

## HERO REALMS BOSS DECKS - RULES

Use in combination with the *Hero Realms Deckbuilding Game Rulebook*.

### GAME START AND TURN ORDER

One player playing this Boss deck will battle against a team of 1-5 players (**the party**) each using a Character Pack. Each member of the party takes their turn one at a time, in clockwise order, then the Boss player takes a turn. Players can be seated in any order. Here is one suggestion:





At the start of the game, the players each draw a three-card hand, and the Boss draws their normal size hand. At the end of a player's turn, they draw up to their normal hand size as usual.

### NEARBY PLAYERS and TARGETING PLAYERS

Party members seated next to each other (immediately to the left or right) are considered to be **nearby players**. When targeting players, party members can only target the Boss and/or nearby players. In the example above, the Cleric would only be able to use their **Bless** ability on the Fighter or the Wizard (and technically the Boss, but that seems unlikely!)

### GAINING HEALTH

When you generate a  you can give it to yourself, or you can instead give it to a nearby player. Each time you gain  all of it must go to one player (you can't split it up). However, if you gain more later in the turn, you may give that health to the same player or a different player.

### DEFEATING A PLAYER and WINNING THE GAME


If the health total of a player in the party is reduced to zero, instead of being removed from the game, they are "**defeated**." When a player is defeated, all of their champions are stunned. Defeated players can't do anything (except advise teammates) and do not take turns. They also no longer count as being in the way for adjacent teammates. (In the example above, a defeated Wizard would make the Cleric and Thief nearby to each other.)

Once per turn cycle, for each defeated player, any one party member may borrow a card from the defeated player's hand and add it to their hand. If it is an action or item, it goes into the defeated player's discard pile when the turn ends. If it is a champion, it goes there when it is stunned.

When the Boss begins their turn, all defeated players discard their hand and draw a new hand of cards. If all the party members are defeated, the Boss wins! If the Boss is defeated, the party wins!

### BOSS vs BOSS

You can pit this Boss against another one, or even against another copy of the same Boss!

In a **Boss vs Boss Battle**, Bosses count as three players for rules and card effects that count players. For instance, the Lich would have three Soul Jars and the Dragon would have 7-card hands and a 14-card starting deck. Also, a champion with " Deal 2 damage to each opponent." would do 6 damage to a Boss. Note that this rule is in effect only for Boss vs Boss battles. Finally, the Boss that goes first starts with cards equal to half of their normal hand size, rounded up.

## DRAGON RULES

Starting Party Size	1	2	3	4	5
Dragon's Starting Health	50	100	150	200	250
Dragon's Hand Size	5 Cards	6 Cards	7 Cards	8 Cards	9 Cards

To keep score above 159 health, use pen and paper, Hero Realms Dice, or additional score cards from the *Hero Realms Deckbuilding Game*.

### DRAGON STARTING DECK (10 to 18 cards)

The Dragon begins with these ten cards: Dragon's Tail, Dragon's Fire, Dragon's Bite, Dragon's Claw, Hoard, Ruby, and four cards that have a faction -- Imperial Chevron, Demon Coin, Elven Gold, and Guild Mark. Those cards count for ally abilities on cards you will play during the game.

Add additional cards to the Dragon's starting deck if facing a party of two or more players:

- When facing two players or another Boss, add another Dragon's Claw and another Ruby.
- When facing three players or another Boss, also add a Cunning Blow and a Prismatic Diamond.
- When facing four players, also add another Dragon's Fire and another Ruby.
- When facing five players, also add a third Dragon's Claw and another Prismatic Diamond!

### TREASURE HOARD (9 cards)

Shuffle the nine cards that make up the Treasure Hoard into its own face-down deck. There is a card in the Dragon's personal deck that lets it reveal the next card in the Treasure Hoard.

When the Dragon reveals a card from the Treasure Hoard, place it next to the Dragon. Treasure Hoard cards never go to a player's hand or discard pile, or to the Sacrifice Pile. They remain on the table next to the Dragon or the player who currently has them. Whoever has a Treasure Hoard card can use its expend power during their turn.

While the Dragon is taunted (*see below*), an opposing player can steal a Treasure Hoard card by performing a skill check. Dragons cannot steal Treasure Hoard cards back unless a card effect specifically allows it (like **Prismatic Diamond**).

### SPECIAL RULES FOR THE DRAGON

**TAUNTING THE DRAGON.** If any player deals at least 10 damage to the Dragon (not to its champions) in a single turn, the Dragon becomes **taunted** and will only spend combat to deal damage to that player and their champions next turn. (If two different players dealt 10+ damage, the Dragon can attack either or both.) Cards that deal damage directly, or stun champions, bypass this. The Dragon becomes untaunted when its turn ends. *But beware!* The Dragon also has a card in its deck that lets it become untaunted once per game.

**SKILL CHECKS.** To complete a skill check, on your turn, discard any number of cards from your hand with combined cost equal to or greater than the Skill Check number.

**DEFEATED PLAYERS.** When the Dragon defeats a player, it steals back any Treasure Hoard cards that player had.