Welcome (Back) to the Dungeon

Goal

Successfully pass through two dungeons, or be the last player standing.

Rules for Welcome Back to the Dungeon are in italics.

Setup

Give each player a Player Aid card, white side up. *And a Special Monsters player aid.*

Make a stack of 5 Success cards.

Pick a random start player.

Round

Choose one adventurer (Warrior, Barbarian, Mage, Rogue*, Necromancer, Princess, Ninja, Bard*). Lay their card and their equipment out in the centre of the table.

Shuffle the Special Monsters and draw two. Add them to the Monsters.

Shuffle the Monsters.

Establish a location for the Dungeon pile.

Bidding Phase

Designer-recommended variant: for the first round of bidding, you *must* draw a card and add it to the dungeon.

From the first player in rotation, until only one player is left, do one of:

- Draw a card from the Monster Deck, and look at it secretly. Then either (a) add the monster face-down to the Dungeon pile, or (b) place it face down in front of you, but remove one of the Equipment tiles from this round.

- Pass, and drop out of the round.

Dungeon Phase

The last active player tackles the dungeon:

Calculate total health points (HP) from character card and

equipment. *The HP tracker may be helpful for this.*

From top to bottom, reveal each monster in the Dungeon pile. If yu have equipment that can eliminate that monster, discard the monster. *If the equipment item has the lightning strike symbol ⚡, discard it too.* Otherwise lose HP equal to its strength.

If your HP reaches zero *and you do not have an Equipment item that lets you come back to life*, you have been wounded. Turn your player aid card to its red side. If it was already on its red side, you

are eliminated; if only one player remains, they win.

If you exhaust the Dungeon pile and have at least one HP left, you succeed! Take a gold Success card. If you have two, you have won.

If nobody has won, play a new round. The player who entered the dungeon chooses the next hero, and is the next start player