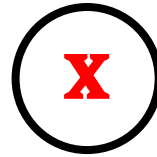
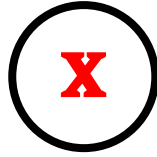
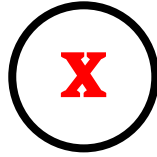


<p><b><u>Savage</u></b> HP 4</p> <p><b>Abilities:</b> 3 -Rush -Tough</p> <p><b>Blind Rage:</b> Melee 2 Make a +1 attack against all 1 adjacent spaces, including allies. Roll for each target. If you miss all targets, attack each target a second time.</p> <p><b>Fury:</b> Melee Make a +0 attack. Add an extra +1 to this attack for each damage you have taken.</p>	<p><b><u>Blood Mage</u></b> HP 5</p> <p><b>Abilities:</b> 4 -Evasive</p> <p><b>Drain:</b> Range 3 3 Make a +1 attack. 2 If successful, roll a die. 1 If you roll a 3+, heal 1HP.</p> <p><b>Blood Spike:</b> Range 3 Make a +1 attack. If successful, you may give up 1HP to deal 1 extra damage.</p>	<p><b><u>Bard</u></b> HP 3</p> <p><b>Abilities:</b> 2 -Brawl -Quick -Rush -Slippery -Tactical 1</p> <p><b>Inspiring Melody:</b> Range 4 Target ally gets either a +1 attack token or a +1 defense token. Discard tokens at the end of your next turn.</p> <p><b>Lute Bash:</b> Melee Make a +4 attack. If successful, after you use this skill, the bard may no longer use either of their skills.</p>
<p><b><u>Cleric</u></b> HP 3</p> <p><b>Abilities:</b> 2 -Rush -Tactical -Well Rested 1</p> <p><b>Healing Aura:</b> Range 4 Heal all allies within range by 1HP. This skill cost 2 actions.</p> <p><b>Staff:</b> Melee Make a +1 attack.</p> <p><b>Self-Sacrifice:</b> Give up your remaining HP to revive a fallen teammate. They revive with 3 HP.</p>	<p><b><u>Elementalist</u></b> HP 6 (EASY)</p> <p><b>Abilities:</b> 5 -May be unaffected by standard terrain effects 4 -Gets +1 to all rolls while standing on a special terrain space 3 2 -Brawl -Evasive -Rush 1</p> <p>-Can only use the skill that corresponds to the special terrain tile you're standing on</p> <p>(Skills on flip side)</p>	<p><b><u>Elementalist</u></b> HP 7 (HARD)</p> <p><b>Abilities:</b> 6 -May be unaffected by standard terrain effects 5 -Gets +1 to all rolls while standing on a special terrain space 4 3 -Gets +1 to attack roll if your target is standing on a special terrain space 2 1</p> <p>-Brawl -Evasive -Rush</p> <p>-Can only use the skill that corresponds to the special terrain tile you're standing on</p> <p>(Skills on flip side)</p>
<p><b><u>Elementalist</u></b> HP 4</p> <p><b>Abilities:</b> 3 -Evasive</p> <p><b>Harness Nature:</b> 2 Take a +1 Defense or 1 +1 Attack token. If you are standing on a special terrain space, take both. Discard the token(s) at the start of your next turn.</p> <p><b>Elemental Strike:</b> Range 4 Make a +0 attack. This attack gets +1 if you are standing on a special terrain space. This attack gets +1 if your target is standing on a special terrain space.</p>	<p><b><u>Elementalist</u></b> HP 6 (EASY)</p> <p><b>Fire:</b> Range 4 5 Make a +0 attack. Target must make a burn roll, regardless of attack success.</p> <p><b>Ice:</b> Range 2 4 Make a +0 attack. If successful, target's movement is reduced by 1 next turn.</p> <p><b>Water:</b> Melee 2 Make a +0 attack against all 1 surrounding spaces. Roll for each target. If successful, move enemy back one space.</p> <p><b>Forest:</b> May use the "Well Rested" ability. May "Take Cover". If "taking cover", you can't be targeted by ranged attacks.</p> <p>(Abilities on flip side)</p>	<p><b><u>Elementalist</u></b> HP 7 (HARD)</p> <p><b>Fire:</b> Range 4 6 Make a +0 attack. Target must make a burn roll, regardless of attack success.</p> <p><b>Ice:</b> Range 2 5 Make a +0 attack. If successful, target's movement is reduced by 1 next turn.</p> <p><b>Water:</b> Melee 3 Make a +0 attack against all 2 surrounding spaces. Roll for each target. If successful, move enemy back one space.</p> <p><b>Forest:</b> May use the "Well Rested" ability. May "Take Cover". If "taking cover", you can't be targeted by ranged attacks.</p> <p>(Abilities on flip side)</p>

<p><b><u>The Baron</u></b> HP 4</p> <p><b>Abilities:</b> 3 -Opportunist 2</p> <p><b>Fisticuffs:</b> Melee 1 Make a +2 attack.</p> <p><b>Hat Toss:</b> Range 3 Make a +2 attack. You can't select an adjacent target.</p>		
<p><b><u>Actions</u></b></p> <p>On your turn you may perform up to 2 actions.</p> <p><b>Move:</b> Move your meeple up to 2 spaces. Can't move diagonally.</p> <p><b>Skill:</b> Use a hero's skill.</p> <p><b>Rest:</b> Cost 2 actions to use. You may take 1 extra action on your next turn.</p>	<p><b><u>Actions</u></b></p> <p><b>Teleport:</b> Move your meeple from 1 magic circle to another. You must be on a magic circle.</p> <p><b>Take Cover:</b> You can't be targeted by enemies on the opposite side of the wall or crate until you perform another action. Must be next to a crate or wall.</p> <p><b>Push/Pull:</b> You may move yourself and an adjacent crate 1 space in the same direction. You must be next to a crate.</p>	<p><b><u>Abilities</u></b></p> <p><b>Brawl:</b> May make a +0 melee attack for 1 action.</p> <p><b>Evasive:</b> May move diagonally.</p> <p><b>Opportunist:</b> Always gets the advantage during ties.</p> <p><b>Quick:</b> May move 3 spaces.</p> <p><b>Rush:</b> If you use both of your actions for movement, you may make a +0 melee attack.</p>
<p><b><u>Abilities</u></b> (Continued)</p> <p><b>Shield:</b> Add +1 to all defense rolls.</p> <p><b>Slippery:</b> Add +2 to ranged defense rolls.</p> <p><b>Tactical:</b> Automatically takes cover.</p> <p><b>Tough:</b> Add +2 to melee defense rolls.</p> <p><b>Well Rested:</b> When you Rest, gain 1 HP &amp; you may take 1 extra action on your next turn.</p>		



T	T
C	C

You can either glue/tape the front and back of the Elementalist boss cards together or have them separate. Just make sure to have Easy with Easy and Hard with Hard!