 <sub>4P</sub>





**BALL & CHAIN**  
(BOSS)



Inflicts 7 damage on Rift

**3RD LEVEL**  
**AFTER LAST WAVE**

**VULNERABILITY**

**5** **MOVE 1**

**ABILITY**

Spawns 2 Orcs or 2 Crossbow Orcs (player's choice) in her tile at the start of the Minion phase.

Cannot be stunned.



**BLACKPAW**  
(BOSS)



Inflicts 7 damage on Rift  
Can Attack into adjacent tile.

**3RD LEVEL**  
**AFTER LAST WAVE**

**VULNERABILITY**

**5** **MOVE 2**

**ABILITY**

All minions in his tile Move 2 tiles along with him.

Cannot be stunned.

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b> <small>2P</small>
	<b>7</b>	<b>8</b> <small>3P</small>	<b>9</b>	<b>10</b>	<b>11</b> <small>4P</small>	

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b> <small>2P</small>
	<b>7</b>	<b>8</b> <small>4P</small>	<b>9</b>	<b>10</b> <small>4P</small>		



**SMOLDER**  
(BOSS)



Inflicts 7 damage on Rift  
Can Attack into adjacent tile.

**3RD LEVEL**  
**AFTER LAST WAVE**

**VULNERABILITY** OR

**5** **MOVE 1**

**ABILITY**

When she dies, all Heroes in her tile lose 2 Health.

Cannot be stunned.



**FIRST EYE BLIND**  
(BOSS)



Inflicts 7 damage on Rift  
Can Attack into adjacent tile.

**3RD LEVEL**  
**AFTER LAST WAVE**

**VULNERABILITY**

**5** **MOVE 2**

**ABILITY**

At the start of the Minion phase (before he moves), suck 1 Health out of a Hero in his tile & add it to his Health.

Cannot be stunned.

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b> <small>2P</small>
	<b>7</b> <small>3P</small>	<b>8</b>	<b>9</b> <small>4P</small>			

<b>DEAD</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b> <small>2P</small>
	<b>7</b> <small>3P</small>	<b>8</b>	<b>9</b> <small>4P</small>			