

Soul Crush
Action • Curse

3
or
Stun target champion.

Gold
Item • Currency • Coin

1

Gold
Item • Currency • Coin

1

Ruby
Item • Currency • Gem

2

Ruby
Item • Currency • Gem

2

Minor Summoning
Action • Spell

Perform a summoning.

When their master calls, they answer.

Major Summoning
Action • Spell

Perform X summonings, where X is the starting size of the party.
(When playing against a boss, X is 3.)

Frozen Touch
Action • Curse

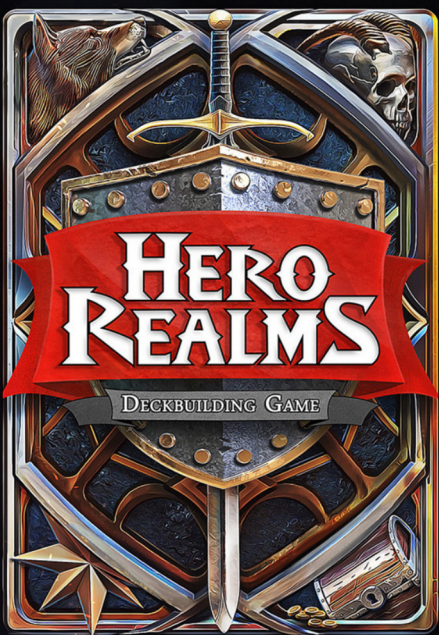
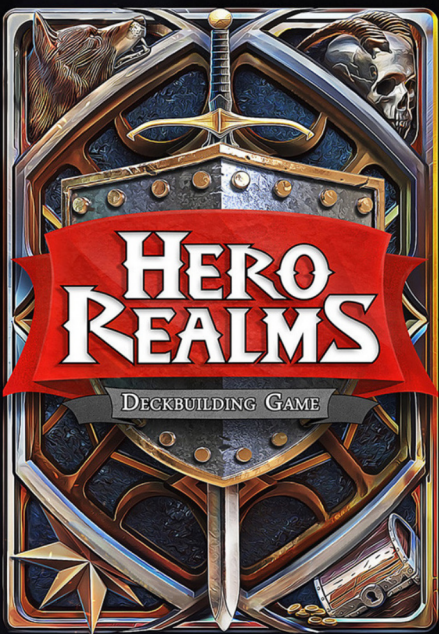
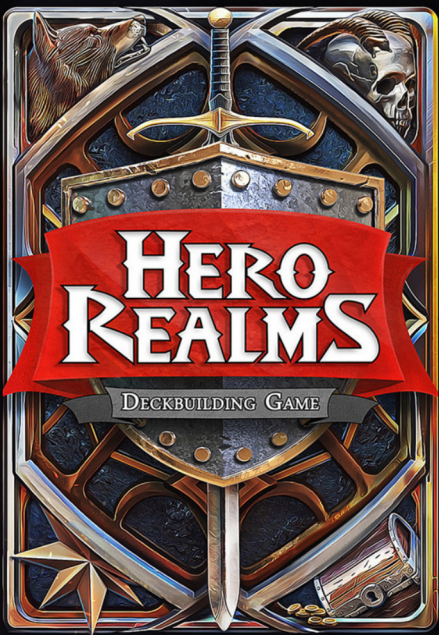
Gain **1** equal to the starting size of the party.
(When playing against a boss, gain **3**.)

Target defeated player discards their hand.
You can target *any* defeated player, even if another player has Stepped Up.

Soul Diamond
Item • Currency • Gem

Gain **1** equal to the starting size of the party.
(When playing against a boss, gain **3**.)

Stun all champions target player controls.



Soul Diamond
Item • Currency • Gem

Gain 1 equal to the starting size of the party.
(When playing against a boss, gain 3.)

Stun all champions target player controls.

Deep Insight
Soul Jar • 35 Health

Draw a card, then discard a card.

The accumulated knowledge of centuries of undeath.

Heart of Evil
Soul Jar • 30 Health

Perform a summoning.

The true soul of a necromancer.

Infernal Wealth
Soul Jar • 40 Health

2
or
Stun an opposing champion.

Manipulation
Soul Jar • 45 Health

Acquire a card of cost four or less for free.

Only the strongest can resist its pull.

Unending Rage
Soul Jar • 55 Health

7

It's dangerous to release anger that's been bottled up for centuries.

Void
Soul Jar • 50 Health

Each opposing player loses 3 health.
(This causes an enemy boss to lose 9 health.)

Abomination
Minion • Undead • Construct

4

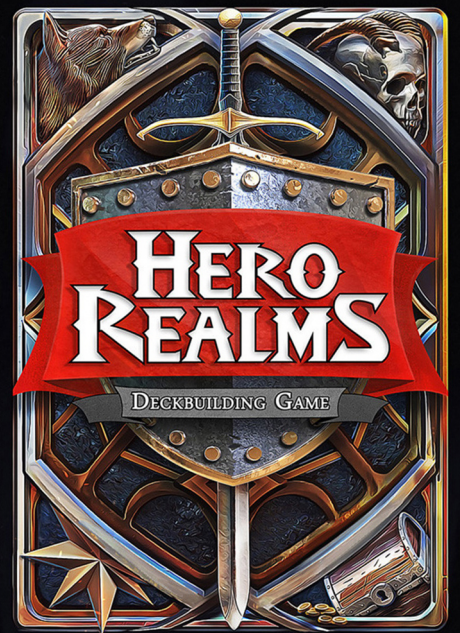
It feels neither pain nor fear. But you will...

GUARD 6

Banshee
Minion • Undead

Deal 2 damage to each opposing champion and player.
(Guards do not prevent this. This deals 6 damage to an enemy boss and 2 damage to their champions.)

3



Ghoul
Minion • Undead

+1 for each champion in your discard pile.

GUARD **5**

Revenant
Minion • Undead

or
 Stun an opposing champion.

5

Skeleton Horde
Minion • Undead

Gain equal to the starting size of the party.
 (When playing against a boss, gain .)

4

Skeleton Horde
Minion • Undead

Gain equal to the starting size of the party.
 (When playing against a boss, gain .)

4

Skeleton Horde
Minion • Undead

Gain equal to the starting size of the party.
 (When playing against a boss, gain .)

4

Wall of Bones
Minion • Undead • Construct

"Pray you don't become a part of it."

GUARD **8**

Wall of Fire
Minion • Magic • Construct

Deal 2 damage to each opposing player.
 (Guards do not prevent this.
 This deals 6 damage to an enemy boss.)

7

Zombie
Minion • Undead

Where the Lich walks, the dead rise.

1

Corruption
Lich Power

CORRUPT THE CITY
 When you shuffle your deck, count the number of cards in your deck, in your hand, and in play. (Don't count cards from the Grimoire.)

If that total is 20 or more, you begin corrupting the city. The citizens begin to do your bidding and you gain the power listed below.

If that total is 30 or more, you have corrupted the city! Flip this card over!

Perform a summoning.
 Gain equal to the starting size of the party.
 (When playing against a boss, gain .)

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Control
Lich Power



COMMAND THE CITY
You have corrupted the entire city! It is under your command! This power replaces your Corruption power for the rest of the game.

Perform two summonings.
Gain  equal to twice the starting size of the party.
(When playing against a boss, gain .)





+80

9
8
7
6
5
4
3
2
1
0

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50

40

04

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Lich
Boss • Villain

Soul Jars (6)	Starting Deck (10)
Deep Insight	Frozen Touch
Heart of Evil	Gold (2)
Infernal Wealth	Major Summoning
Manipulation	Minor Summoning
Unending Rage	Ruby (2)
Void	Soul Crush
	Soul Diamond (2)
Grimoire (10)	Lich Power (1)
Abomination	Corruption/Control
Banshee	
Ghoul	
Revenant	
Skeleton Horde (3)	
Wall of Bones	
Wall of Fire	
Zombie	

Find hints and tips, and the expanded rulebook with examples, at HeroRealms.com/bosses.

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