


# PRINCESS COINS




**BACKPACK**  
Place extra loot and treasure here.

# LOOT TRACKER


Place destroyed monsters here to remind you how much loot to draw at the end of the turn.

**x3 =** 

For every three **MINION** monsters destroyed: Draw 1 loot card.

**=** 

For each **ELITE** monster destroyed: Draw 1 loot card.

**=** 

For each **MINI-BOSS** destroyed: Draw 1 treasure card.

**#+1 =** 

For each spawning point destroyed: Draw loot cards equal to the tile number it was on plus one, (e.g. two for the first tile, three for the second, four for the third).

**# =** 

For each boo booty destroyed: Draw a number of treasure cards equal to the tile on which the boo booty was spawned (one for the first tile, two for the second tile, and three for the third tile). The Heroes select one treasure card and discard the rest.

**CHALLENGE**

**CHALLENGE DISCARD**

## USING THE BACKPACK

- Equip loot and treasure from the backpack during Hero power-up.
- Discard six Loot to draw one Treasure.

## OPENING TREASURE CHESTS

Draw a number of treasure cards equal to the tile the chest had occupied. Choose one card and discard the rest.

## CRITICAL SUCCESS

During a red offensive action, if the offense roll is five or more stars AND more than double the defender's roll, the defender suffers one additional wound. Spawning points and Heroes do not suffer additional wounds due to critical success.



# Cryscalia