Looting The Body:
A player who dies has a reasonable chance to choose to treat it as a monster instead. In that case, in Level 1, it is equal to twice the combat strength of the items you are carrying, and in each level, the Base of any Item at the top of the discard pile is equal to twice the combat strength of that item.

Treating Steeds as Monsters
Steeds may be treated as monsters. For example, if you kill a Steed in combat, the player controlling the Steed gets the combat strength of that Steed as experience. If you have no more experience points, you may discard that Steed, in a way that costs him 1 Hit Point. If a Steed has a bonus or penalty to Run Away, that has no effect on it. If you die, the Steed is returned to the discard pile. The Steed may be returned to the discard pile in a way that costs you 1 Hit Point if you wish. If a Steed has a bonus or penalty to Run Away, that has no effect on it. If you die, the Steed is returned to the discard pile. The Steed may be returned to the discard pile in a way that costs you 1 Hit Point if you wish.

When a Steed dies, the player controlling it gets the combat strength of the Steed as experience. If you have any doubt about whether you should play a card, you may discard it in a way that costs you 1 Hit Point. You may discard cards in a way that costs you 1 Hit Point in order to play other cards. Any card that can change a player’s sex can also make it so that you cannot have a Sidekick. If a Steed has a bonus or penalty to Run Away, that has no effect on it. If you die, the Steed is returned to the discard pile. The Steed may be returned to the discard pile in a way that costs you 1 Hit Point if you wish.

Extra Combat
A player can use an extra combat, in a way that costs him 1 Hit Point. If you use an extra combat, you may play any card at any time, even if you are losing a combat, in a way that costs you 1 Hit Point. If you are in a losing a combat, you must use a combat card to force your opponent to do something. You may discard a combat card to return a monster to the discard pile, in a way that costs you 1 Hit Point.

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**Combat: Basic Rules**

*When you fight a monster, you compare your combat strength to the monster’s combat strength. Each combat strength is based on your Class level and the stats of the monster you are fighting. If your combat strength is higher than the monster’s, you win the combat and gain a level. If the monster’s combat strength is higher, you lose and lose a level.*

**Items**

*Items can be used in certain situations to enhance your combat strength. The effects of items can be temporary or permanent, but they generally provide a boost to your combat strength during the fight.*

**Turn Phases**

*The combat is divided into several phases: Initiative, Monster Actions, Player Actions, and Combat Resolve. Each phase is divided into turns, and each turn has a specific set of actions that can be taken.*

**Level Counters: It’s Not Cheating, It’s Using the Rules!**

*If you have an RV or Android device, you can access the Level Counters feature from the main menu. This allows you to keep track of your level and the levels of your companions during the fight.*

**Example of Combat, With Numbers and Everything**

*Miss Kitty is a level 4 Druid with the Badge of Freedom (4+2, for a total of 6 + 2 = 8). She has the Druid’s Favor ability, which gives her +3 to her combat strength when fighting against Undead. She also has the Druid’s Spirit ability, which grants her +3 to her combat strength when fighting against Undead. She has a total combat strength of 11 against Undead.*

**Running Away**

*Miss Kitty runs away from the fight, but she is caught by Killer Jalapeño, who grabs her and forces her to fight again. She cannot run away from the fight again as long as Killer Jalapeño is in the fight.*

**Rewards**

*If you defeat a monster, you get a level for your combattant, and the monster card says what you get. If you defeat a monster, you also get experience points, which can be used to improve your combattant. If you defeat a monster, you also get loot, which can be used to improve your combattant.*