

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 you 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

Dungeon are in italics.

Rules for Welcome Back to the

standing.

Successfully pass through two dungeons, or be the last player

Goal

https://tekeli.li/rogers-rules/
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Dungeon

(Back) to the

Welcome

hero, and is the next start player to the dungeon chooses the next round. The player who entered If nobody has won, play a new round. If you have won. If you exhaust the Dungeon pile and have at least one HP left, you succeed! Take a gold Success card. If you are eliminated; if only one player remains, they win.