

SPELL CARDS

6.7 LEVEL CHART

Characteristic	L1	L2	L3
Monster WP	+0	+2	+4
Monster CB	+0	+1	+3
Monster NV	+0	+1	+2
No. of Monsters	x1	x1	x2
Treasure Type	+0	+1	+2
Experience Points	x1	x1	x2

CB/RV/NV
WP Dice Value



Weapon Type
Treasure Types

COUNTER INDEX



SUN LEVEL


SWORD, HAMMER,
AXE, DAGGER, TOOTH & CLAW



SPELLS



BOW, THROW DAGGER

SPELL TOKENS

ITEMS

MONSTERS

1	2	3	4	5
6	7	8	9	10
20	CHARMED MONSTER 1 WOUND POINTS			

1	2	3	4	5
6	7	8	9	10
20	CHARMED MONSTER 2 WOUND POINTS			

PARTY

MONSTERS

Row 3		
Row 2	 	
Row 1		

Row 1	A	B	C
Row 2	D	E	F
Row 3			

MARCH ORDER

EXPERIENCE POINTS

1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
20	MONSTER A WOUND POINTS				20	MONSTER B WOUND POINTS				20	MONSTER C WOUND POINTS			
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
20	MONSTER D WOUND POINTS				20	MONSTER E WOUND POINTS				20	MONSTER F WOUND POINTS			