

BOSS

Setup: Deal 1 random Boss card and 5 rooms and 2 spells choose and discard 2 cards. Build first room upside down and reveal in XP order. Resolve effects.

Beginning of Turn: Reveal Heroes (1/player in the game), then each player draws 1 card from the Room Deck

Build Phase: Each player may build one room. Players take turns placing their room cards face down in XP order. Spells or abilities may be played. At the end of the build phase, newly built room cards are revealed. Resolve effects.

Bait Phase: Heroes move to the entrance of the dungeon with the highest corresponding treasure value (or stay in town, if treasure values are tied)

Adventure phase: Heroes travel through dungeons, and players acquire souls and wounds. Spells and abilities may be played.

End of Turn: The turn ends and a new turn begins.

MONSTER

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