# On Your Turn

You get **3** action points (✪✪✪) to use each turn on the actions listed below. You can use them in any order. You may perform the same action more than once on your turn if you have enough action points.

- ✪ ***DRAW*** a card from the deck.
- ✪ Play a **Hero** card from your hand. You may also roll to use its effect immediately.
- ✪ Play an **Item** card from your hand onto one of your heroes, or a **Cursed** item onto a hero in an opponent's party.
- ✪ Play a **Magic** card.
- ✪ Roll to use the **effect** of a **Hero** card in your Party. You cannot roll to use the same Hero card's effect more than once per turn.
- ✪✪ ***ATTACK*** a Monster card.
- ✪✪✪ *DISCARD* every card in your hand (if you have any) and *DRAW* **5** cards.

If a card's effect tells you to perform an action *immediately*, that means you do not have to spend an additional action point to take that action.

Your turn ends when either you have no action points left or you choose not to do anything else. Unused action points do not roll over into your next turn.

# How to Win

*SLAY* **3** Monster cards.

**OR,** end your turn with **7** *different classes* in your Party (including your party leader's class).

**OR,** bribe the game owner (if it's not you), or pay everybody's tab.