Each monster that is not wounded may go back into either your hand or your Pack. If a monster’s Life points reach 0, it is discarded. Any monster that fails to move to a new space is wounded; it is discarded at the end of the round. The effects of a successful attack are played in the same way as those from your hand; excess monsters of your choice are discarded. The effects of a successful attack cannot be countered. You are permitted up to 3 monsters in your Pack at a time, and these are considered to be in your hand. The Pack is shuffled at the end of each round.

Step G Pack:
- You may have to discard some of your cards in your inventory, either for a new attack or for a special ability. The cards discarded do not return to your hand and may not be restored during the round.
- You may have to discard a card from your inventory if it is no longer needed or if it conflicts with your current situation. This may be necessary to continue the attack or to initiate a new one.
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COMBAT

- The monster’s attack roll is determined by adding a modifier to the target’s defense roll. This modifier is based on the monster’s strength, agility, or dexterity.
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**Play Glory Cards:**
Obstacle effect described in its center area, you activate it as with tokens. If it is not your turn when your hero is moved, you in that space this turn. Record the points on your Tracker card Peril and Glory value of that space if you have not already been are entering able exit), and a viable exit is an exit that is not blocked by a

**Move:**

**4. Hero phase:**

**Search:**

**Artifact:**

**BOStACleS**

**Spike dodging:**

**Encounter:**

**Wield:**

**SOlve**

**OPTIONAL RULES (Advanced)**

**Dungeon**

**COMMON CARD EFFECTS**

**Options:**

**Suicide:**

**Level Drain:**

**Minion:**

**Author’s thanks:**

**Credits:**