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Components

- 1 Game Board
- 1 Boss Deck/Discard Board
- 1 Player/Boss Turn Phase Indicator
- 8 Character Cards
- 8 Character Pieces
- 24 Character Dodge Markers
- 40 Player Health Tokens
- 1 Leader Marker
- 6 Target Markers
- 12 Support Markers
- 64 Treasure Cards
- 1 Treasure Chest Piece
- 1 Treasure Die
- 1 Weak Point Piece
- 6 Minion Pieces
- 1 Boss Piece
- 4 Double Sided Boss Health Mats
- 18 Boss Cards
- 80 Boss Health Tokens
- 1 Boss Threat Marker
- 90 Boss Standard Action Cards
 - o 25 Low Threat
 - o 30 Medium Threat
 - o 35 High Threat
- 54 Boss Special Action Cards
 - o Including 18 *Activate Boss Ability* Cards
- Rulebook

Overview

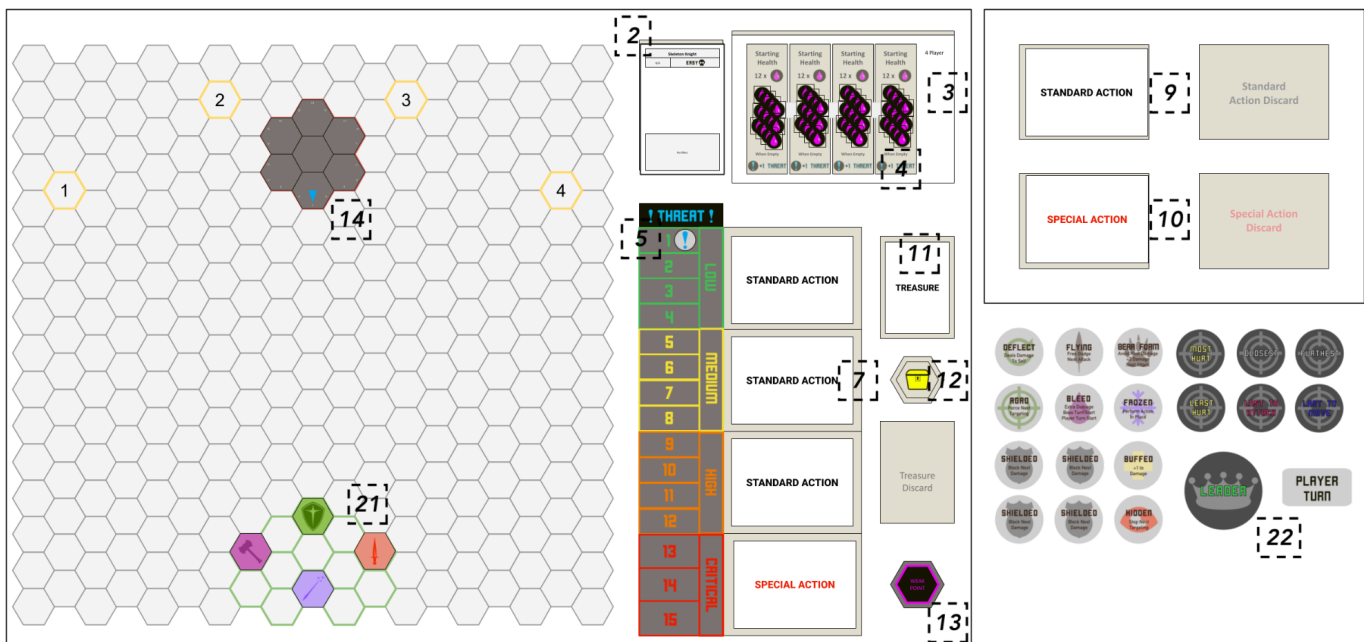
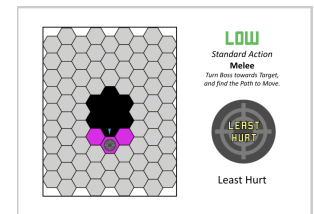
In Final Boss Battle you play as an adventuring party that has nearly reached the end of your quest. You only have to defeat the Boss to finish. Assemble your team, work together, and be sure to plan accordingly as the Actions of the Boss slowly reveal themselves. Your goal is to reduce the Boss to 0 Health before it can reduce yours.

Final Boss Battle is a cooperative game where either the Players Win together by reducing the Boss to 0 Health or Lose together by having all Characters be reduced to 0 Health.

Setup

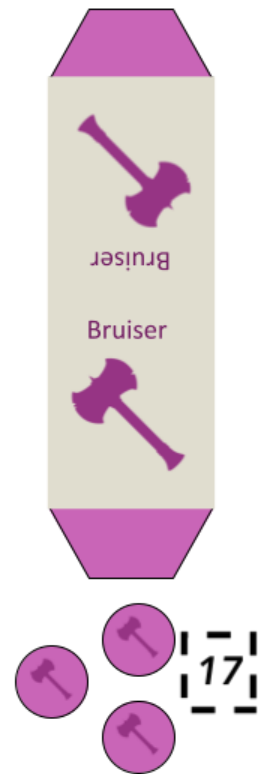
See **Appendix A: The Board** for Information regarding the areas of the Board

1. Open the Game Board and place it in the middle of the play area. Place the Boss Deck/Discard Board to the side of the Game Board.
2. Select a Boss you wish to Battle and, if applicable, the Difficulty you wish to attempt (See **Appendix B: Bosses** for more information) and place the Boss Card on the designated spot on the Board.
3. Based on the number of players, choose the corresponding Boss Health Mat and place it on the designated spot on the Board.
4. Place a number of Boss Health Tokens on each section of Mat as indicated on the Mat.
 - a. In the example below, a 4-Player Game calls for the Mat with 4 Sections, each with 12 Boss Health Tokens (48 total).
5. Place the Threat Marker at Threat Level 1 on the Threat Indicator on the Game Board.
6. Take the Standard Action Deck and divide it into 3 smaller Decks according to the Low, Medium, or High Threat Actions as shown on the upper right side of the cards (see right).
7. Shuffle each of the 3 decks. Without looking, draw one card from each and place it on the Action Card Space associated with that Threat. Set the remaining cards to the side.
 - a. Low Threat : Action 1
 - b. Medium Threat : Action 2
 - c. High Threat : Action 3
8. With the remaining Standard Action cards, combine them into 1 Deck and shuffle.
9. Place the Deck on the designated spot on the Boss Deck/Discard Board near the Game Board.
10. Shuffle the Special Action Deck and place it on the designated spot on the Boss Deck/Discard Board.
 - a. **Note:** If you are not playing against an Active Ability Boss (See **Appendix B: Bosses**) as chosen in Step 2, remove the Activate Boss Ability Cards from the Special Action Deck. If you forget and draw one during the game, discard the Special Action and draw again.
 - b. Depending on the Boss and its Difficulty you chose to Battle, include the number of Activate Boss Ability Cards.
11. Shuffle the Treasure Deck and place it on the designated spot on the Board.
12. Place the Treasure Chest Piece on the designated spot with the Treasure Die on top of the Piece.
13. Place the Weak Point Piece on the designated spot.
14. Place the Boss on the Boss Starting Space with the arrow point towards the Player Starting Area (the bottom of the Board).



15. Each player chooses a Character to play (See **Appendix C: Characters** for more information).
16. Once you choose a Character, collect the following pieces that match your chosen Character:
 - a. Character Card
 - b. Character Piece
 - c. 3 Character Dodge Markers
17. Open your Character Card and place your Dodge Markers to the side.
18. Collect a number of Player Health Tokens equal to the solid, darker Hearts on your Character Card and place them on top of the Hearts.
 - a. Tank should have 5 and all other Characters should have 3.
19. If playing as the Healer, take another Player Health Token and choose a player (besides the Tank) to receive it. They then place it on their Character Card over the next uncovered Heart.
 - a. Also, choose a Character to receive the Buff of +1 Damage for the duration of the game. This cannot change Characters. You may give them the Buffed Support Marker to keep near their Character Card as a reminder.
20. If playing as the Crafter, draw 2 Treasure Cards and place them near your Character Card.
21. Place each of your Character Pieces on an unoccupied Space within the Player Starting Area.
22. You will start by entering the Player Turn Phase and deciding who the Leader will be first. Place the Turn Phase Indicator near the Board with "PLAYER TURN" facing up and have the Leader collect the Target Markers to begin.

Bruiser	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">Health</td> <td style="width: 85%;">  </td> </tr> <tr> <td style="text-align: center;">Actions</td> <td style="text-align: center;">18</td> </tr> <tr> <td style="text-align: center;">Dodge Counter</td> <td style="text-align: center;"> ! +1 </td> </tr> <tr> <td colspan="2" style="font-size: 0.8em;"> Add 1 Action Marker to the Dodge Counter above. On the next Boss Action only, avoid 1 Damage and move 1 Space. <i>If your turn starts with the Counter full (3), you are Exhausted and unable to act on that turn and increase the Threat by 1. At the Start of your turn after this, and each non-Dodge Action taken, remove 1 Marker.</i> </td> </tr> <tr> <td style="text-align: center; vertical-align: top;"> Attack If in Range, deal Damage to the Boss.  </td> <td style="text-align: center; vertical-align: top;"> Take a Treasure <i>Must be adjacent to a Treasure Chest</i> Draw a card from the Treasure Deck. You may use it, but it is optional.  </td> <td style="text-align: center; vertical-align: top;"> Use a Treasure If you are holding an unused Treasure use it and discard. </td> </tr> <tr> <td style="vertical-align: top;"> Passive Abilities + *Deal 3 Damage on Attacks + When a new Boss Action is revealed and it would deal Damage to you, you take no Damage that turn </td> <td colspan="2" style="vertical-align: top;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> Skill #1 Bleed Your next Attack causes the Boss to bleed 1 Damage at the start of the Boss' next turn and 1 more Damage at the start of the next Player Phase without increasing the Threat further.  </td> <td style="width: 50%; padding: 5px;"> Skill #2 Reckless Blow Deal 1 damage to yourself and strike the Boss with Double your Attack Damage.  </td> </tr> </table> </td> </tr> </table>	Health		Actions	18	Dodge Counter	! +1	Add 1 Action Marker to the Dodge Counter above. On the next Boss Action only, avoid 1 Damage and move 1 Space. <i>If your turn starts with the Counter full (3), you are Exhausted and unable to act on that turn and increase the Threat by 1. At the Start of your turn after this, and each non-Dodge Action taken, remove 1 Marker.</i>		Attack If in Range, deal Damage to the Boss. 	Take a Treasure <i>Must be adjacent to a Treasure Chest</i> Draw a card from the Treasure Deck. You may use it, but it is optional. 	Use a Treasure If you are holding an unused Treasure use it and discard.	Passive Abilities + *Deal 3 Damage on Attacks + When a new Boss Action is revealed and it would deal Damage to you, you take no Damage that turn	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> Skill #1 Bleed Your next Attack causes the Boss to bleed 1 Damage at the start of the Boss' next turn and 1 more Damage at the start of the next Player Phase without increasing the Threat further.  </td> <td style="width: 50%; padding: 5px;"> Skill #2 Reckless Blow Deal 1 damage to yourself and strike the Boss with Double your Attack Damage.  </td> </tr> </table>		Skill #1 Bleed Your next Attack causes the Boss to bleed 1 Damage at the start of the Boss' next turn and 1 more Damage at the start of the next Player Phase without increasing the Threat further. 	Skill #2 Reckless Blow Deal 1 damage to yourself and strike the Boss with Double your Attack Damage. 
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Turn Sequence

The game starts with the Player Turn Phase where the Leader takes the first turn and then play continues clockwise. Once all Players have taken a turn, then the Boss Turn Phase occurs. The phases then alternate this way for the remainder of the game.

One Round will consist of a Player Turn Phase and a Boss Turn Phase.

1. Player Turn Phase
 - a. Leader Decision
 - b. Find Treasure
 - c. Player Turns
 - i. Movement
 - ii. Take Action
 - iii. Pass
 - d. Target Marker Distribution
2. Boss Turn Phase
 - a. Increase Threat Level by 1
 - b. Assess Threat Level
 - c. Reveal Action (If Applicable)
 - d. Perform Action
 - i. Movement
 - ii. Effect
 1. Target
 2. Area of Effect
 - e. Decrease Threat Level
 - i. 2 if Standard Action
 - ii. 12 if Special Action

Player Turn Phase

Leader Decision

At the beginning of each Player Turn Phase, the players collectively can decide who the Leader is. It may remain the same as the last Round, but it is not required to change the Leader, but if you would like to change who it is, this is when that would occur. Once you have decided who the Leader will be, give them the Leader Marker and continue to Find Treasure.

Leader Responsibilities

The Leader will be responsible for several things during the Player Turn Phase.

1. **First Turn**

The Leader will always take the first turn of the Player Turn Phase. If you choose to Pass, you will not get to Take Action or Move until the next Round.

2. **Finding Treasure**

The Leader should be the one to roll the Treasure Die and place the Treasure Chest accordingly whenever the need to Find Treasure arises.

3. **Distributing Target Markers**

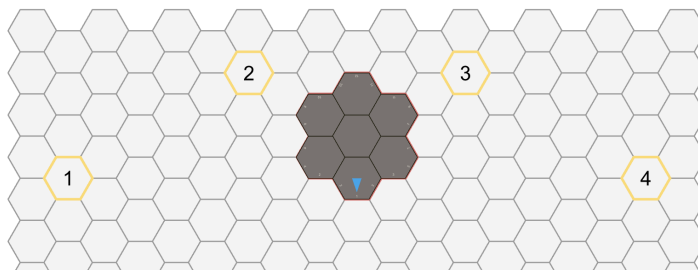
The Target Markers need to be distributed before the Boss Turn Phase. The Leader can, instead of just distributing after the turns are complete, move the Target Markers as applicable during player turns.

Note: The Leader Marker will also be yours which means you could be the Target of a Boss Action.

Find Treasure

At the start of each Player Turn Phase, if the Treasure Chest is not already on a Treasure Space, the Leader will roll the Treasure Die to determine its location.

- If the result on the Die is a number (1 through 4), then the Treasure Chest Piece is placed on the corresponding Treasure Space.



- If an "X" is shown, there is no Treasure Chest this Player Turn Phase and the Die will be re-rolled at the Find Treasure Step of the next Player Turn Phase.

Any time a Treasure is Taken (See **General Rules: Treasure**), the Leader will roll the Treasure Die again to see if the Treasure Chest remains in play or is lost until the next Round. The Treasure Chest can remain in the same location, move to another, or be removed for the Round.

Player Turn

Each player's turn, unless choosing to Pass, will consist of 2 parts: Movement and Taking Action.

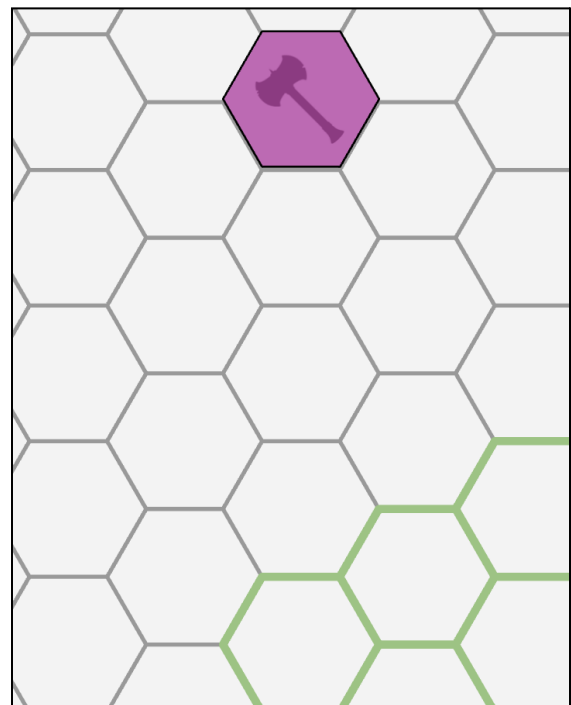
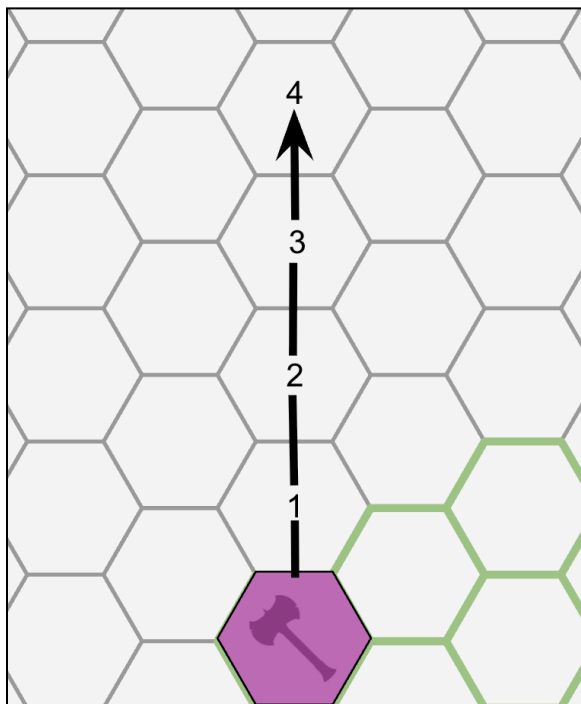
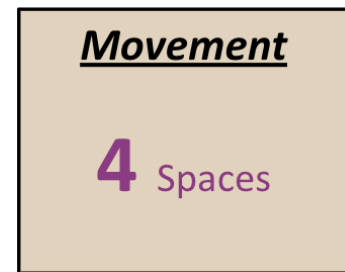
- If you would like to Move, you **must** Take Action.
 - If you cannot Attack, Use a Skill, Take or Use a Treasure and you want to Move, you **must** Dodge.
- If you want to Take Action, you do not **need** to Move.
- If you do not want to Take Action, you should choose to Pass.

After the Leader's turn, play continues in a Clockwise direction until the player to the right of the Leader has finished.

Movement

To Move, you may choose any number up to your Movement indicated on your Character Card.

- You do not need to move the full number.
- When you Move, it **must** be all at one time.
 - You may not Move some, Take Action, and Move again.
- You can Move **either** before you Take Action or after.



Take Action

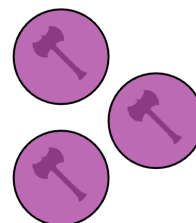
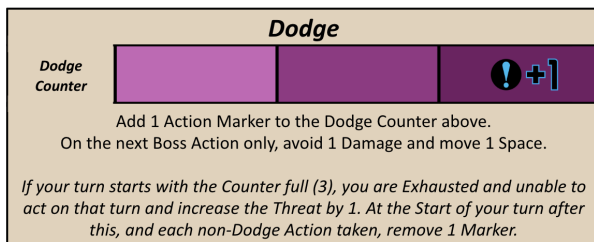
There are a few different options to choose from when deciding how to Take Action. Most Actions involve raising the Threat Level of the Boss which is displayed on your Character Card and outlined further here. You **must** choose 1 of the following to Take:

1. Dodge
2. Attack
3. Take a Treasure
4. Use a Treasure
5. Special Skill (#1 or #2, not both)

Dodge

Dodging allows you to avoid Damage from the Boss Action on the next Boss turn. There are a few steps to how this occurs:

1. Place a Dodge Marker on the Dodge Counter of your Character Card.
 - a. Once you place your 3rd Counter on, you become Exhausted (see below).
2. When the Boss Performs its Action on the next Boss turn, you may move 1 Space.
3. You take no Damage, whether you are in the Area of Effect or not, before or after your optional 1 Space Movement.
 - a. If a Special Action causes more than 1 Action to take place, only the first instance is Dodged.



Dodge Counter / Exhaustion

The Dodge Counter has 3 Sections. Each time you Dodge, you place a Marker on the next open Section of the Counter. Once you place your 3rd Marker on the Counter, you become Exhausted which has a few delayed consequences:

1. Your next turn, you may not Move or Take Action.
2. The Threat Level goes up by 1 instead of your turn occurring.
3. The following turn, remove 1 Dodge Marker, reducing your Dodge Counter by 1, and then you may take your Turn.

For every Action you take that is not Dodge, you may remove 1 Dodge Marker.

Attack

Increases the Threat Level by 1 if Taken.

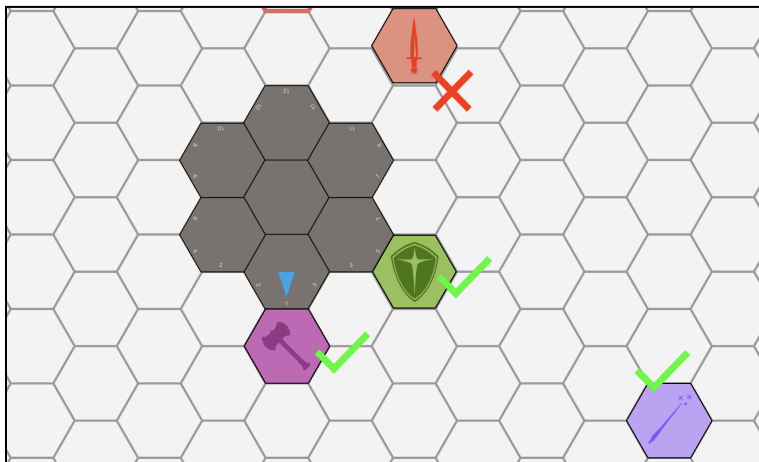
If the Boss is within Range, you may use your Action to deal Damage to the Boss and then increase the Threat Level by 1. Attack Range and Damage are shown on your Character Card. Both are pictured with an *asterisk if their Abilities modify the standard.

- The standard Range is 1, which means directly adjacent to the Boss.
- The standard Damage is 1.

To deal Damage, remove a number of Boss Health Tokens equal to the Damage. When complete, increase the Threat accordingly.

Note: If the Damage empties a Section of the Boss Health, be sure to increase the Threat Level by 1 again at that time.

In the image here, all Characters except the Assassin are in Range to Attack.



Attack Range

Melee

1 Space

Attack Damage

3*

Take a Treasure

Increases the Threat Level by 1 if Taken.

If your Character is adjacent to a Space occupied by a Treasure Chest on the Board, you may Draw a Treasure Card from the Deck and increase the Threat Level by 1.

You may choose to do one of the following with the Treasure:

- Use the Treasure immediately (see below for use).
- Save the Treasure to Use later. Place the Treasure near your Character Card now. There is no Threat Level increase if you use the Treasure later.

Use a Treasure

If you are holding a Treasure that you would like to use you may spend your Action to use the Treasure.

There are 2 types of Treasure Use:

- Immediate: Activates immediately. Do as the card says and Discard.
- Delayed: Place the Card on top of your Character Portrait of your Character Card to Activate. When the effect takes place, Discard the Card.

Bruiser	
Major Health Potion <i>Rare</i> Immediate <i>Use this card and activate its effect. Discard this after resolving the effect.</i> Recover 3 Health Tokens. Can be used on another Character if within 3 Spaces of yours.	Crown of Silence <i>Rare</i> Delayed <i>Place this on your Character Portrait. You may only have 1 Delayed Treasure active at a time. Discard once used.</i> On the next Action you take, do not increase the Threat Level and discard this card instead.

Crown of Silence <i>Rare</i> Delayed <i>Place this on your Character Portrait. You may only have 1 Delayed Treasure active at a time. Discard once used.</i> On the next Action you take, do not increase the Threat Level and discard this card instead.	<u>Movement</u> 4 Spaces <u>Attack Range</u> Melee 1 Space <u>Attack Damage</u> 3* 
---	---

You may only have 1 Delayed Treasure activated at a time. If you have one on your Portrait on a turn, you may spend your Action to Use a Treasure and exchange the activated Delayed Treasure for another Delayed Treasure you possess.

Using a Treasure does not increase Threat unless the Card specifies it does.

Special Skill

Increases Threat Level by either 2 or 3 depending on which Skill is used (See **Appendix C: Characters** for more specific info).

Each Character has their own Special Skills to use more powerful Actions.

- Using Skill #1 increases Threat Level by 2
- Using Skill #2 increases Threat Level by 3

Pass

You may choose to Pass instead of Moving and Taking Action. You will be skipped during this Player Turn Phase and will have the option to take a turn again in the next Round.

Your Dodge Counter is not reduced if you choose to Pass.

Other Capabilities

Giving Treasure to Another Character

- If you are in a space directly adjacent to a Character, you may pass Treasure between yourselves.
- This does not cost an Action and you may continue movement after.

Once you have completed Movement and Taking Action, play continues clockwise until the player to the right of the Leader completes their turn.

Distribute Target Markers

The Boss Actions will have one of 7 Targets that are maintained by distributing the Target Markers. At the end of the Player Turn Phase, the Leader must make sure that the 7 Markers are properly distributed. You do not need to gather them all up as some may still apply Round over Round. Also you ***may not*** give a Marker to a Player it clearly does not apply to.

1. Leader

This Marker will be already retrieved by the Leader after the Leader Decision.

Some of the Target Markers are easy to pass along as the turns take place, either Player or Boss.

2. Last to Move

This is the last Player who Moved at least 1 Space during their turn. Using a Treasure to Move also counts.

3. Last to Attack

This is the last Player who took the Attack Action.

4. Most Hurt

This does have a primary and a secondary way to measure.

1. The Player with the least Player Health Tokens.
2. If there is a tie, which will be the case frequently, then the player who has lost the most Health Tokens holds this.
i.e. Whichever Character has the most Tokens in the Health Lost section of their Character Card.

5. Least Hurt

This is the player who has the fewest Player Health Tokens in the Health Lost section of the Character Card.

The last two Target Markers are probably best to Distribute after all players complete their turns, before the Boss Turn Phase.

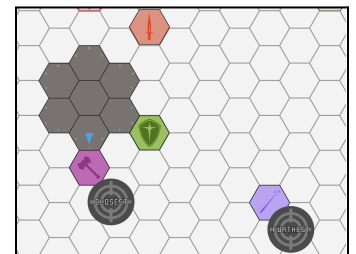
These are calculated by counting the number of spaces, in as direct a route as possible (including occupied Spaces) between the Character and the space with the front of the Boss (the Arrow).

6. Closest

In the example pictured on the right, the Bruiser is Closest to the Arrow.

7. Furthest

In the example pictured on the right, the Caster is Furthest.



Breaking a Tie

Ultimately the Leader must choose between the Characters who are tied when measuring.

Conflicting Targets

There are 2 ways that, when breaking a tie, you cannot Distribute the Markers.

1. Closest and Furthest ***cannot*** belong to the same player.
2. Most Hurt and Least Hurt ***cannot*** belong to the same player.

Boss Turn Phase

After all players finish their turns, play moves to the Boss. Flip the Turn Phase Indicator to Boss Turn.

1. Increase Threat Level

Increase the Threat Level by 1 to start the Boss Turn Phase. The Threat Level will always increase by 1 here.

2. Assess Threat Level

Each Threat Level is associated with a Group and a corresponding Action.

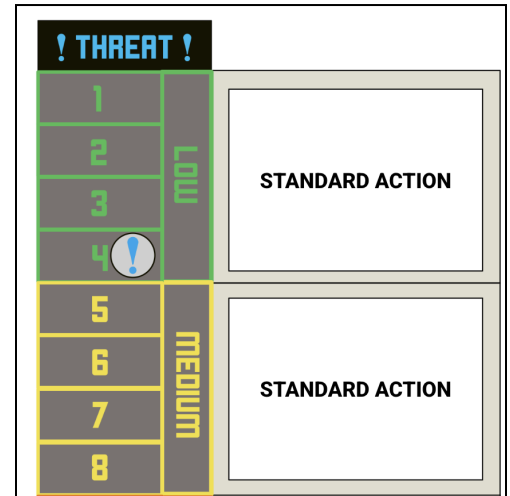
Whichever Level the Threat is at determines which Action will be Performed:

- 1 - 4 : Low Threat : Action 1
- 5 - 8 : Medium Threat : Action 2
- 9 - 12 : High Threat : Action 3
- 13 - 15 : Critical Threat : **Special Action**

3. Reveal Action

This step only takes place if the corresponding Standard Action is still face down or if the Threat is at a Critical Level.

- Standard Action (face down): Flip over the Standard Action Card.
- Special Action: Draw a Special Action Card from the Deck and place it face up on the designated Special Action spot on the Board.



4. Perform Action

Standard Action

A Standard Action has 2 parts to the Card: the Target and the Area of Effect. The Target is where the Action is directed and the Boss will attempt to Move to, and the Area of Effect is where the Damage will be dealt relative to the Boss once Movement has finished.

Movement

1. Locate the Character who is holding the Target Marker that matches the Target on the Standard Action.
2. Have a Player (Leader is easiest if you cannot decide who) place one finger on the Space where Targeted Character is located and, using the other hand, place one finger on the space occupied by the Arrow on the Boss Piece.
3. Bringing the two fingers together, find the shortest, most direct path possible. This will be the Movement Path of the Boss.
 - a. The Fewest Spaces to pass through
 - b. No more than 1 angle needed (2 Lines maximum).

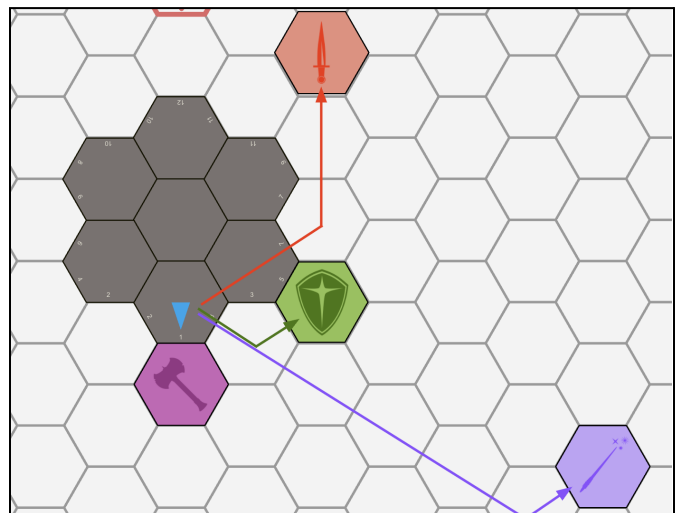


Image 1: To Target the Bruiser, the Boss does not move. The other Characters have their paths shown with arrows.

Turning

If the Boss needs to turn to begin its Movement:

4. Using the Arrow as the pivot point, rotate the Boss Piece to point towards the Target.
 - a. If it is already pointing as directly as it can, no further turning needs to take place and Movement continues.
 - b. If the Boss needs to turn and cannot turn at all due to Characters blocking the Spaces, the Character(s) blocking the turning are pushed enough spaces backward from the Boss for the Boss to finish its turning and the Movement stops here. No further Movement takes place and the Effect occurs here (see images below).
 - c. If the Action is Ranged, the Movement stops at turning.

If the Boss needs to turn *during* its movement, step 4b still applies.

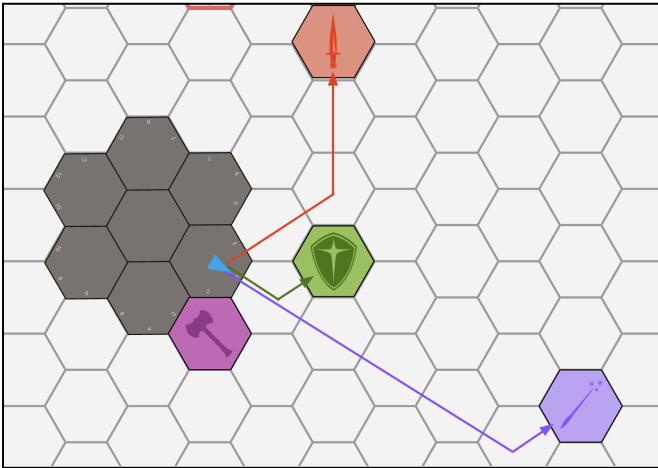


Image 2: Bruiser is blocking the turning to Target the Assassin.

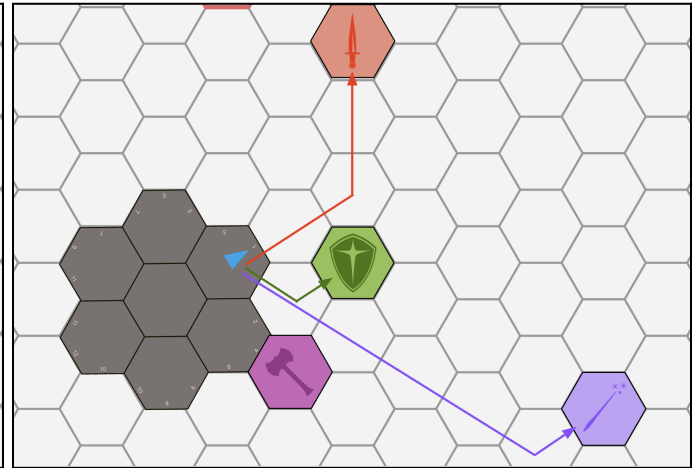


Image 3: Bruiser is pushed 1 Space away from the Boss so the Boss can turn.

Forward Movement

The Boss can only turn and move forward. When the Boss needs to move it moves in the direction of the Arrow.

If the Boss can move forward without turning or turns without trouble it moves in the direction of the Arrow:

5. If the Boss hits a Character during its Movement (either the Target or not), the Movement stops and the Effect takes place there.
6. If the Boss does not need to turn and cannot move forward due to a non-Target Character, the Character(s) are pushed back 1 Space away from the Boss (in the direction of the Movement) and the Effect takes place there.

If there are multiple Paths that are the same distance, choose the one that involves the least Turning.

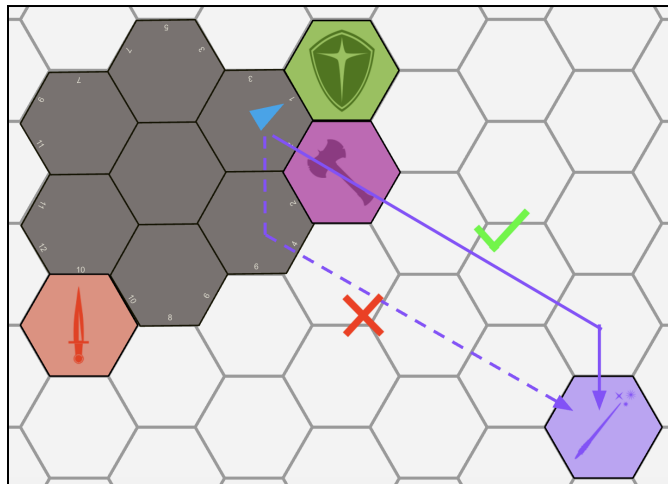


Image 4: Solid line is the path the Boss would take because it only needs to turn once.

With Movement, the Boss can only interact with Characters once either by pushing, or stopping at them. The Effect takes place right after this interaction so there should never be more than 1 Character interaction from the Boss in a turn.

Area of Effect

Once the Boss has finished its Movement, the Effect takes place and any Characters in the highlighted Space(s) on the Card take 1 Damage.

- If a player took the Dodge Action, their Character does not take the Damage and the Character may now move 1 Space.

Special Action

Do as the Card says.

- If Standard Actions are performed, the Standard Action rules apply as normal for Movement and Area of Effect.
- If it involves performing multiple Actions, only the first Action that would hit is Dodged.

Weak Point

If a Special Action is Performed it creates a Weak Point for the Boss leaving an opening where it is vulnerable to Damage for the **next Player Turn Phase only**. After the Action is Performed:

1. Place the Weak Point Piece on the Board in the marked Space.
 - a. If a Character is in this Space, place it underneath them.
2. Dealing Damage to the Boss from here causes Double Damage.
 - a. Melee Characters must be in the designated Space.
 - b. Ranged Characters must be able to draw a direct line from their location to the edges of the Boss Piece that the Weak Point highlights without passing through another edge.

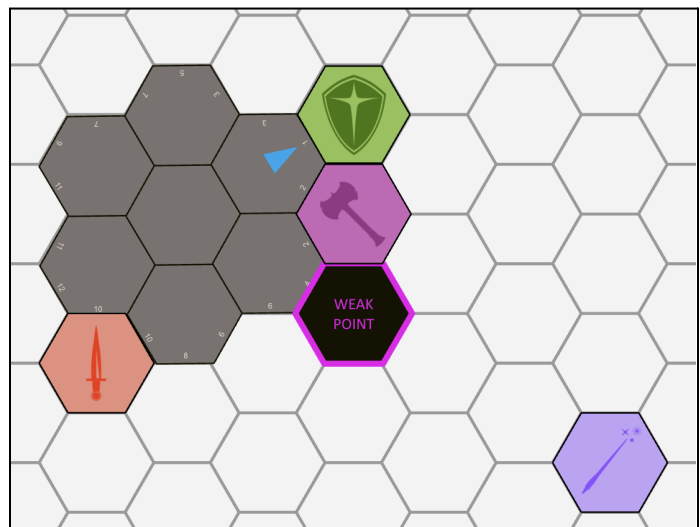
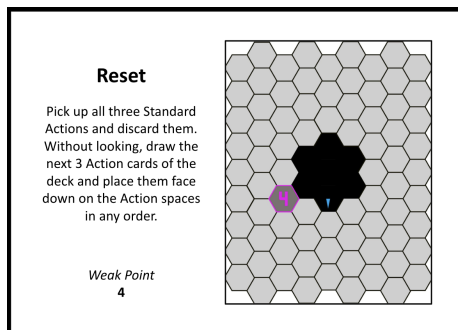


Image 5: The Weak Point for this Reset Special Action is 4 so the Weak Point Piece is placed in the same spot relative to the Boss.

At the Start of the next Boss Turn Phase, the Weak Point is removed and the Special Action Card is discarded.

5. Reduce Threat

Once the Boss has Performed its Action(s), the Threat Level is Reduced to signal the end of the Boss Phase before the next Round begins with the Player Turn Phase again.

- If a Standard Action was Performed the Threat Level is Reduced by 2.
- If a Special Action was Performed the Threat Level is Reduced by 12.

General Rules

Player Health

As you lose Health from Boss Actions, remove the Tokens from your Health area and place them in the Lost Health Section of your Character Card. This will help keep track of who should receive the Most/Least Hurt Target Markers.

If a Character reaches 0 Health, they are eliminated. They no longer hold a place in the Turn Order and cannot hold any Target Markers. Play continues, skipping them.

If a Treasure revives a Character, they may place their Character Piece anywhere in the Starting Area and their place in the turn order is restored.

- If they would not have a turn because of where the revive fell in the order, they take their turn immediately after the player who Used the Treasure.

Support Markers

There are 12 Support Markers for various use cases based on Player decisions. These Markers can be used to help keep track of things that carry over from Round to Round. They are not required to be used, but you may find them helpful to track things.

- Deflect & Agro : Tank
- Flying & Bear Form: Beastmaster
- Bleed: Bruiser
- Frozen: Caster
- Buffed: Healer
- Hidden: Assassin
- Shielded: Crafter & Treasures



Keep the Markers to the side of the Board when not in use and when one is being used actively move it near your Character Card until no longer applicable. Then, place it back to the side.

Space Occupation

Each Space on the Board can only be occupied by a single Character, Minion, or Treasure Chest. The Boss occupies 7 Spaces at all times which also cannot be shared. No Space can have more than 1 occupant at a time.

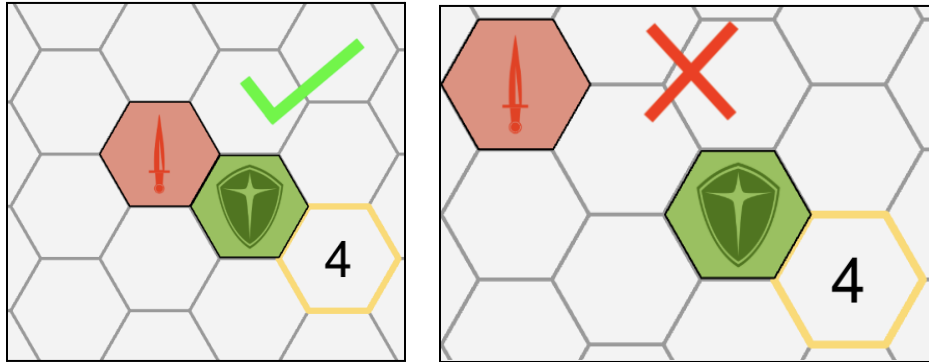
(Numbered) Treasure Spaces, when not occupied by a Treasure Chest operate as a normal Space. If the Treasure Chest is there, it cannot also have a Character.

Treasure

There is no limit to the number of Treasures each Character can hold; only the limit to Activated Delayed Treasures.

Treasure can be passed between players, but only if your Characters are in adjacent Spaces.

- This does not cost an Action and any quantity of Treasures can be passed between you.
- A Treasure can be passed and immediately Used (if the receiving Character is whose turn it is at the time).
- You may divide up your Movement around giving/receiving Treasure, as long as the Treasure is not Used thereby costing you your Action.



Images 6&7: Treasure can be passed if the Pieces are adjacent, not if there are spaces between them.

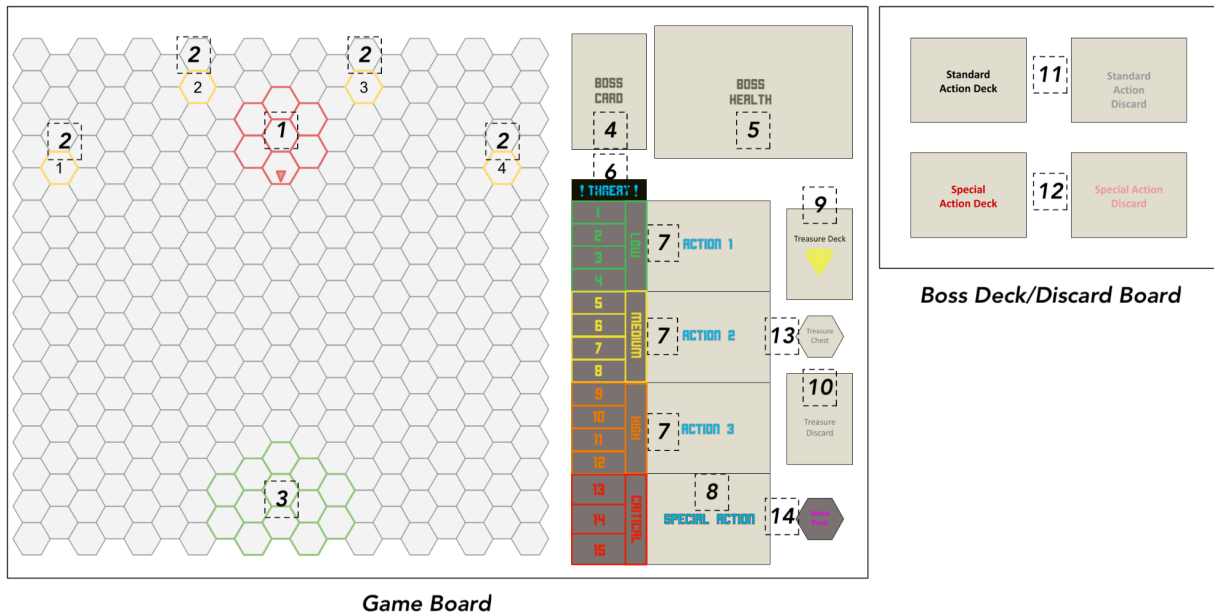
When rolling the Treasure Die, as soon as an “X” is rolled, Treasure is no longer available to Take that Round. Players will need to wait until the next Round for the chance at Finding Treasure again. The Treasure Chest Piece and Treasure Die can be stored on the designated spot on the Game Board between the Treasure Deck and Discard when not in use.

End Game Conditions

Players Win when the Boss is reduced to 0 Health and no Tokens remain on the Boss Health Mat.

Players Lose when all Characters have been reduced to 0 Health.

Appendix A: The Board



Spaces

Most Spaces are just a location for a piece to occupy, but some hold special relevance either at the Start of or during the Game.

- 1. Boss Starting Space:** This 7-Space, red-outlined area is where the Boss Starts every Game, facing the Player Starting Area. After the Game begins, these act as normal Spaces.
- 2. Treasure Spaces (1-4):** Where a Treasure Chest can appear. When the Treasure Die is rolled and results in a number, move the Treasure Chest Piece to the matching Space on the Board.
- 3. Player Starting Area:** Outlined in Green, these 13 spaces are where the Players can choose to place their Characters at the Start of the Game. After the Game begins, these act as normal Spaces. The Boss can enter them as normal.

Card Areas

- 4. Boss Card:** The Boss Card stays here for the duration of the Game.
- 5. Boss Health Mat:** Depending on the number of Players, the corresponding Boss Health Mat stays here for the duration of the Game and is where the Boss Health Tokens live.
- 6. Threat Level Indicator:** This numbered Indicator holds numerical Threat Levels. These numbers are grouped to be Low, Medium, High, and Critical Threats and have Standard Actions 1, 2, 3 and Special Action matching respectively.
- 7. Standard Actions (1, 2, 3):** At the beginning of the Game a Low, Medium, and High Threat are placed in these Space, but as the game goes it may change.
- 8. Special Action:** Only one Special Action is here at a time and lasts one Round.
- 9. Treasure Deck:** The Treasure Deck is shuffled and placed here.
- 10. Treasure Discard:** When Treasures are Used, they are discarded face up here.
- 11. Standard Action Deck/Discard:** Standard Actions have the possibility of changing over the course of the Game so these are placed to the side of the Board.
- 12. Special Action Deck/Discard:** The Special Actions only are needed 1 at a time so the cards remain to the side of the Board for when one is needed.

Piece Holders

- 13. Treasure Chest / Die Piece:** When the Treasure Die is rolled, and the Treasure Chest Piece is in a Treasure Space, you can place the Die here. If the Treasure Chest is not on a Treasure Space, both can be kept here.
- 14. Weak Point Piece:** The Weak Point will only be on a Space when a Special Action is Performed. The piece can remain here otherwise.

Appendix B: Bosses

Boss Cards

Mummy Lord

Passive

EASY

Heal 1 Boss Health at the start of every Boss Turn Phase.

Fallen Angel

Active

6

10

16

All Players take 1 Damage

Difficulty

EASY

MEDIUM

HARD

Depending on the Difficulty you want to Play, you can choose a Boss with one of the 3 levels indicated by a symbol.

Passive / Active

A Boss can have either a Passive or Active Ability.

Passive: Ability that occurs regularly and has a set Difficulty.

Active: Ability that has a chance of occurring when a Special Action is performed, with increased likelihood based on Difficulty chosen.

Activate Boss Ability Cards

Active

6

10

16

The number next to the Difficulty is how many Activate Boss Ability Cards should be included in the Special Action Deck. This will increase the likelihood of the Ability Occurring. This is where Setup Step 10 refers to. These cards have a Double Line Border to make them easier to spot in the Cards.

Activate Boss Ability

Activate the Boss Ability on the Boss Card.

Add to Special Action Deck for 12+ Ability Card Boss Battles

Weak Point 11

These cards are not used unless you choose to Battle an Active Ability Boss.

The text on the cards shows whether you should include it or not in the Special Action Deck:

“Add to Special Action Deck for 12+ Ability Card Boss Battles”

In the case of the Boss Pictured above:

- If you choose to Play on **Easy**, you would include only the cards that say up to 6+, so the card pictured on the left, would be left out.
- The same would be the case for **Medium**.
- Choosing Hard, this card would be included in the deck.

The total number of Activate Boss Ability Cards you add into the deck should match the number next to the Difficulty.

Appendix C: Characters

Having trouble deciding on a Character? Here's a little overview on each of them!

	<u>Primary Specialty</u>	<u>Secondary Specialty</u>	<u>Description</u>
Ranger	<i>Range</i>	<i>Speed</i>	Good from a distance and nimble, the Ranger uses their abilities and skills to move around easily and deal damage from afar.
Assassin	<i>Speed</i>	<i>Damage</i>	The Assassin maneuvers quickly and stealthily to get behind the Boss and attack unseen to deal more damage.
Healer	<i>Support</i>	<i>Utility</i>	All adventurers could use some support. The Healer can restore health and buff their allies at the start of the game to give some aid for the battle to come.
Tank	<i>Durability</i>	<i>Support</i>	The Tank uses their durability to their advantage to help take the brunt of the damage and help protect their allies.
Bruiser	<i>Damage</i>	<i>Durability</i>	When damage is what is needed, the Bruiser is the best to bring into the fight. They use their brute force to their advantage to take the Boss down as quickly as possible.
Caster	<i>Range</i>	<i>Damage</i>	Using spellcasting to their advantage, the Caster keeps their distance to deal damage from as far away as possible to maximize damage.
Beastmaster	<i>Speed</i>	<i>Durability</i>	Master of all creatures, the Beastmaster uses their power to harness the powers of the animal kingdom and move around, avoiding damage.
Crafter	<i>Utility</i>	<i>Range</i>	To take on the big, bad Boss the Crafter brings tools and trinkets to make items that can help their team.

Character Cards

Bruiser

A



Movement

4 Spaces

Attack Range

Melee

1 Space

Attack Damage

3*

Passive Abilities

+ *Deal 3 Damage on Attacks

+ When a new Boss Action is revealed and it would deal Damage to you, you take no Damage that turn

Health Lost

Place lost Health Tokens here to keep track of Most/Least Hurt Targets

E

Health

D

Actions

F

Dodge

Dodge Counter

1

!

+

1

Add 1 Action Marker to the Dodge Counter above.

On the next Boss Action only, avoid 1 Damage and move 1 Space.

If your turn starts with the Counter full (3), you are Exhausted and unable to act on that turn and increase the Threat by 1. At the Start of your turn after this, and each non-Dodge Action taken, remove 1 Marker.

Attack

If in Range, deal Damage to the Boss.

!

+

1

Take a Treasure

Must be adjacent to a Treasure Chest

Draw a card from the Treasure Deck.

You may use it, but it is optional.

!

+

1

Use a Treasure

If you are holding an unused Treasure use it and discard.

Skill #1

Bleed

Your next Attack causes the Boss to bleed 1 Damage at the start of the Boss' next turn and 1 more Damage at the start of the next Player Phase without increasing the Threat further.

!

+

2

G

Skill #2

Reckless Blow

Deal 1 damage to yourself and strike the Boss with Double your Attack Damage.

!

+

3

A: Character Portrait

B: Stats

An *Asterisk means the number is altered from the Standard number. Usually a Passive Ability begins with an Asterisk to signal why the change occurs.

C: Passive Abilities

D: Player Health

E: Health Lost

F: Actions

G: Special Skills (1 & 2)

These are different for each Character.

Character Abilities & Skills

The same Skill may not be stacked to bank, or save them for multiple uses. Example: Deflect can only be pending for 1 Use.

Ranger

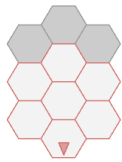
Multishot:

When playing against a Boss that summons Minions, you may target 2 Enemies and deal 1 Damage to each.

Vault:

This does not count as using your Movement. You may move before or after activating this Skill. The Damage is dealt after the Vault for both options of Vaulting.

Assassin



Boss Piece

The 3 spaces pictured here are considered "Behind".

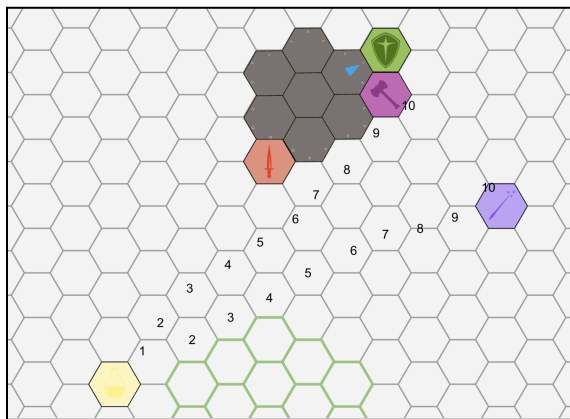
Sneak Attack:

If you would be the target of the attack, the boss does not move and performs the Action in its current position. You are no longer Hidden. You are also no longer hidden if you Attack or take Damage.

Lethal Blow:

The double Damage occurs to any additional Damage beyond the Character's normal.

Healer



Heal / Mass Heal:

Healing can only bring a Character up to 5 Health **max**. You cannot Heal someone above 5 Health. The Character Piece must be 10 spaces Maximum away.

In the example above, the Assassin, Bruiser, and Crafter can be Healed, but the Tank is out of Range.

Tank

Agro:

No matter who is holding the Target Marker for the Boss Action's Target, you become the Target.

Deflect:

The Boss deals 1 Damage to itself unless a Special Action indicates it is more than 1 Damage. You **must** be in a position to take Damage to Deflect it. If you would not take damage, it is not Deflected.

Bruiser

Bleed:

At the start of the Boss Turn Phase, when the Damage is Dealt, the Threat does not go up again.

Reckless Blow:

The Damage to yourself must be dealt first. If you reach 0 Health from the Damage, you are eliminated.

Caster

The Passive Ability to deal extra Damage applies to both Attacks and Skills.

Magic Bolts:

Take the number of Damage you would deal from an Attack (including bonus if more than 3 Spaces away), add 1. This is how much Damage you will deal as well as the number of Bolts.

When playing against a Boss that summons Minions, you may target Up to a number of Enemies equal to the Damage being dealt. You can apply multiple bolts to the same Target as well.

Ice Storm:

You may place the Frozen Support Marker on the Boss Card to help remember this effect.

Beastmaster

Shape Change (Take Flight):

The resulting effect from this occurs the next time you use the Attack Action, on a later turn.

Shape Change (Bear):

These two effects last until each one is used **once**.

Crafter

Shield Craft:

Give the Shielded Support Marker to a Player. They do not need to be in an adjacent Space.

Weapon Craft:

The Minion Piece can be placed within 1 Space. It has the following Stats:

1 Health / 0 Movement / 1 Damage

Attacks are optional and still increase Threat +1.

It can stop the Boss Movement.