



BOSS FIGHT

Ignore all ⏳ icons. If you lose ⏳ due to a skill (ex. Dodge), no effect.

Each round of a boss fight is like a normal encounter. Heroic Skills (the top skill on your hero card) are not available. You do gain  from the Level card, each round.

At the end of each round, if you survive, place one damage token on the boss for each covered . The health of each boss is printed on its card.


POTIONS



Start with one potion, and add one for each potion type added below. A token may be spent to use any one of the effects below.



Heal 3 damage from one hero at the start of a turn, or 2 damage anytime.

HEALING 

TURN REFERENCE

On each turn, spend ⏳⏳. Then, either Explore or Enter a Room.


EXPLORE

Add face-down closed doors to the dungeon until there are four total doors in play.

ENTER A ROOM

Choose a door, If it is open, encounter that card. If it is closed, open it and then either encounter that card or flee.

 COMBAT: Roll all dice.

 PERILS: Choose an option, roll only that type of dice.

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HEALING 