

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  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.

LICH RULES

SOUL JARS (6 cards)

The Lich has stored its life force in several **Soul Jars** that now power its dark magic. To defeat the Lich, all of these Soul Jars must be destroyed. When the game begins, shuffle the six Soul Jars and deal a number of them face down into the Soul Jar deck equal to the number of players in the party. Then, reveal the top card and place it next to the Lich. Set the Lich's Health total to the amount indicated on the Soul Jar (in the text below the card's name). The Lich may use the power of the Soul Jar during their turn.


If the Lich's health total is reduced to zero, the revealed Soul Jar is destroyed, and if there are no Soul Jars left in the deck, the party wins! Otherwise the next Soul Jar is revealed, the Lich's health is set to the appropriate amount, and play continues.

THE GRIMOIRE (10 cards)

When the game begins, take the 10 minion cards and shuffle them into a new deck called the **Grimoire**. When the Lich "Performs a Summoning," take the top card of the Grimoire and put it into play in front of the Lich. These Minions count as champions for the Lich's opponents (such as "stun target champion"). However, they do not count as champions for the Lich's effects. For example, **Close Ranks** doesn't give the Lich extra combat for its minions in play. When a minion is stunned, the Lich shuffles it back into its Grimoire.

SPECIAL RULES FOR THE LICH

LICH HEALTH IS DETERMINED BY THE JARS. The Lich begins the game with the health listed on the first Soul Jar. Set the Lich's health to the amount listed on other Soul Jars as they become needed.

CLING TO UNDEATH. When the Lich is down to its final Soul Jar, it gains an extra 30  above what is listed on the jar. At the start of its turn, if it is down to its final Soul Jar, it performs a Summoning.

VILE OPPONENT. Party members must make a good faith effort to destroy each Soul Jar. They may not end their turn with combat unspent or cards and ally abilities unplayed simply because they don't want to destroy the current Soul Jar. *Evil must be destroyed as soon as possible! There is no time to lose!*

DISCARDS CAN BE PREVENTED. Whenever an opponent's effect would cause the Lich to discard a card, the Lich may choose to lose 4 health instead. If the Lich has less than 4 health left on its current Soul Jar, the remaining health is taken from the next Soul Jar. (Note that this loss of health is *not* prevented by guards.) If the Lich would need to discard a random card, it must decide whether to lose the health instead before determining which card would be discarded.

STEPPING UP. Any party member may **Step Up** and challenge the Lich during their turn. If they do, no other player may be targeted or attacked by the Lich during its next turn (unless that player is defeated). Note that the Lich may still target and attack all players' champions as normal. Each player may only Step Up once per game. *This is a great way for teammates to protect each other!*

CORRUPT THE CITY. Whenever the Lich shuffles its deck, count the number of cards in its deck, hand, and in play. (Don't count cards from the Grimoire, score cards, etc.) If it has 20 or more cards, it begins to corrupt the city! Place the **Corruption** card face up in front of the Lich, who may use it during its turns. If it has 30 or more cards when the Lich player shuffles its deck, the city is now controlled! Flip the Corruption card (*it remains prepared or expended*) over to its **Control** side and the Lich may use its new effects!

Additional Rules, Hints, and Game Updates can be found at <http://HeroRealms.com/bosses>.

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