



6x



5x



5x



1x



1x

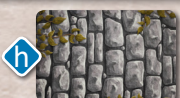
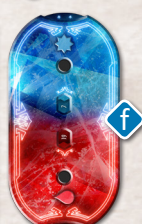
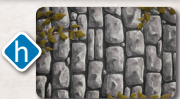
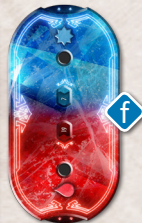


1x




















1x

Standard Attack Modifier Deck



THE PLAY AREA INCLUDES:

- A modular board of map tiles , constructed in a specific configuration using the Scenario Book as a reference (see Scenario Setup on pp. 12–13 for details). The map tiles should be laid out with doors  connecting them. The configuration of overlay tiles and monsters for the first room  should also be set up along with the character figures.
- A character mat for each player  and the corresponding hand of ability cards for that character's class , health and experience trackers , character tokens , a facedown battle goal card , and any equipped item cards .
- All monster statistic cards , with their corresponding standees, and monster ability cards  set to one side in individual shuffled decks.
- Shuffled decks of attack modifier cards for each player  and one for the monsters . **A standard attack modifier deck consists of twenty cards as shown at the top of the page, not the character-specific modifier cards found in the character boxes.** A deck, however, may be modified by level-up bonuses, items, scenario effects, and the effects of the CURSE and BLESS conditions.
- Piles of damage tokens , money tokens , and condition tokens .
- The elemental infusion table  with all six elements set in the “Inert” column.