



Advanced Rules Guide

Greetings, Boss Monsters! If you're eager to slay adventurers and build dungeons in *Boss Monster*, but the basic rulebook left you with some questions, you've come to the right place. Whether you're looking to clarify a particular rule or delve into all the details, these rules expand upon what's covered in the [Boss Monster instruction booklet](#).

Five Rules to Remember

In our experience, here are the top five rules clarifications requested by advanced gamers after an introductory session of *Boss Monster*:

- **Treasure Type Matters, But Only For Advanced Rooms:** You must place an Advanced Room on an ordinary or Advanced Room that matches its treasure type. Room subtype (Trap or Monster) does not need to match. You may place an ordinary Room adjacent to your dungeon entrance (if you have less than five visible Rooms in play) or on top of *any other* Room. You can always place an ordinary Room over another Room of any type, regardless of treasure type or room subtype.
- **Destroyed Rooms Uncover What's Beneath:** When a Room is destroyed, the Room underneath it is uncovered and comes into play. This does not trigger "when you build this Room" effects from the uncovered Room. If a Hero is in a Room when it is destroyed, that Hero immediately exits the Room and (if it survives) moves to the next Room. (Damage and abilities of the Room underneath the destroyed Room do not affect the Hero exiting the Room.) If there is no Room underneath the uncovered Room, the "hole" created by the destroyed Room immediately closes and any Rooms to the left of the destroyed Room slide to the right.
- **Active Player Has Priority:** You are the "active player" when it's your turn to play a Room face-down, or when Adventurers are moving through your dungeon. You may play a Spell or Room Ability when another player is active, but they can react with their own Spells and Room Abilities, and those all resolve before your effect.
- **No Spells or Abilities After You Reveal:** The Build phase ends when Rooms are revealed. Build effects ("When you build this Room...") and Level Up powers take place immediately, in XP order. However, no Spells or activated abilities may be played at this time. Spells with the Build (hammer) icon must be played before Rooms are revealed. If you build a Room with an activated ability, you cannot use that until the Adventure Phase.
- **Heroes Pause in Each Room:** Each time a Hero enters a Room, apply any Hero abilities (and/or Item abilities) first, then any ongoing effects from the Room, then damage. Spells and abilities may not interrupt this process. Once a Hero has been damaged by a Room, any player may use Adventure Spells or other abilities. Then the Hero exits the Room and is either killed or survives. In a tournament setting, you should pause after each Room deals its damage to see if another player has an action to declare that will affect the Hero's survival.

If you still have questions, read on!

Sequence of Play

Here is a more detailed look at the full sequence of play. While the turn order can be loose in a casual game, more advanced gamers may appreciate following the more rigid official turn structure. This sequence may also answer some questions about order of effect and priority.

Setup (No Spells or abilities can be played)

- Each player draws 5 Room & 2 Spell cards, then discards any 2 cards.
- Each player places a Room card face down to the left of their Boss, to start their dungeon.
- Simultaneously reveal all Room cards. Resolve any Rooms with “when you build this” effects in XP order.

1. Beginning of Turn (No Spells or abilities can be played)

- a. If you are playing with Items, reveal one Item (two Items in a four-player game).
 - If a revealed Item matches the treasure type of any Hero in town, attach it to the Hero of that type who has been in town longest. (Universal Items attach to the Hero who has been in town longest.)
- b. Reveal one Hero card for each player in the game and place in the Town in the order revealed.
 - When you reveal a Hero, if there is an unattached matching Item in town, attach it to that Hero.
- c. Each player draws one Room card in order of XP.

2. Build Phase

- a. Activate each player in order of XP. The following actions can be taken in any order:
 - Active player may – play *Build* Spells or activate abilities.
 - Active player may – place a single Room card face down in his or her dungeon.
 - Non-active player – play *Build* Spells or activate abilities. Active player’s Spells/abilities will always take priority and resolve first, even if they are declared in response to a non-active player.Repeat step 2a for every player.
- b. Simultaneously reveal all face down Rooms placed in 2a.
 - The highest-XP player resolves any applicable Level Up effects and “When you build this Room” effects, followed by lower-XP players. You may choose the order in which you activate your own Level Up and “when you build this Room” effects.
 - You may not play Spells or activate abilities at this time.

3. Bait Phase (No Spells or abilities can be played)

For each Hero in Town, resolved in first-in, first-out order:

- a. Each player adds up the total treasure value of their dungeon corresponding to that Hero’s treasure type.
- b. That Hero is placed at the dungeon entrance of the dungeon with the highest treasure value.
- c. If the highest treasure value is tied (or if no player has any relevant treasure) the Hero remains in Town.

4. Adventure Phase

Activate each player in order of XP:

- a. For each Hero at that player’s dungeon entrance (resolved in order of arrival in phase 3):
 - Apply any effects or bonuses from Hero abilities or Items. If the ability states “until end of turn,” it persists even if the Hero is killed.
 - Hero moves through each Room in the dungeon in turn, from the entrance toward the Boss.
 - Each time a Hero enters a Room, apply any Hero or Item abilities first, then any ongoing effects from the Room, then damage. Spells and abilities may not interrupt this process.
 - Before a Hero enters the dungeon, after a Hero has been damaged by a Room, or before a Hero enters the next room, players can play *Adventure* Spells or activate abilities. The active player’s Spells/abilities will always take priority and resolve first, followed by other players in XP order.
- b. Any Hero that exits a Room with damage equal to its Health is killed. It is placed *face down* in the active player’s scoring area. It grants a number of Souls equal to the diamond icons on its card back.
 - Any Item attached to a killed Hero is placed face-up in your scorekeeping area. If you already have a face-up Item, you may choose which Item to keep face-up and turn the other face-down.
- c. Any Hero that survives the dungeon and reaches the Boss card is placed *face up* in the active player’s scoring area. It deals a number of Wounds equal to the blood drop icon on its card back.
 - Any Item attached to a surviving Hero is placed face-down in your scorekeeping area.

Repeat steps 4a – 4c for every Hero at the active player’s dungeon entrance.

Repeat the Adventure Phase for each player in order of XP, even players without a Hero in their dungeon.

5. End of Turn Phase *(No Spells or abilities can be played)*

- a. Any “until end of turn” effects are resolved.
- b. Any deactivated Rooms are turned upright.
- c. Check for end of game:
 - i. Any player with 5 or more Wounds loses the game (regardless of Soul count).
 - ii. Any player with 10 or more Souls (and less than 5 Wounds) wins the game.
 - iii. If all players meet either of the conditions above, then subtract their Wounds total from their Soul total - the highest result is the winner.
 - iv. After step *iii* If there is still a tie, then the player with the lowest XP is the winner.

Card Rule Clarifications

While the rulebook and the advanced rules above contain everything you should know to adjudicate a question about a particular card, here are some specific clarifications to help answer questions on individual cards. If a card is not listed here, it is because the rules are considered fully self-explanatory. If you see a card here you do not recognize, it may be an expansion card or a limited edition promo card. For a full list of Boss Monster cards, visit bossmonster.wikia.com.

All-Seeing Eye

- Because it is a cancel effect, this Room’s ability takes priority even when played by a non-active player.
- Because this Room’s cancel effect is a card ability rather than a Spell, it cannot be prevented with Counterspell. It can be prevented by Meddling Kids!

Another Castle

- This may only target a Hero in your dungeon, not at the entrance to your dungeon.
- Apply any ongoing effects from the Room the Hero has entered before casting this Spell. If the first Room in your dungeon has a damage value greater than zero, it damages the Hero before you can cast this Spell.

Antimagic Zone

- Because it is a cancel effect, this card’s ability takes priority even when played by a non-active player.
- Because this card’s cancel effect is a card ability rather than a Spell, it cannot be prevented with Counterspell. However, it can be prevented with Meddling Kids!

Archer

- This card should say, “This Hero skips the last Room of your dungeon.” It does not trigger any damage or abilities of that Room. (However, the Hero does not ignore the Room’s treasure value and you may still use abilities of that Room when the Archer is in other dungeon Rooms.)

Artificer’s Workbench

- Flipping an Item face-down with this Room does not trigger its Boss ability.

Assassin

- This card can be played on a Hero after a Room has dealt enough damage to kill that Hero, as long as it is declared before the Hero exits the Room. (Rooms deal damage first, but players have a chance to play Spells and effects before a Hero exits a Room and death or survival is resolved.)

Bag of Holding

- This card’s Hero ability can affect multiple Rooms, if a Hero survives (exits without being killed) more than one Room with at least two treasure icons. The treasure icons may be the same (e.g. Dark Laboratory) or different (e.g. Dragon Hatchery).

Barbarian

- This Hero's ability may only be triggered once per turn. Multiple opponents cannot trigger this ability.

Barbarian Hall

- If you have any Spell cards in hand when you build this Room, you must choose and discard one. If you do not have any Spell cards in your hand, you may build this Room without any penalty.

Beast Menagerie

- Building this Room does not trigger its own ability (because the text specifies "another.")
- Building a Room over Beast Menagerie does not trigger this card's ability, because its ability text is inactive when covered.

Belladonna, Vampire Baroness

- You must use this ability on the turn you Level Up. (You cannot save it for a later turn.)
- As with any heal effect, this replaces your Wound with the Soul value of the Hero you turn face-down.
- If you have an Epic Hero in your scorekeeping area when you Level Up, you may turn target it with this ability.

Blockpile Puzzle

- As long as this Room is in play, you must destroy one Room in your dungeon during the end of turn phase. You may destroy Blockpile Puzzle with its own ability.

Bone Crank

- If you deactivate a Room (owned by a lower-XP player) that would have triggered their Boss card's Level Up ability, that Level Up ability does not trigger until the End of Turn phase, when the room reactivates.
- If you deactivate a Room (owned by a lower-XP player) that would have triggered a "When you Build this Room" effect, that effect does not trigger until the End of Turn phase, when the room reactivates.

Boots of Jumping

- When a Hero "ignores" a Room, it skips that Room and does not trigger any damage or abilities of that Room. It treats that Room as if it does not exist, so it does not "survive" an ignored Room.

Bottomless Pit

- If this Room is in your dungeon and a Hero enters it, your activation of its ability takes priority over any effect from an opponent because you are the active player. If an opponent wants to deactivate or destroy this Room to prevent you from using it, they must do so while the Hero is in a previous Room.
- If you kill a Hero with Bottomless Pit, the dead Hero does not trigger any effects (such as "If a Hero dies in this Room" effects) of a Room uncovered by Bottomless Pit's destruction.

Boulder Ramp

- This ability can be activated multiple times per Hero if you have multiple Rooms to "feed" to the ability.
- The damage from this Room ability only applies to one Hero and does not carry over to the next Hero that enters the Room.

Cave-In

- A Room destroyed by Cave-In (or any other external effect) does not gain the effects of its "destroy this Room" ability.
- Like any effect that targets a Room, this must target an active (visible, non-deactivated) Room.

Cheat Code

- Room ability text does not include the name of the card, its damage, its treasure type, or its subtype (Monster or Trap). It includes only the ability, such as Bottomless Pit's "destroy this Room" ability.

Claws of the Berserker

- The Hero ability gives a +1 Health bonus for each Monster Room in the defending player's dungeon. This bonus only persists as long as those Rooms are in play, so a player may destroy or deactivate Rooms to reduce this effect.
- The Boss ability is typically used on a Hero in another player's dungeon, but the player activating this ability counts his own dungeon's Monster Rooms in determining the Health bonus. For example, a player with three Monster Rooms who uses this ability on a Hero in an opponent's dungeon can give that character +3 Health.

Centipede Tunnel

- When you move Rooms with this card's effect, any Rooms beneath the affected Rooms are also affected. "Room stacks" always move together.

Cerebellus, Father Brain

- If you have Spell cards in your hand other than the ones drawn by this effect, you may choose one of those to discard.

Cleopatra, Mother of Mummies

- If neither the Room deck nor the discard pile contains an Advanced Trap Room, this card's ability is wasted.
- If you do not have a Room with a matching Treasure type, you may keep the Advanced Room in your hand.

Collapsing Bridge

- The first printing of this card is misprinted. It should say: "Once per turn, if a Hero survives this Room, until end of turn this Room deals +3."

Construction Zone

- Because this card's ability takes effect after Rooms are revealed, you may use it to play one Room, then another on the same "Room stack." This means you may reveal Construction Zone, then build an Advanced Room over your Construction Zone in the same turn.

Counterspell

- Because it is a cancel effect, this Spell takes priority even when played by a non-active player.
- If a series of cancel effects are played, the most recently played effect takes priority. This makes it possible to Counterspell a Counterspell, regardless of XP order.

Dark Altar

- If you are the active player and an opponent casts a Spell while a Counterspell is in the discard pile, you may destroy Dark Altar to take a Counterspell from the discard pile, put it into your hand, and cancel the opponent's Spell.

Dark Laboratory:

- If you have Spell cards in your hand other than the ones drawn by this effect, you may choose one of those to discard.

Decapitator

- This Room's effect removes the target Room's treasure value. A later effect, such as Secret Stash, may still give the Room a treasure value.
- If a Room's treasure value is removed during the build phase before a player is active, that player may not place an Advanced Room over it.
- If you use this ability on an opponent's Room and the player later builds over that Room, the new Room does not lose its treasure value.

Demigod

- If two or more players are tied for fewest Wounds, the Demigod stays in town until the tie is broken.

Dizzygas Hallway

- The “next” Room in your dungeon is the adjacent Room immediately to the right of Dizzygas Hallway. If that Room is deactivated, or if there is no Room to the right of Dizzygas Hallway, ignore this ability.

Doc Scarecrow, Ambassador of Fear

- As with any activated ability, you cannot activate this ability once Rooms are revealed. This means you cannot use the ability until the turn after you Level Up.
- This ability only affects luring during the Bait phase. It does not prevent other effects, such as Princess in Peril, from placing a Hero at the entrance to a dungeon.

Dr. Timebender, Mad Alchemist

- Because it is a cancel effect, this card’s ability takes priority even when played by a non-active player.
- Because this card’s cancel effect is a card ability rather than a Spell, it cannot be prevented with Counterspell.

Dracolich Lair

- Like any effect that targets a “Room,” this may target an ordinary Room or Advanced Room.
- If you do not have two Room cards to pay the activation cost, you may not activate this ability.

Dragon Hatchery

- The rules text on this card is reminder text only, and is not negated by effects that ignore Room abilities.

Elemental Generator

- If you cast a Spell while a Hero is in this Room, the Room deals its damage first (gaining +X for each Spell card in your hand, including the one you are about to cast).

Elicon, the Ant Cannon Dragotroll King

- This only doubles treasure from your Rooms, not this Boss card or other effects.
- You cannot choose whether to use this ability when you Level Up, nor can you specify which Rooms are affected. All Rooms in your ability double their treasure value.

Excavation

- Flipping an Item face-down with this Spell does not trigger its Boss ability. If used on an active player’s Item, that player has the chance to use the Item’s Boss ability after this Spell is declared but before it resolves.

Extra Life

- If a Hero with this Item would be killed by damage or an ability, it returns to town instead. Detach this Item from that Hero and place it in the scorekeeping area of the dungeon through which the Hero was moving.
- If you activate the Boss ability of this card, you ignore any Wounds in your scorekeeping area during the End of Turn Phase. This ability only works for one turn, so does not prevent losing the game on the following turn.

Fairy Fountain

- Once the Room’s damage is reduced to zero, later effects cannot increase its damage until end of turn. This effect ends if the Room is covered or destroyed.

Fear

- This Spell cannot target a Hero in a player’s scorekeeping area, because the scorekeeping area is not part of a player’s dungeon.
- If a damage Hero is returned to town, any damage it suffered this turn does not carry over to the next turn.

Freeze

- Refer to the Glossary (Rulebook p. 18) for the full description of “deactivate.”
- If you deactivate a Room during the Build phase that would have triggered a Boss card’s Level Up ability, that Level Up ability does not trigger until the End of Turn phase, when the room reactivates.

Frostbat Cave

- Refer to the Glossary (Rulebook p. 18) for the full description of “deactivate.”
- If you deactivate a Room during the Build phase that would have triggered a Boss card’s Level Up ability, that Level Up ability does not trigger until the End of Turn phase, when the room reactivates.

Ghoulyard

- Apply all damage benefits and penalties from other cards (such as Giant Size or Goblin Armory) before doubling this Room’s damage to Epic Heroes.

Goblin Armory

- “Adjacent” refers to the Rooms to the left and right of the Goblin Armory. If either of these Rooms is deactivated, only the adjacent Room is affected.
- Boss cards do not count as Rooms, and receive no benefit from Goblin Armory.

Goblin Suit

- This Hero takes no damage from ordinary (non-Advanced) Monster Rooms, even if a Room’s damage is enhanced by another effect. The Hero can still be affected by Room abilities.

Gorgona, Queen of Medusia

- You may choose an Epic Hero for this ability, if one is in town.
- If an opponent stops you from triggering your Level Up ability during the Build phase, and if no Heroes are left in town during the end of turn phase, this card’s Level Up ability is wasted.

Hall of Mirrors

- If a Spell is declared but canceled (with an effect like Counterspell), it does not trigger this ability.

Hatchling’s Hoard

- This Room has four treasure icons, regardless of whether you build it over a Room with Cleric, Fighter, Mage, or Thief treasure. (As always, when placing an Advanced Room, only one of its icons must match the Room beneath it.)

Haunted Library

- This ability only applies during the beginning of turn phase, and does not allow you to draw Spell cards at other times you would be allowed to draw Rooms.

Hellcow, Bossy Bovine

- When you move Rooms with this card’s effect, any Rooms beneath the affected Rooms are also affected. “Room stacks” always move together.

Hitman

- This Hero’s ability may only be triggered once per turn. Multiple opponents cannot trigger this ability.

Ice Rod

- Any Room that his Hero survives (exits without being killed) is deactivated until end of turn. For example, a Hero who survived every Room in your dungeon would leave every Room deactivated, allowing any subsequent Heroes to enter unscathed.

It's On!

- This card's first ability refers to the Hero's Health at the time you cast this Spell. For example, a Hero with a printed Health value of 8 who takes 5 damage in your dungeon can be killed by this Spell in the last Room of your dungeon.

Inquisitor's Robes

- Neither the Boss ability nor the Hero ability of this Item trigger the "destroy this Room" ability of any Room destroyed in this fashion. When a Room is destroyed, any Rooms underneath are not destroyed.

Jackpot Stash

- Like any card with an activated ability, this card's effect must be played during the Build phase before Rooms are revealed. So it cannot affect the Bait phase until the turn after it is played.
- Jackpot Stash only doubles treasure from other Rooms, not Boss cards or other effects.
- It affects all active Rooms in your dungeon, including any Room uncovered when Jackpot Stash is destroyed.

Jarin, the Souseeker

- Once this Level Up ability triggers, it adds one Soul to your total for the rest of the game.

Jeopardy

- If another player declares this Spell card while you are the active player, you may play any number of Spells and abilities before this Spell resolves.
- This Spell does not affect any cards that have already been played, including face-down Room cards.

Kazanna, Genie of Games

- You must use this ability on the turn you Level Up. (You cannot ignore the ability or save it for a later turn.)

Killa, Man-Eating Ape

- This damage bonus is only active if you have three Wounds. If a heal effect or other effect causes you to go below three Wounds, the ability is inactive until you have three Wounds.
- This damage bonus is not active if the last Room in your dungeon is deactivated.

King Croak, Sultan of the Sewers

- If neither the Room deck nor the discard pile contains an Advanced Monster Room, this card's ability is wasted.
- If you do not have a Room with a matching Treasure type, you may keep the Advanced Room in your hand.

Kirax, the Gatekeeper

- Once this Level Up ability triggers, it adds one Cleric treasure, one Fighter treasure and one Mage treasure (in addition to the card's one Thief treasure) to your treasure total for the rest of the game.

Kobold Strike

- Regardless of XP order, this Spell prevents any Rooms from being built for the rest of the turn. This includes Rooms built by card abilities outside of the one Room allowed during the Build Phase (such as Cleopatra and King Croak's Level Up effects).

Liger's Den

- If a Spell is declared but canceled (with an effect like Counterspell), it does not trigger Liger's Den.

Magic Mirror

- Just before this Hero enters the first Room of your dungeon, change the order of your Rooms so the last (rightmost) Room becomes the first (leftmost) Room, the second-to-last becomes the second, and so on. This change is permanent. As with all effects that move Rooms, any "Room stacks" remain intact for the move.

- Magic Mirror can target any face-up Item, including Items in scorekeeping areas, Items in town, or an Item attached to a Hero.

Magnetic Ceiling

- This Room's ability takes place after taking any Hero and Item abilities into account, but before the Room deals its damage.

Meddling Kids!

- If a player declares a Room ability (such as the ability of Antimagic Zone or Rust Monster Pen) while you are the active player, you may use Meddling Kids! to negate that effect.
- This Spell's second ability only keeps a player from winning by Souls on the turn Meddling Kids! is played. It does not keep the player from killing Heroes or gaining Souls. If that player has more than ten Souls on the following turn, the player will still win on the following turn.

Mimic Vault

- When you build this Room, if there is a Hero in town, you must use this Room's ability.

Minotaur's Maze

- This effect only works once per Adventure Phase for each Hero that enters this Room. If other effects (such as Teleportation) cause a Hero to enter this Room a second time, the ability does not trigger.
- This card can affect multiple Heroes per turn.
- Treat the phrase "back one Room" as "to the previous Room." If there is no previous Room, or if the Room to the immediate left of Minotaur's Maze is deactivated, the ability does not trigger.

Mirrax, the Silver Queen

- The Boss you choose must be in play at the time this Level Up ability activates, but the icon remains even if that Boss dies.
- If this Boss copies a Boss with multiple treasure icons (e.g. Kirax), it gains all those icons.

Monster Hunter

- To determine where this Hero is lured, combine the total values of each player's Cleric and/or Fighter treasure. A player does not need to have both types of treasure to lure this Hero.
- Subtract one from the damage that any Monster Room does to this Hero (to a minimum of zero damage).

Monster's Ballroom

- This Room counts itself and any other active Monster Rooms. It does not count your Boss or any deactivated Rooms.
- If another effect destroys or deactivates a Room in your dungeon, Monster's Ballroom immediately changes to reflect the new number of active Monster Rooms.

Motivation

- Because this Spell can only be played before Rooms are revealed, the extra Room from Motivation must be declared and placed at the same time as your first Room.
- You may not place a new Room on a face-down Room, so you cannot use this card to play two Rooms on the same "Room stack" (such as a Room and an Advanced Room).

Oh Yeah!

- When you move Rooms with this card's effect, any Rooms beneath the affected Rooms are also affected. "Room stacks" always move together.

Orcish Smithy

- This ability can affect any Hero (even special Heroes marked with a star icon), but it may not target a Hero who already has an attached Item.

Pause

- When you cast this Spell, any Heroes at the entrance to your dungeon remain at the entrance until the following turn.

Pet Monster

- As soon as this Hero enters your dungeon, deactivate the first Monster Room in your dungeon until end of turn. If the first Room of your dungeon is a Monster Room, this triggers before the Room's ability or damage can take effect and the Hero moves on to the next Room.

Pity

- A card removed from the game by this Spell is set aside and ignored until the end of the game.

Pixel Lincoln

- When Pixel Lincoln is revealed in town, players take turns (in XP order) deciding how many Spell cards to draw.

Porkus, King of Thieves

- This ability can target an Epic Hero.

Princess in Peril

- If you play this Spell while you are not the active player, and a higher-XP player also plays Princess in Peril targeting the same Hero, this spell is wasted.

Recycling Center

- This effect triggers anytime a Room is destroyed in your dungeon, even if those Rooms are being destroyed to activate an ability.

Ring of Invisibility

- During the Adventure Phase in which this Hero is at the entrance to your dungeon, you may not play Spells. This is true even when another opponent is the active player.
- The Boss ability allows you to cancel a Spell played during your portion of the Adventure Phase (when you are the active player).

Robobo, Angry Golem

- If an opponent uses Robobo's Level Up ability, you must choose and destroy a Room in your dungeon. This does not trigger the "destroy this Room" ability of any Room destroyed in this fashion.

Rust Monster Pen

- A Room's damage cannot be reduced below zero.

Save Point

- You may only retrieve a Spell from the discard pile if it is already in the discard pile when you destroy Save Point.

Secret Stash

- Giving a Room a treasure icon with this Spell allows you to place a matching Advanced Room over that Room.
- If the Room is deactivated or destroyed, it loses the extra treasure icon.

Seducia, Sorceress of Sexiness

- If there are no Heroes left in the Hero decks, this ability is wasted.

Shortcut!

- When a Hero skips a Room, it passes over that Room and does not trigger any damage or abilities of that Room. It treats that Room as if it does not exist, so it does not “survive” an ignored Room.

Shrooman Cave

- Because it specifies “another,” Shrooman Cave cannot target itself.

Soul Harvest

- A card removed from the game by this Spell is set aside and ignored until the end of the game.

Specter's Sanctum

- When choosing an opponent to be the target of this ability, your opponents must show how many Spell cards (keeping the face of the cards concealed) they have in their hands.
- When you use this ability, your chosen opponent holds up all of his or her Spell cards (keeping the face of the cards concealed) and you choose the card to be discarded.
- If an opponent has only one Spell card, he or she automatically discards that card. If no opponent has a Spell card, this ability is wasted.

Spellslime Pit

- If a Spell is declared but canceled (with an effect like Counterspell), it does not trigger this ability.

Staff of Healing

- If any Hero at the entrance to your dungeon has the Staff of Healing, every Hero at the entrance to your dungeon gains +2 Health until end of turn. This bonus persists until end of turn even if the Item-equipped Hero dies or the staff is removed from play.
- The Boss ability of this Item may only target a face-down ordinary Hero.

Star of Invulnerability

- A Hero with this Item takes no damage from the first three Rooms in your dungeon, including abilities that increase a Room's damage. It is still affected by abilities and can be killed by effects like Bottomless Pit's “destroy this Room” ability. The first three Rooms are counted from left to right, and deactivated Rooms do not count against that total.
- The Boss ability allows you to target a face-up Hero who survived your dungeon this turn. You may remove that Hero from play. For the rest of the game, that Hero does not return to town and cannot be targeted by any abilities or effects.

Succubus Spa

- When choosing an opponent to be the target of this ability, your opponents must show how many Spell and Room cards (keeping the face of the cards concealed) they have in their hands.
- When you use this ability, you choose Spell or Room. The chosen opponent holds up all of his or her cards of the chosen type (keeping the face of the cards concealed) and you choose the card to be discarded.

Super Effective!

- The first printing of this card is misprinted. The hearts on the card should be black, because a Room deals damage (not Health).
- A Hero is only “lured” to a dungeon if it moved to a dungeon entrance as part of the Bait phase. If another effect, such as Princess in Peril, places a Hero at the entrance to a dungeon, it does not count against this card's ability.

Surprise Gift

- On the turn that you place a Room with Surprise Gift, you may not also place a Room in your own dungeon (unless you play an effect that allows you to build an additional Room, such as Motivation).
- When a Room is built with Surprise Gift, any “when you build this Room” effects apply to the player whose dungeon contains the newly built Room.

Swordmage

- While this Hero is in your dungeon, it gains +2 Health every time any player plays a Spell. This includes the player whose dungeon the Swordmage has entered, as well as that player’s opponents. Swordmage gains the +2 Health from this ability before any effects from the Spell are resolved. If a Spell is canceled (by an effect like Antimagic Zone), it does not trigger this ability.

Teleportation

- The “first” Room of your dungeon is the leftmost Room, adjacent to the entrance to your dungeon.
- A Hero targeted by this Spell keeps all damage it has taken during its first trip through your dungeon, and continues to move through the dungeon.
- You do not have to wait until the last Room of your dungeon to play this Spell, which may allow you to optimize where a Hero dies.

Ten Foot Pole

- As soon as this Hero enters your dungeon, deactivate the first Trap Room in your dungeon until end of turn. If the first Room of your dungeon is a Trap Room, this triggers before the Room’s ability or damage can take effect and the Hero moves on to the next Room.

The Arena

- After you reveal a Room to activate this ability, you return that Room to your hand.

The Bomb

- The Hero ability triggers if the Hero enters the last (rightmost) Room of your dungeon. It triggers before the Room’s ability or damage can take effect, so the Hero survives your dungeon.
- The damage from this Item’s Boss ability only applies to one Hero and does not carry over to the next Hero that enters the Room.

The Brothers

- If two players are tied for total Souls minus Wounds, The Brothers remain in town.
- If your game contains two copies of this card, set aside one copy and play with one copy.

The Crushinator

- This Room’s +2 damage bonus affects all other active Rooms in your dungeon, including any Room uncovered when a Room above it is destroyed by this ability.
- This Room’s +2 damage bonus persists until end of turn, even if the Crushinator is destroyed.
- As long as you have other Rooms in your dungeon to destroy, there is no limit to the number of times this ability can be used in one turn.

The Fool

- If two or more players are tied for fewest Souls, the Fool stays in town until the tie is broken.

The Princess

- When The Princess is revealed in town, players take turns (in XP order) deciding how many Room or Spell cards to draw.

The Smashinator

- “Every other visible Room” means the top of every Room pile in your dungeon. It does not include deactivated, covered, or face-down Rooms. As always, destroying the top Room of a Room pile uncovers the next Room in that pile.

Torture Chamber

- When choosing an opponent to be the target of this ability, your opponents must show how many Room cards (keeping the face of the cards concealed) they have in their hands.
- When you use this ability, your chosen opponent hold up all of his or her Room cards (keeping the face of the cards concealed) and you choose the card to be discarded.
- If an opponent has only one Room card, he or she automatically discards that card. If no opponent has a Room card, this ability is wasted.

T.P.K.

- You do not need to wait until you have satisfied the condition of TPK to play it. Once played, it remains in your scorekeeping area and confers its benefit once you have a face-down Hero (Soul) of each Hero type.
- When this card triggers, it adds 2 Souls to your score. If another effect removes a Hero from your scorekeeping area and you no longer fulfill the requirement, you lose the bonus until you fulfill it again.

Trap Master

- To determine where this Hero is lured, combine the total values of each player’s Thief and/or Mage treasure. A player does not need to have both types of treasure to lure this Hero.
- This Hero ignores all Room ability text, even when it is in town or at the entrance to a dungeon.
- Room ability text does not include the name of the card, its damage, its treasure type, or its subtype (Monster or Trap). It includes only the ability, such as Bottomless Pit’s “destroy this Room” ability.

Trash Compactor

- If any Hero exits this Room without dying, this Room deals zero damage until end of turn. Effects that increase damage (such as Annihilator or Dizzygas Hallway) cannot increase this Room’s damage above zero.

Trepidation

- This Spell does not prevent Heroes from being lured to a Hero’s dungeon. It keeps any Heroes at the entrance waiting there for an additional turn.

Undead Minion

- A card removed from the game by this Spell is set aside and ignored until the end of the game.
- Because “Hero” may refer to an ordinary or Epic Hero, you may use this card to kill an Epic Hero.

Vampire

- This Hero’s ability may only be triggered once per turn. Multiple opponents cannot trigger this ability.

Vampire Bordello

- This Room allows you to heal a Wound. Per the rulebook definition of “heal,” this allows you to place a face-up Hero face-down. It is not limited to ordinary Wounds, so you may use it to heal a double Wound from an Epic Hero, even if you also have ordinary Wounds.

Vorpal Blade

- If a Hero with this Item survives your dungeon, it adds an additional Wound to your scorekeeping area until end of turn. If this would take you to five Wounds, you lose the game. (For example, if you had two Wounds and an Epic Hero with the Vorpal Blade survived your dungeon, you would lose the game.) If not, the extra Wound disappears before the beginning of the next turn.

- When using this Item's Boss ability, you may target any Hero (even one who has been returned to town or a dungeon entrance). If you kill a Hero in town or in your dungeon, place that Hero face-down in your scorekeeping area. If you kill a Hero in an opponent's dungeon, place it in that player's scorekeeping area.
- For a Hero with an odd number for Health, round up to determine "at least half" (e.g. a Hero with 13 Health must have taken 7 or more damage to be a valid target for this effect).

Wild Monster

- When you build a Room with this Spell, any "when you build this Room" effects immediately apply.

Witch

- This Hero's ability may only be triggered once per turn. Multiple opponents cannot trigger this ability.

Witch's Kitchen

- This card's ability is an activated ability, which means it can be played during the Build or Adventure phases.
- The discard is a cost that must be paid toward the ability, and another discard effect cannot be used to pay this cost.

Zombie Attack

- You may always look at the face-down cards in an opponent's scorekeeping area, and you may do so when you play this Spell and declare its target.
- Once this card has been played, even if another effect moves the Hero away from the player's dungeon entrance, the Hero still has +2 Health until end of turn.

Zombie Prison

- You may always look at the face-down cards in an opponent's scorekeeping area, and you may do so when you play this Room ability and declare its target.
- If this effect is activated before the end of a player's active portion of the Adventure Phase, the Hero moves back through the dungeon on the same turn. If it is played after a player's active portion of the Adventure Phase the Hero waits at the entrance until the next turn.

Further Questions

If this document leaves you with any questions, please visit the official Brotherwise Games message board at www.bwisegames.com/forums. Rules questions should be posted to the Rules subforum, and if you have not previously registered it may take 24 hours to approve your first post.

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