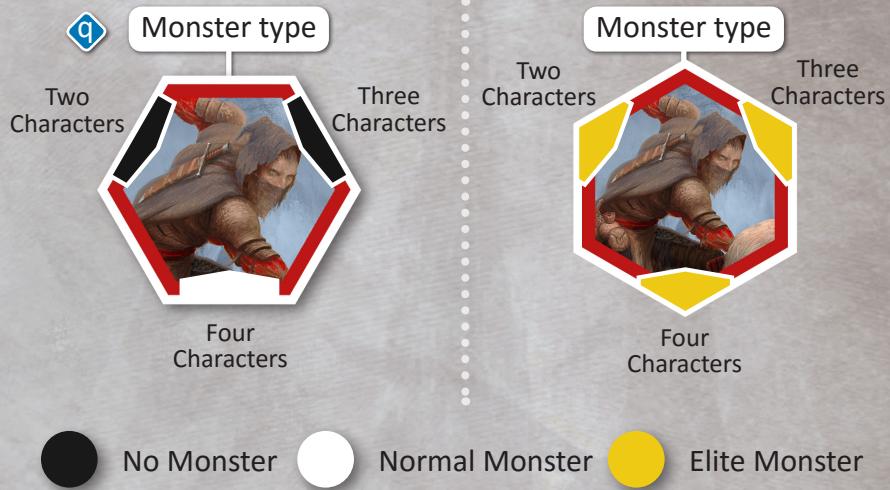


- Any locations the scenario links to (I; see Traveling and Road Events on pp. 41–42 for details).
- The configuration of map tiles (m) and door tiles (n) to be placed during setup. The specific map tiles needed for each scenario are also given (o). Each scenario map is broken up into separate rooms by door overlay tiles. A room may contain more than one map tile if those tiles are connected by other overlay tiles.
- Indications used to populate the scenario map (p) based on the monster key (q). These indications may be in one of two different orientations depending on the overall orientation of the map. Monster placement is indicated in a symbol's upper left for two characters, upper right for three characters and bottom for four characters. **BLACK** means the monster is not present, **WHITE** means a normal monster is present, and **GOLD** means an elite monster is present. Normal monsters should be placed on the map with their corresponding standees in white bases, and elite monsters should be placed in gold bases.



**Example:** / indicates which type of monster is placed on this hex, and in this case no monster is placed for two characters, a normal monster is placed for three characters, and an elite monster is placed for four characters.

Note that only monsters in the starting room are placed at the beginning of a scenario. Monster standees each have a number to determine the order in which they act during the turn (see Order of Action on p. 29 for details). The standee numbers should be randomized when placed.

- The available starting character locations, depicted by (r). Players can choose to place their figures on any empty (r) hex at the start of the scenario.
- The type of traps used in this scenario (s) and the reward for looting any treasure tiles on the board (t). The numbers for the treasures are referenced in the back of the Scenario Book, so that rewards are kept secret.
- Locations of money tokens (u) and overlay tiles (v) to be placed on the map when the room tile is revealed.

