

BOSS MONSTER

A GUIDE FOR SEASONED BOSSES

RULES CHANGES:

Spell and Room effects: We've removed the notion of an "Active Player" who gets effect primacy during their turn. Now, all Spell and Room abilities resolve in the reverse order in which they were played ("last in, first out"). This means that when a Spell or Room ability is played, there is always a moment for another player to interrupt with another effect.

End Game conditions: The game still ends when a player has 10 souls or 5 wounds. The winner is now the player with the most Souls minus Wounds.

NEW CARDS:

Spell Deck:

- +2 Boss Attack
- +2 Heist
- +2 Void

Room Deck:

- +1 Burial Chamber
- +1 Wight Court
- +1 Grog Shop
- +1 Fodder Launcher
- +1 Arcane Orrery
- +1 Stasis Chamber
- +1 Claw Machine
- +1 Exploding Trove

Boss Cards:

- Comrade Bull
- Render
- Ozden

DECK CHANGES:

Room Deck:

- 1 Specter's Sanctum
- 1 Succubus Spa
- 1 Golem Factory
- 1 Neanderthal Cave
- 1 Brainsucker Hive
- 1 Witch's Kitchen
- 1 Bottomless Pit

Spell Deck:

- 4 Freeze
- 2 Jeopardy
- 1 Zombie Attack

