



- **Treasure** . Treasure tiles can be looted by a player (see Loot on p. 27 for details) for a variety of effects. There are two types of treasure tiles: “goal” tiles and numbered tiles. Goal tiles are important for the completion of a scenario, and the rules for looting them will be specified by the scenario. “Goal” tiles are reset every time a scenario is played. Numbered tiles can provide a number of different benefits. When one is looted, the looting player should immediately reference the number of the tile with the treasure index in the back of the scenario book to discover what was looted. If a **specific item name** is listed, find this item in the deck of unique items and immediately add it to your pool of items. If an **item design** is listed, find all copies of that item and add them to the city’s available supply. **Numbered treasure tiles can only be looted once.** After they have been looted, they should be crossed off in the Scenario Book as a reminder.

Scenario Level

Monster base statistics, trap damage, the amount of gold received from money tokens, and the amount of bonus experience for completing a scenario are all dependent on the level of the scenario being played. The **scenario level** is chosen by the players before the scenario begins and is based on the average level of the party and how difficult the players want the scenario to be.

A scenario’s level can be set to any number from 0 to 7, but cannot be changed once the scenario begins. The **recommended** scenario level is equal to the average level of the characters in the party, divided by 2 and rounded up; this would be considered “Normal” difficulty. If players desire an “Easy” experience, they can reduce the recommended scenario level by 1. If a more difficult experience is desired, the scenario level can be raised by 1 for “Hard” or 2 for “Very Hard.”

| Difficulty | Level modification |
|------------|--------------------|
| Easy | -1 |
| Normal | +0 |
| Hard | +1 |
| Very Hard | +2 |

| Scenario level | Monster level | Gold conversion | Trap damage | Bonus experience |
|----------------|---------------|-----------------|-------------|------------------|
| 0 | 0 | 2 | 2 | 4 |
| 1 | 1 | 2 | 3 | 6 |
| 2 | 2 | 3 | 4 | 8 |
| 3 | 3 | 3 | 5 | 10 |
| 4 | 4 | 4 | 6 | 12 |
| 5 | 5 | 4 | 7 | 14 |
| 6 | 6 | 5 | 8 | 16 |
| 7 | 7 | 6 | 9 | 18 |

Example: If a party contains a Level 6 character, two Level 4 characters, and a Level 3 character, the average would be 4.25; divided by 2 and rounded up is 3, so a normal scenario difficulty level would be 3. The choice of scenario level is completely up to the players. Higher scenario levels will result in more difficult monsters, but will also yield more gold and experience.