ADVENTURER 7 ARCHER

When you HIT and get the archer, choose one other hero and check their equipement card.

illust:ひよこ2号機 (RED)07

ADVENTURER 1 WHITE KNIGHT

When you stay, you may set White Knight's Combat value to 11.

ADVENTURER 11

illust:ひよこ2号機 (RED)01

MONSTER 2 GREEN SLIME

MONSTER 4 GOBLIN

MONSTER 10 RED DRAGON

MONSTER 8 ORTHRUS

MONSTER 6 SKELETON

ADVENTURER 3 WITCH

When you HIT and get this card, All heroes pass the last companions from their party to the hero on the right.

illust:ひよこ2号機 (RED)03

ADVENTURER 5 GUARDIAN

When you stay, if there are monsters in your party, the Guardian's combat power will be 3.

ADVENTURER 3

illust:ひよこ2号機 (RED)05

ADVENTURER 9 LANCER

When you HIT and get the Lancer, choose one other hero and change your equipment card with theirs.

illust:ひよこ2号機 (RED)09

EQUIP 2 LABRYS

EQUIP 7 ARTEMIS

EQUIP 3 CADUCEUS

EQUIP 8 MURASAMU

EQUIP 4 FOUR BARREL

EQUIP 9 GÁE BULG

EQUIP 1 EXCALIBUR

During the battle phase, Excalibur's combat power may be set to 11.

EQUIP 11

illust:ひよこ2号機 (RED)11

EQUIP 10 DURANDAL

During the battle phase, you can choose 1 companion from your part yand add its combat power to Durandal's combat power.

EQUIP X+10

illust:ひよこ2号機 (RED)20

EQUIP 5 EIDOS

During the battle phase, the number of companions in your party may be added to the fighting strength of the Aegis.

EQUIP X+5

illust:ひよこ2号機 (RED)15

EQUIP 6 SACRIFICE

During the battle phase, you can choose 1 monster in your party and set its fighting power to 0.

illust:ひよこ2号機 (RED)16

Goblins are coming!

Defeat Conditions

- Min12 (11 or below will be cut off)
- Max 21 (22+ will become the goblin's leader)

Priority

- If there is more than one hero who has the highest total combat power of the party and meets the conditions, the hero whose turn is closest to the Starting Player gets the quest card.

Reward

It can spring up as much as you want.

illust:ひよこ2号機 (RED)24

Slime Harvest Festival

Defeat Conditions

- Min12 (11 or less will be melted to the bones)
- Max 21 (22 or more will ignite the slime)

Priority

- If there is more than one hero who has the highest total combat power of the party and meets the conditions, the hero whose turn is furthest to the Starting Player gets the quest card.

Reward

Slime comes in many different colors.

illust:ひよこ2号機 (RED)25

Urgent: Fire Dragon Return!

Defeat Conditions

- Max 21 (22 or more is beyond human knowledge)

If all the heroes have a combat power of 22 or more, Max 100

Priority

- If there is more than one hero who has the highest total combat power of the party and meets the conditions, the hero whose turn is closest to the Starting Player gets the quest card.

報　酬

The roar that splits the heavens rings out again, and the final battle begins.

illust:ひよこ2号機 (RED)26

Two-Headed Watchdog

Defeat Conditions

- Min17 (16- will be eaten)
- Max 20 (21+ will be burned in the fires of hell)

Priority

- If there is more than one hero who has the highest total combat power of the party and meets the conditions, the hero whose turn is closest to the Starting Player gets the quest card.

Reward

Now that there are only two heads, it is manageable.

illust:ひよこ2号機 (RED)22

Ghost Panic!

Defeat Conditions

- Min17 (16- swallowed by a swarm of ghost)
- Max 20 (21+ will end up the wrong way)

Priority

- If there is more than one hero who has the highest total combat power of the party and meets the conditions, the hero whose turn is furthest to the Starting Player gets the quest card.

Reward

Even in death, they continue to fight.

illust:ひよこ2号機 (RED)23

Felling a Fire Dragon

Defeat Conditions

- Min19 (18 and - , disappears in a blaze of crimson)
- Max 21 (22+ is swallowed by its power.)

Priority

- If there is more than one hero who has the highest total combat power of the party and meets the conditions, the hero whose turn is farthest from the Starting Player get the quest card.

Reward

Those who could not control their power be no better than a dragon

illust:ひよこ2号機 (RED)21