

B O S S F I G H T



Place all Player Characters and NPCs along the same wall as the entrance to the Boss Engagement Board.

You enter the room cautiously, never knowing what danger lurks in the shadows. Paintings in states of disrepair occupy the room, a scroll rests on the floor, and your nostrils fill with the putrid smell of the kinser flower. As you step forward to investigate the scroll, it suddenly absorbs into the floorboards, beginning a cacophony of sounds as the entire room begins to lock down; the walls creak, the floorboards shutter, and the door behind you splinters into dust, leaving behind a solid wall. Escape is not an option.

And what is that in the corner?

His dead eyes peer at the ceiling, while his eight arms conduct a symphony of horrors, each limb twitching with purpose. The Grand Bastol is mindlessly working, controlling his thralls. Eerily, sense that his joy.

An echoing gasp of air fills the room and the Grand Bastol's jaw unhinges, collecting. One at a time, his arms stop moving, each becoming aware of your presence. His sharp fingers point, and point, and point.

Those dead eyes of his move within his skull, emotionless, but not without motive. He has seen you now.

Good luck.

CONTROLLING THE BIG BAD

Survival is not guaranteed.

This battle will test your ability to work as a team. Over the next few pages, you'll find a brief explanation of the additional game components used to control Boss Adversaries in Studium | No Exit. Once you've read through these next two pages, you're ready to play.

Boss Damage Center Decks

Attacks on the Grand Bastol function similarly to any other enemy with just a few exceptions. Before rolling any dice, you must choose a Damage Center that you intend to target. You'll also need to make sure you are in position to attack that Damage Center by making sure that you are within a direct line of the dark blue squares **B** indicated on the front of the damage center card.

Next, you'll roll against the Damage Center's Armor Class, **C** just like a normal Adversary. You'll also roll your Weapon Dice just like a normal Adversary.

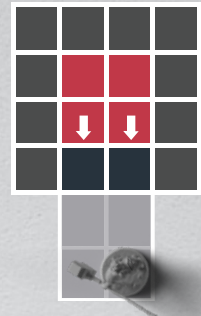
However, before you apply Damage, you will draw the Damage Center Card from the top of the deck and follow the prompts based on the type of attack performed.

Damage Center Prompts

Normal Attacks will typically either succeed or fail, as indicated by golden **D** or grey **F** prompts. Critical Hits (or any Critical Rolls) do not apply additional damage unless otherwise specified by the card with black **F** prompts.

If you performed an attack with Attunement (having the necessary equipment and Insight), you can ignore standard prompts and resolve damage using the purple **G** prompts instead.

Bosses may on occasion strike back at you, as indicated by red **F** prompts. These can only be ignored if there is an alternative Attunement or Critical prompt on your card that your attack accomplishes.



Above, the Upper Classman would be in range if he were equipped with a ranged weapon.



Boss HP

The Grand Bastol will have a much larger pool of HP than the standard Adversary. On the Boss Engagement Board, place Blood Tokens equal to Bastol's HP in the HP Tokens section.

The Grand Bastol's total HP should equal...

10 Base HP + 5 HP per Player

Once the Bosses HP has been depleted, you can move on to the Spoils section of the Boss Engagement (the end of this book).

Boss Critical Wounds

Critical Wound cards sit at the bottom of each Damage Center Deck. These are treated like any other Damage Center Card, but reward players for focusing on a single point of weakness.

Critical Wounds can reveal extravagant Spoils, cripple an Adversary's offense, or even end the battle preemptively. You'll need to coordinate carefully with your allies if you hope to exploit these weaknesses.

Boss Attack Cards

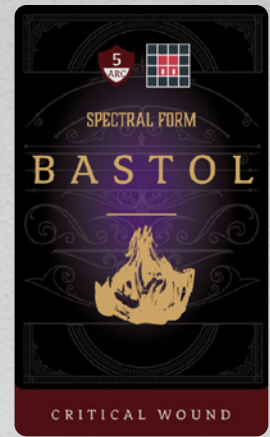
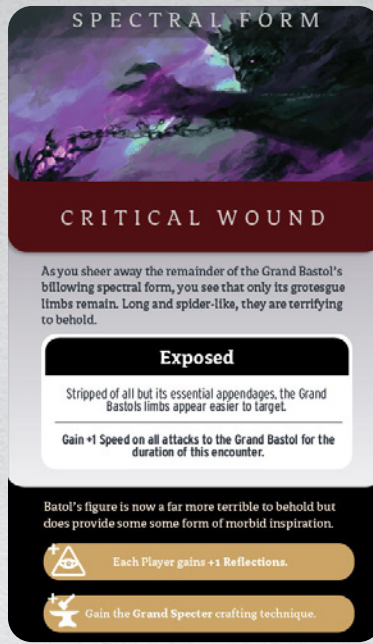
Rather than having a single repeated attack, Bosses activate during the Adversary Phase by drawing an Attack card and following the prompts on them. After the card is resolved, it is discarded. When all standard Attack Cards have been discarded, the pile is shuffled and placed back on the board to be drawn from for the next Adversary Phase.

There are two types of non-standard Attack Cards:

Triggered Attacks

Standard Attack Cards will indicate that a Triggered Attack be played immediately once that Standard Attack is resolved.

Triggered Attacks are not discarded and instead remain on the board until it is activated again by another Attack Card.



Note: If there is additional context for your class ability, it will be on the reverse side of the card.

Designated Target Attacks

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Standard Attack Cards may indicate that a Player Character has become a Designated Target. This means that the card drawn during the next Adversary Phase must be drawn from the separate Designated Target Attack Deck. The prompts on the card only apply then to the Designated Target Character.

Designated Target Attacks are discarded like normal Attack Cards. Once the Designated Target Deck is exhausted, the Player Character loses their Designated Target Status.



C O N C L U S I O N

THE GRAND BASTOL IS SLAIN

The Grand Bastol writhes as a purple flame erupts around it, burning away its form. Its cold stare remains even as the flames eat away at the haunting figure. You are left to catch your breath in the ensuing silence.

A moment passes. Then another. You've only just finally regained your composure before you realize that the only entrance or exit to this room was the door that disappeared behind you as you entered. And yet, a chorus of moans erupt from behind the wall where the door once stood accompanied by the banging and scratching of wood. The hall from which you came seems to have come back to life in the Grand Bastol's absence.

Just as the noise behind the door seems to be nearing a horrifying crescendo, dust begins to fall on the wall opposite. The outline of a passage takes shape where there had been nothing before. A young man wrapped in bandages steps forward through an exposed false wall.

"This way quickly," He beckons you enter the warmly lit common chamber just behind him. "You will find no other exit."

There is so much more in store for you.

FOUND A HOUSE. FORGE A LEGACY

We hope you enjoyed this demo.

There are still so many mysteries to be unraveled during your time in the Studium. In the final game, you'll get to experience dozens of dungeon crawling experiences just like this one. Finding respite in the Studium will require the security and sanctity of declaring a house. Players will be expected to participate in a long standing tradition of banding together to establish a space of safety and comradery.

Initially a house will be given a name and symbol by players. Throughout the course of play, the house will provide short periods of calm in-between exploring the Studium's wards. Upon returning to their house commons, players will be able to choose from crucial functions performed to prepare for the horrors that await.

