

General Icons

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Scenario Level (p.15)

Average level / 2, rounded up

Difficulty	Level
Easy	-1
Normal	+0
Hard	+1
Very Hard	+2

L	M	G	T	XP
0	0	2	2	4
1	1	2	3	6
2	2	3	4	8
3	3	3	5	10
4	4	4	6	12
5	5	4	7	14
6	6	5	8	16
7	7	6	9	18

- L - Scenario Level
- M - Monster Level
- G - Gold Conversion
- T - Trap Damage
- XP - Bonus Experience

Element Icons (p.24)



Conditions and Effects (pp.22–23)

BLESS	CURSE	DISARM	IMMOBILIZE	WOUND	MUDDLE	POISON
PUSH	PULL	PIERCE	ADD TARGET	INVISIBILITY	STUN	STRENGTHEN

Equip Slots (p.8)



Enhancing



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Cards

Character Ability p.7	Item p.8	Monster Ability p.10	Battle Goal p.10	Attack Modifier p.11	Personal Quest p.38	Random Item p.38	Random Scenario p.38	Road Event p.39	City Event p.39	Room Deck p.50	Monster Deck p.51