

Final Boss

Ancient prophecies spoke of a group of five heroes who would one day defeat the powerful gorgon, Dread, liberating the world from a thousand years of darkness. It has been long enough. Today the world calls upon these heroes. As a group, they've faced many trials, now they must all fulfill their destiny...or will evil prevail?

Goal

Wipe out the opposition in front of you and claim your place in history.

Components

- 1 Map
- 5 Hero Miniatures (Warrior, White Mage, Black Mage, Rogue, Archer)
- 1 Boss Miniature (Gorgon)
- 4 Skeleton Miniatures
- 10 Character Tiles (1 per character mentioned above)
- 1 Heraldic Dice Set (1d4, 1d6)
- 1 Gargantuan Dice Set (1d4, 1d6)
- 30 Hero Marker Tokens (clear glass stones)
- 16 Boss Marker Tokens (red glass stones)
- 10 Poison Tokens (green token)
- 4 Burn Tokens (red token)
- 1 Provoke Token (gold token)
- 6 Stun Tokens (blue token)

Setup

Find a large table or playing-surface. Remove the map from the game's box and place it face up on your playing-surface. The player who is most evil is Dread, the other player is the heroes. Place Dread on the hex that has a throne. Put a skeleton on each side of her in the skeleton spaces. Place the heroes at the five entrance spaces all the way across from Dread.

Take out the character tiles and place them in front of you. Put your respective marker tokens on the maximum health values, and on the abilities but no on their cooldown numbers.

Turn

Each player-turn, a player can take up to two different actions with each of his characters:

- Moving
- Attacking
- Ability

A character cannot move after attacking or using an ability. Players take turns back and forth after using their entire parties. The boss player gets to go first then the heroes go.

Movement

On a character's turn, it can be moved up to the number of hexes depicted on its character card. Two characters cannot occupy the same space, however, friendly characters can pass through each others occupied hexes to reach ones that are unoccupied. Characters cannot move through walls.

Facing

Facing is the direction a character is facing. When a character moves, he faces in the direction he moved toward. When a character attacks or uses an ability on a target he must turn and face the target. Turning **does not** cost an action. If facing a target doesn't work perfectly hexagonally then consider a line drawn from the center of the attacking character's hex to the center of the target character's hex, have the attacking character face the first hex this line would hit. If the proposed line moves between two hexes, only intersecting a hex-edge then the attacking player may choose which direction the character can face.

Range

Range determines the distance a character's attacks and abilities affect. The range from a character to any given hex must be counted as contiguous hexes, meaning each next hex in the sequence must be adjacent to the last.

Attacking

Aside from using abilities, characters can attack. Attacking Characters can attack the range depicted on its character tile. The damage dealt is also depicted. When a character's health reaches zero it dies and is removed from the map.

When a player rolls a die's maximum value for an attack or ability it is a **critical hit** and deals an additional 1 damage.

Abilities

Each ability has a description entailing what it does. Abilities have a cooldown timer that is started at its maximum value after the ability is used. This timer ticks down 1 value at the end of each of that character's turns, starting the turn after the ability has been used. When the timer drops to 0 the ability is ready for use again. Abilities have the same range as attacks as is indicated on a character's tile.

Passives

Passives are unique abilities to each hero. Unlike normal abilities they do not have cooldowns and do not cost an action, thus they occur every turn (granted any conditions necessary are met).

Flanking and Rear Attacks

When a character receives damage, from either an attack or ability from one of the two hexes behind the character and to the side it receives an additional 1 damage. When a character receives damage from another character in the space **immediately** behind it, he receives an additional 2 damage.

Death

When a hero's health reaches 0 she has fallen. Place her health marker on the space where she fell. This is to keep track of where to revive a hero with the White Mage. If the hero isn't revived within 3 turns than she is dead. Remove her health marker from the board.

Knockback

When a character is hit with an ability that causes knockback, the target character must move back one hex from the direction of the attacking character. If this doesn't work hexagonally, use the facing-line method described in the facing section above and move the character into the next hex intersecting the line.

If a character is knocked back into another character then the other character is also knocked back and receives 2 damage. If a character is knocked into a wall then he receives 2 damage and does not move hexes.

Poison

When a hero moves through, is hit by, or ends her turn in a hex with poison she receives 2 damage and becomes poisoned. The poisoned character receives two poison markers. At the end of the hero's next turn he receives one damage and removes a poison marker. A hero can have no more than two poison markers at any given time.

Burn

When a character has been burned, it receives 2 burn tokens. At the beginning of a burning character's turn he removes a burn token and take 2 damage from burning.

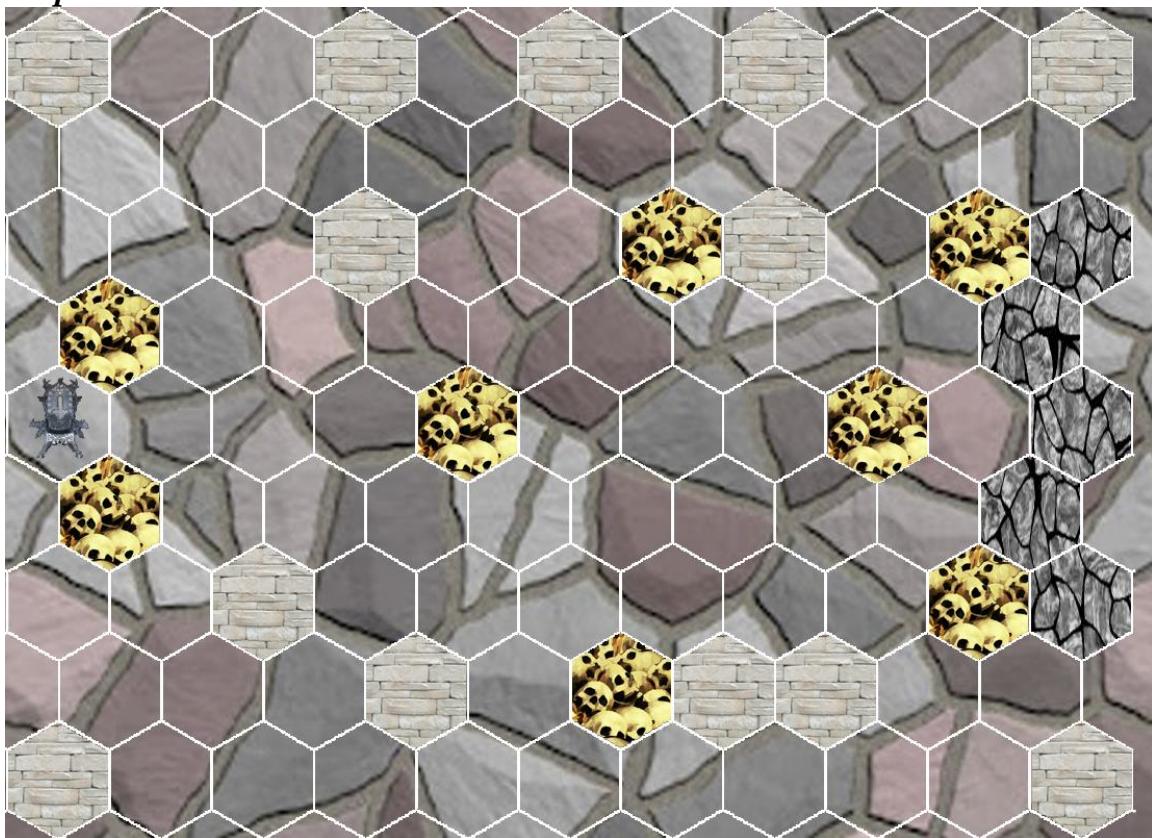
Stun

When a target is stunned it cannot take any action and misses its next turn. After the stunned character's turn is over, he is no longer stunned, remove the stun marker.

Immobilize

The immobilized character cannot move this turn. However, she can still attack and use abilities, including changing facing direction.

Map



Map Key

Throne		Throne - The starting space for the boss.
Entrance		Entrance - Starting spaces for the heroes
Wall		Wall - Obstacle which cannot be traversed.
Skeletons		Skeletons - Where skeletons can be summoned from.

Character Tiles

Warrior										Tough		
	3		1		1d4					Reduce incoming attack damage by 1		
	20	19	18	17	16	15	14	13	12	11		
	10	9	8	7	6	5	4	3	2	1		
	2	1										
Provoke										Berserk		
Force a target to attack the warrior. Control the target until it is in range to attack										Deal and receive and additional 1 damage for 3 turns		
Heavy Slash										Knock a target back and deal 3 damage		
3 2 1										2 1		
3 2 1										3 2 1		

3 Movement - represents how far a character can move in a turn.

1 Range - represents how far a character's attacks and abilities can go.

1d4 Attack - represents how much damage a character's attack deals.

Spell-Sword - represents a spell the Black Mage put on the hero's weapon. A clear glass marker token is used to denote if a hero has a spell enchanting his weapon, or if it's a non-enchanted attack.

Health - represents the amount of hit points a character has left. A clear glass marker token is used to denote a character's remaining health.

Shelter - represents the amount of protection the hero has from the White Mage's shelter spell.

Tough - this is the warrior's trait. All traits appear in the upper right hand of the character tile.

Provoke, Berserk, Heavy Slash - this is where each character's abilities are displayed. The numbers below each ability are its cooldown. A clear glass marker token is used to denote an ability's current cooldown.

Characters

Warrior

Passive - Tough - When receiving attack damage block 1 incoming damage.

1. **Provokē** - Force a target to attack him. If the target is out of range the hero player may move the target, on its turn, towards the warrior. Once the target is in range it will attack the warrior and break the provoke. Place a provoke token on the target, remove it once the character has attacked the Warrior. Provokē has infinite range.
2. **Berserk** - Attacks and abilities deal an additional +2 damage to targets. The warrior also receives an additional 2 damage when hit. This lasts for 3 turns. This ability loses its affect once it goes off cooldown.
3. **Heavy Slash** - Melee attack that knocks the target character back and deals 3 damage.

White Mage

Passive - Healing Aura - allies adjacent to the white mage have 1 health returned at the beginning of each one of the heroes' turns.

1. **Cure** - Heal a target for $1d4 + 2$ health.
2. **Revive** - Brings a fallen party member back to life. Set her health to half of the maximum.
3. **Shelter** - Protect a target from incoming damage. Place a marker token on the maximum shelter value on the target hero's tile. Whenever the hero receives damage, take it from the shelter first instead of the hero's health. Once shelter reaches zero it has ran out.

Black Mage

Passive - Spell-Sword - Can cast a spell on an ally's weapon, instead of enemies, causing her attack to trigger the spell. Place a marker on the target hero's tile over the icon for the spell her weapon's been imbued with. Lasts until the hero attacks.

1. **Fire** - Burns a target, immediately causing 3 damage and causing 2 damage per turn for 2 turns. Place 2 burn tokens on the target.
2. **Freeze** - Stuns the target for 1 turn, and dealing $1d4$ damage. Place a freeze marker on the target. Remove it after the target's next turn.
3. **Aero** - Spreads **all** adjacent characters away from the target space by 1 hex hexagonally and deals $1d6$ damage to enemies adjacent and target. This does not damage allies.

Rogue

Passive - Assassin - When flanking or rear attacking an enemy deal an additional 2 damage.

1. **Shadowfoot** - The Rogue will dodge **all** attacks or abilities targeting her until her next turn.
2. **Flux** - Move up to 3 spaces, dealing 1 damage to enemies on the way, collision with characters and walls, except for end destination.

3. **Dance of Death** - Hit all adjacent enemies once for 1d6 damage, heal the rogue by +1 for each enemy hit.

Archer

- Passive - Sparrow Shot** - Hexagonal shots (grid-aligned) deal 1 additional damage.
1. **Piercing Shot** - Shoot an arrow that has infinite range, hits all enemies in its path, and deals 1d 4 + 1 damage.
 2. **Crippling Shot** - Shoot precisely causing a target to become immobile for a turn.
 3. **Volley** - Shoot a flurry of arrows causing damage of 4 to the target hex and its immediately adjacent hexes. This does not damage to allies.

Dread

- Passive - Summon** - Place two skeletons on the map in a space denoted by the skeleton icon. A skeleton cannot be spawned on a space with a hero on top of it. Up to 4 skeletons can exist at once.
1. **Consume** - Eat a skeleton to heal for 5d6.
 2. **Rush** - Declare a target, at the beginning of the boss's next turn move the boss straight to that target dealing 3d6 damage, knocking the target back a space and dealing 2 damage to all adjacent heroes knocking them back as well. This ability is not limited by range. Rush has infinite range. The cooldown does not start until after you've hit your target.
 3. **Poison Pool** - Spit a pool of poison onto a space dealing 2d4 to any hero in it. Place a poison token on the hex. Both Dread and her skeletons are immune to her poison.

Skeleton

- Passive - None**
1. **Pulverize** - Deal 2 damage to an adjacent target and knock it back a space.
 2. **Concuss** - Stuns a target for its next turn, it cannot take any actions.

Victory

Heroes: Defeat Dread.
Dread: Defeat all of the heroes.