In certain instances in the Quest Guide, some figures should be placed whether or not miniatures are available for them. These special cases are listed below:

**Quest 1: Into the Dark**

Area 4: Substitute a normal manticore figure for one of the two Master manticores called for in this room. The normal manticore figure still uses the stats of a Master manticore.

**Quest 2: The Brothers Durnog**

If both the Brothers appear at the same time, substitute a normal giant figure for the Master giant figure called for by the scenario. The second Brother still has the stats listed in the Quest Guide. As a general rule, Named monsters and monsters keyed to events are always placed when they appear in a Quest, even if there are not sufficient figures to place them on the board.

**Quest 4: Spoiled Brat**

Area 6: Substitute a Master giant figure for one of the two normal giant figures called for in this room. The Master giant figure still uses the stats of a normal giant.

**Quest 5: Last Wishes**

Area 3: The center normal ogre figure should be a Master ogre.
Area 4: Substitute a normal naga figure for one of the two Master naga figures called for in this room. The normal naga figure still uses the stats of a Master naga.

**Quest 6: The Eternal Guardian**

Area 3: Substitute a normal ogre figure for one of the two Master ogre figures called for in this room. The normal ogre figure still uses the stats of a Master ogre.
Area 4: Substitute a normal giant figure for one of the two normal demon figures called for in this room. The normal giant figure still uses the stats of a normal demon.

**Quest 9: Old Friends**

Area 3: Substitute a normal manticore figure for one of the two Master manticore figures called for in this room. The normal manticore figure still uses the stats of a Master manticore.
Area 5: Substitute a Master demon figure for one of the two normal demon figures called for in this room. The Master demon figure still uses the stats of a normal demon.