	Monsters				Rooms	Traps	Treasure
	♠				♡	♣	◇
	DF 1	**DF 2**	**DF 3**	**DF 4**			
A	2x QL	3x QL	3x QL	3x QL+1	Trapped Chest	(Domain Trap)	Weapon
2	2x QL	3x QL	4x QL	4x QL+1	**Empty Chest**	**Sleeping Gas**	Money
3	3x QL	4x QL	3x QL+1	4x QL+1	Hoard	**Web**	Money
4	3x QL	4x QL	3x QL+1	2x QL+2	Merchant	Puzzle	Money
5	4x QL	2x QL+1	4x QL+1	3x QL+2	Hustler	**Mana Drain**	Money
6	4x QL	2x QL+1	4x QL+1	3x QL+2	Crystal Ball	**Corrosive Acid**	Money
7	2x QL+1	3x QL+1	2x QL+2	4x QL+2	*Shortcut*	**Arrows**	Potion
8	2x QL+1	3x QL+1	3x QL+2	4x QL+2	**Fountain**	**Poison Dart**	Potion
9	2x QL+1	4x QL+1	3x QL+2	2x QL+3	**Altar**	Boulder	Tool
10	3x QL+1	2x QL+2	4x QL+2	3x QL+3	*Locked Chest*	**Monster Pit**	Tool
J	3x QL+1	2x QL+2	2x QL+3	4x QL+3	*Locked Chest*	Hole	Armor
Q	3x QL+1	3x QL+2	3x QL+3	4x QL+3	*Locked Door*	Hole	Armor
K	1x QL+2	1x QL+3	1x QL+4	2x QL+4	*Locked Door*	Hole	Weapon

♠ = 1	♡ = 2	♣ = 3	◇ = 4

IN TOWN

- If boss is defeated, obtain new quest
  - If dungeon was 1-2 floors, QL+1
  - If dungeon was 3-4 floors, QL+2
  - If anyone joined, add 1 to new QL
  - Draw for domain
- Buy and sell items
  - Any consumables
  - Equipment level <= QL + 4 – party size
  - Sell back for (cost / 2) Gold
- Heal HP / MP and remove statuses

A	= 1
2	= 2
3	= 3
4	= 4
5	= 5
6	= 6
7	= 7
8	= 8
9	= 9
10	= 10
J	= 10
Q	= 10
K	= 10

	Gold	Potion	Tool	Armor	Weapon
A	5	Water	Key	Band	Axe
2	10	Wine	Smoke Bomb	Hat	Bow
3	15	Salve	Torch	Helm	Club
4	20	Smelling Salts	Trap Kit	Ornament	Greatsword
5	25	Invisibility	Rope	Mail	Gun
6	30	Clear Water	Scroll of Earth	Plate	Katana
7	35	Sweet Wine	Scroll of Flame	Robe	Knife
8	40	Ale	Scroll of Water	Vest	Longsword
9	45	Speed	Scroll of Wind	Boots	Projectile
10	50	Heroic Brew	Magic Map	Gauntlet	Spear
J	60	Spring Water	Bag of Holding	Mantle	Staff
Q	75	Port Wine	Warp Stone	Ring	Wand
K	100	Elixir	Magic Hourglass	Shield	Whip

	Domain
A	Castle
2	Cavern
3	Desert
4	Forest
5	Graveyard
6	Marsh
7	Mountain
8	Plains
9	Sea
10	Shore
J	Temple
Q	Tundra
K	Volcano

Rooms	
Altar	Remove statuses, revive with (Health / 4) HP
Crystal Ball	Look at (Skill – 3) unexplored tiles
Empty Chest	Stash items for later retrieval
Fountain	Recover all HP / MP once
Hoard	May fight 3x (QL+DF) to get four treasures
Hustler	Will save or bet at least 10% Gold
Locked Chest	One valuable treasure
Locked Door	Create branch (suit) deep; each tile best of two
Merchant	Seven treasures for sale/trade
Shortcut	Adjacent to tile two ahead
Trapped Chest	Two valuable treasures, random trap effect

Traps	
Arrows	Evade save or lose (QL x DF) HP
Boulder	Fort save: lose (QL+DF)x2 HP, else x5
Corrosive Acid	Draw for each inventory item; A = destroyed
(Domain Trap)	(See effect in domain description)
Hole	Fall to previous floor first time; may jump in after
Mana Drain	Fort save or lose (Mana / 10) MP
Monster Pit	Fort save or lose (QL x DF) HP; fight
Poison Dart	Lose (QL + DF) HP; Fort save or add Poison
Puzzle	Target rank (Skill + 2); fail: fight, increase target
Sleeping Gas	Fight; Fort save or start with 1 Stun
Web	Fight; Fort save or start Paralyzed

Money		Entry in Gold table corresponding to (QL+DF)
Potion / Tool	QL 1-3	Draw two cards, get item corresponding to lower rank
	QL 4-6	Draw one card, get item corresponding to rank
	QL 7-9	Draw two cards, get item corresponding to higher rank
Armor		Draw a card; get level (QL+DF) armor of type corresponding to rank
Weapon		Draw a card; get level (QL+DF) weapon of type corresponding to rank
Valuable		Treat QL as being 1 higher for that treasure

(Stat) save	Draw cards equal to stat value; face card = succeed, otherwise fail

COMBAT

- Setup
  - Set aside treasure card for each monster
  - 1st monster is Near, 2nd is Far, 3rd Near, 4th Far
  - Set aside monster HP cards
- Each round:
  - Draw initiative cards
  - Unit with highest initiative discards it and takes a turn
    - If it had a king, only discard the king
    - If it had all aces, still discard but skip turn
  - Continue until no initiative cards in play
  - Certain statuses might wear off (Hidden, Stop, etc.)
- If your side is defeated, you lose (game over)
- If enemy side is defeated, you win and get rewards
  - Experience for surviving characters
  - Reveal remaining treasure cards
    - ◊ = Gold (monster's level on Gold table)
    - A♡ or A♣ = Common drop
    - A◊ = Common drop *and* Gold
    - A♠ = Rare drop

TURNS

- If you have 1 or more Stun, lose 1 Stun and skip turn
- Take action:
  - **Monster:**
  - If Near, draw one card
  - If Far, draw two, take lower suit
  - Suit = action (look at monster's pattern)
  - Rank = target (look at action's AI)
  - **Player:** Choose one:
  - Attack
  - Use an active intrinsic (➤)
  - Use a technique (costs MP)
  - Use a Potion or Tool
  - Defend (gain Defending status)
  - Rearrange (change position and/or redistribute items)
  - Flee (try to leave battle without getting rewards)
- Status resistance (optional; monsters can't)
  - Draw cards equal to Fort
  - On an A, remove one status of your choice
  - Can't remove if *persistent* (Poison, Petrify, etc.)

LEVELLING UP

- Pay amount of Exp equal to TNL
- Update **Level**
- Update **TNL**
- Draw a card:
  - ◊ Add 1 to four different base stats
  - ♣ Add 1 to three different base stats
  - ♡ Add 1 to two different base stats
  - ♠ Add 1 to a base stat and a random other base stat
- Update derived stats
- Gain (Skill x Level) SP
- Learn techniques
- Recover all HP and MP

TNL	(Lv)^2 x 10	Fort	(CON / 3) + 1
Attack	STR / 2, min 1	Health	(CON + 5) x Lv
Hit	STR / 4	Mana	(WIS + 5) x Lv
Carry	STR + 1	Will	(WIS / 3) + 1
Speed	DEX / 2	Force	INT / 2
Evade	DEX / 3	Skill	(INT / 3) + 4

Statuses

Autolife	Revive with 1/4 HP upon death, once	Paralyze	Can't act or react (wears off)
Barrier	-1 multiplier from energy damage	Petrify	*Lose init, can't act or be targeted*
Berserk	Must attack randomly with +1 mult	Poison	*Lose (Level) HP after each turn/tile*
Blind	Draw 50% fewer hit cards	Quick	Act immediately, don't lose initiative
Confuse	Target randomly among all; lose if hurt	Reflect	"Single" ☆ and ☉ hit random enemy
Dead	*0 HP, lose init, can't act or be targeted*	Regenerating	Gain (Level + Fort) HP after each turn
Defending	+50% Evade/Will, -1 mult from all dmg	Silence	Can't use ☆, ●, evoke, or scrolls
Floating	*Ignore Earth energy dmg, some traps*	Slow	Draw 50% fewer initiative cards
Haste	Draw double initiative cards	Stop	No initiative or evade (wears off)
Hidden	Lose init, can't act/be targeted this round	Stuck	Draw 50% fewer evade cards
Holding	*Carry 50% more items*	Transparent	Auto-evade next physical hit, once
Hypnotize	Join the other side	Undead	*Reverse (un)healing, cancel Dead*
Kneeling	*1/4 HP*	Wall	-1 multiplier from physical damage

ATTACK

- Attacker draws (Hit) cards
- Target draws (Evade) cards
- If evade cards higher, miss
- Otherwise, deal damage:
  - Base = Attack stat
    Multiplier = draw:
    ♠ = 1, ♡ = 2, ♣ = 3, ◊ = 4
  - Modify multiplier (range, etc.)
  - Target loses (base x mult) HP
  - Draw for add / evoke:
    ♠♣ = Add; **AJQK** = Evoke

FLEE

- Draw (Speed) cards
- Enemy unit with highest Speed draws (Speed) cards
- Enemy's cards higher = fail
- Otherwise, you and any number of allies leave battle

	Min	Low	Med	High	Max	Meaning
Chance	1	1-2	1-3	1-4	1-5	*Rank needed on (Force + 1) cards*
Damage	+1	+4	+7	+10	+13	*Add to Force for damage base*
(Un)Healing	+3	+6	+10	+15	+21	*Add to Force for (un)healing base (mult=2 outside battle)*

1 Survivor	10	Exp per level worth of monsters
2 Survivors	5	Exp per level worth of monsters
3 Survivors	3	Exp per level worth of monsters
4 Survivors	2	Exp per level worth of monsters