

TURN STRUCTURE

The flow of a turn is outlined below and includes three phases and the steps involved for each phase. When all players pass priority in succession while the stack is empty, the turn progresses to the next step or phase. "You" in this section refers to the active player. If a step does not mention priority, no one gets priority during that step.



1. STARTING PHASE

1. Recharge all of your items and your character card.
2. Start of turn effects trigger, then you get priority.
3. "Loot 1." is put on the stack for you, then you get priority.

2. ACTION PHASE

You get priority. During this phase, you may do any or all of the following in any order:

- Play 1 loot card. (Remember: activating your character card lets you play another loot card. It even works on your opponent's turns.)
- Purchase a shop item or the topmost card of the treasure deck. Purchasing can't be done in response to anything (see **Purchasing**).
- Attack an active monster or the topmost card of the monster deck. Attacking can't be done in response to anything (see **Attacking**).

3. ENDING PHASE

1. End of turn effects trigger, then you get priority. (If an effect ends the turn, the current turn jumps to this step if not already in the **Ending Phase**. Ending the turn does not cancel anything on the stack.)
2. Heal all players and monsters to full health, then effects that last until the end of turn wear off.
3. If you have more than 10 loot cards in hand, discard down to 10.
4. Pass the turn to the player to your left.

GAME EVENTS

The following sections cover different game events. Many of these have multiple steps, and you move through the steps when something resolves or based on some condition. If a step triggers effects, those need to resolve before moving on to the next step. For example, step 5 in Attacking has combat damage resolve. If that combat damage triggers any effects, those must resolve before making another attack roll.

PURCHASING

You may purchase once a turn during your action phase. You may purchase a shop item or the top card of the treasure deck for 10¢. You can only start a purchase while the stack is empty (i.e. not in response to anything). To purchase, say what you are purchasing. This **declaration** goes on the stack, and when it resolves, the purchase happens: you simultaneously give 10¢ to the supply and gain the purchased item. If you purchase a shop item, replace it with the top card of the treasure deck (see **Refilling**).



DICE ROLLS

You make dice rolls for some effects or while attacking; rolls made as part of an attack are considered attack rolls. When an effect that needs a roll begins to resolve, first make the initial roll and put it on the stack. Only initial rolls go on the stack; effects that reroll simply modify the result on the stack. When you roll:



1. The initial result is added to the stack, then all applicable "+X/-X to dice rolls" effects are added to the stack on top of the initial result, then the active player gets priority. (This is when rerolls and other effects that modify the result can be played.)
2. The roll resolves: The roll resolves as the current result. If rolling for an effect, the effect becomes defined with the result. If the roll is an attack roll, combat damage is added to the stack. Effects that trigger off of the result are added to the stack immediately on top of the effect or combat damage being rolled for, then the active player gets priority. (If Dad's Lost Coin, Missing Page, or Sacred Heart change the result here, you must change the effect or combat damage to reflect the new result. These items cause final rerolls: no modifiers can be played and this reroll doesn't cause effects to trigger.)

You always make rolls with six sided dice. Rolls and monster evasion can't go above 6 or below 1.



ATTACKING

You may attack once a turn during your action phase. You may attack an active monster or the top card of the monster deck. You can only start an attack while the stack is empty (i.e. not in response to anything). Follow the steps below to attack:



1. To start an attack, say what you are attacking. Put your **declaration** on the stack. When it resolves, the attack starts; continue to step 2. If either the player or monster dies at any time during the attack, the attack ends (see **Monster Death**, **Player Death**).
2. If you are attacking the top of the monster deck, reveal the card. If it is a monster card, put it into a monster slot and continue to step 3. If it is a non-monster card the attack ends; you must play it, then you get priority.
3. Make an attack roll with a six sided dice (see **Dice Rolls**). If the roll resolves to a number less than the monster's evasion, the attack misses; combat damage equal to the monster's attack is put on the stack directed at you. If the roll resolves to a number equal to or greater than the monster's evasion, the attack hits; combat damage equal to the player's attack is put on the stack directed at the monster. Continue when damage resolves. You get priority.
4. Either you or the monster take combat damage. Put any effects that trigger off of this damage on the stack. After they resolve, go back to step 3 if both combatants are alive.

You can only attack during your action phase. Some effects can force you to attack; you must make any forced attacks at the next possible time that turn (i.e. the next time you have priority during your action phase while the stack is empty). Effects can give you additional attacks. Killing a monster outside of combat with an effect is not an attack.