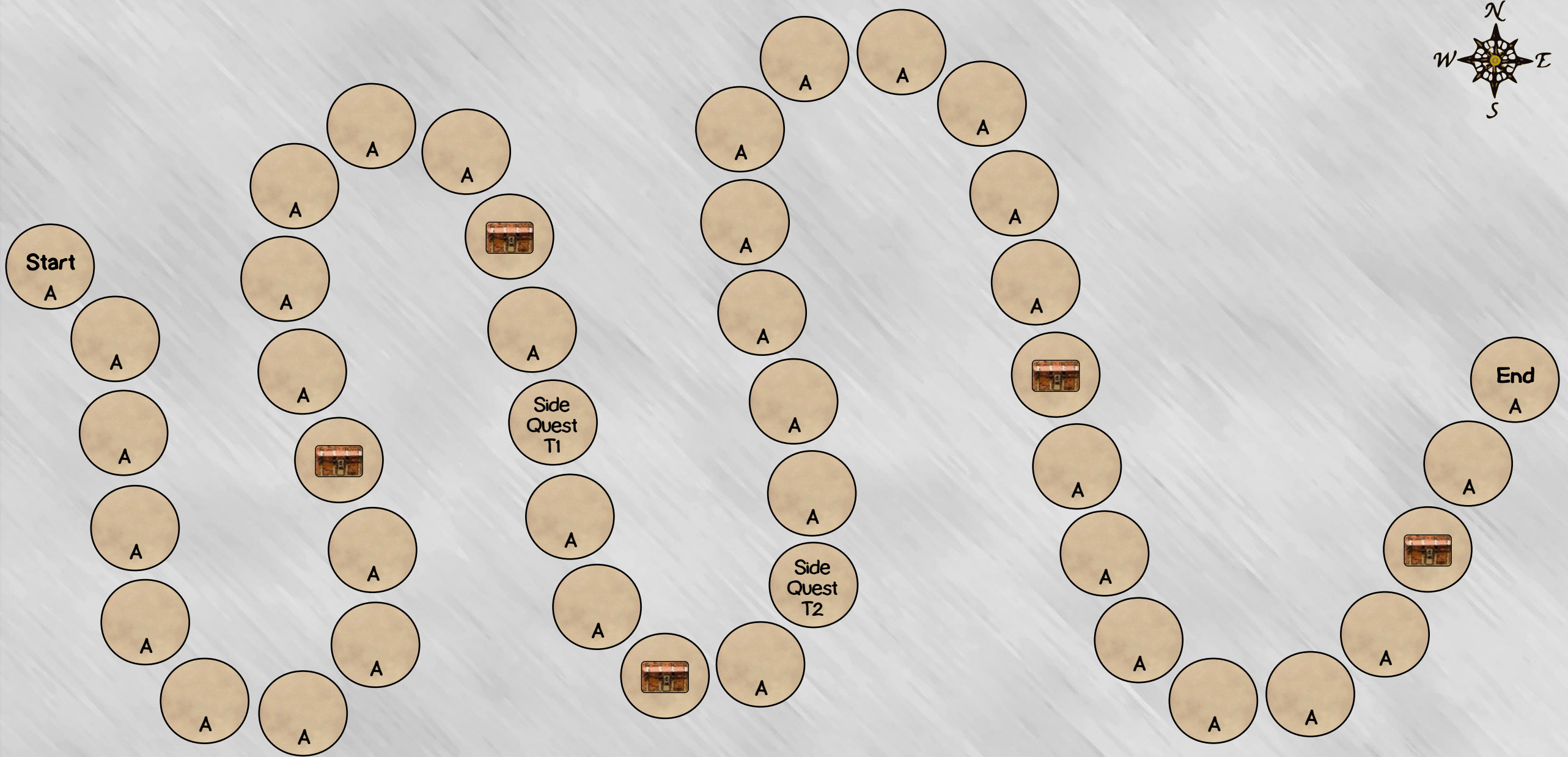


The Old Ruins



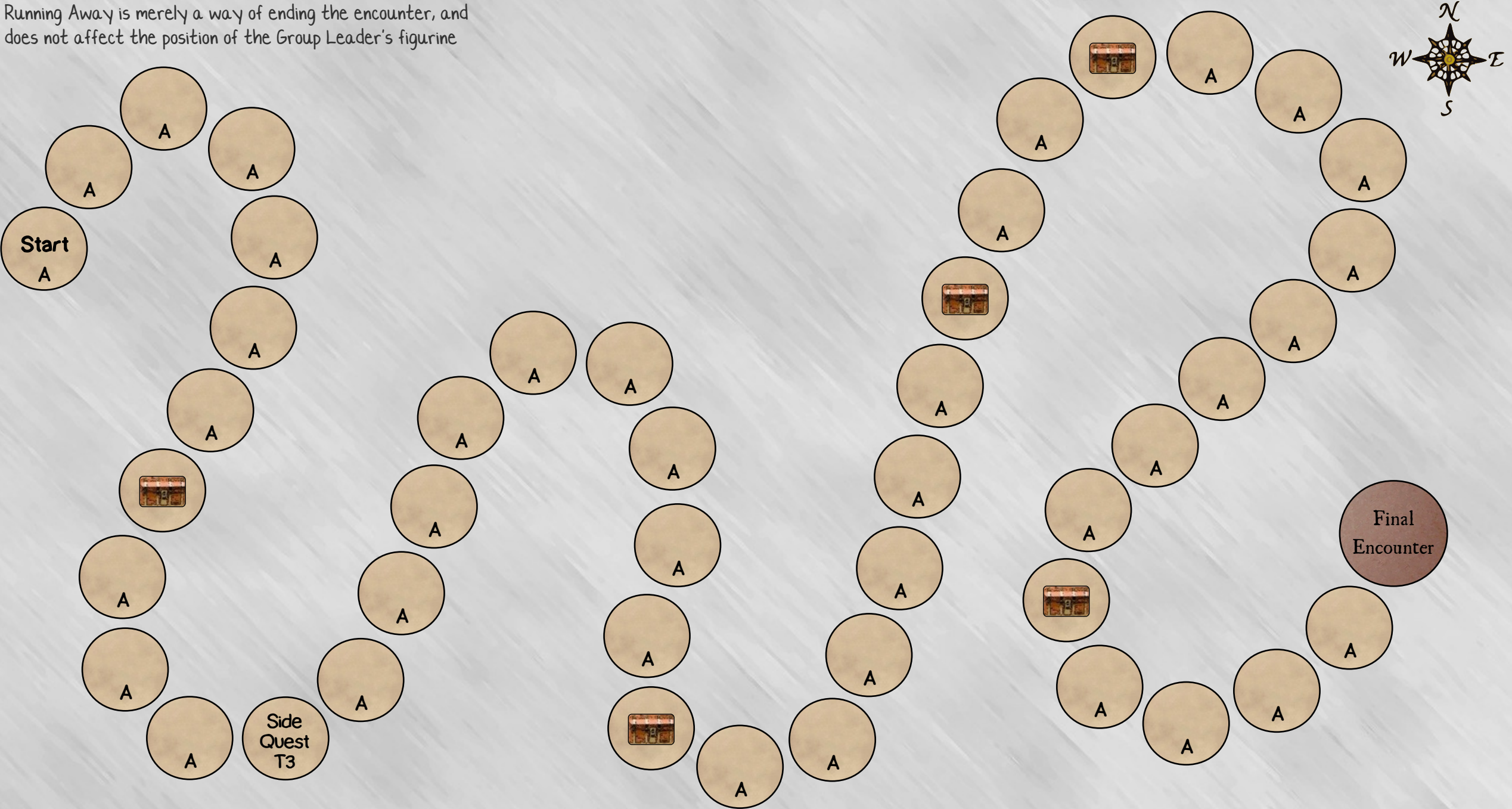
Frozen Tundra



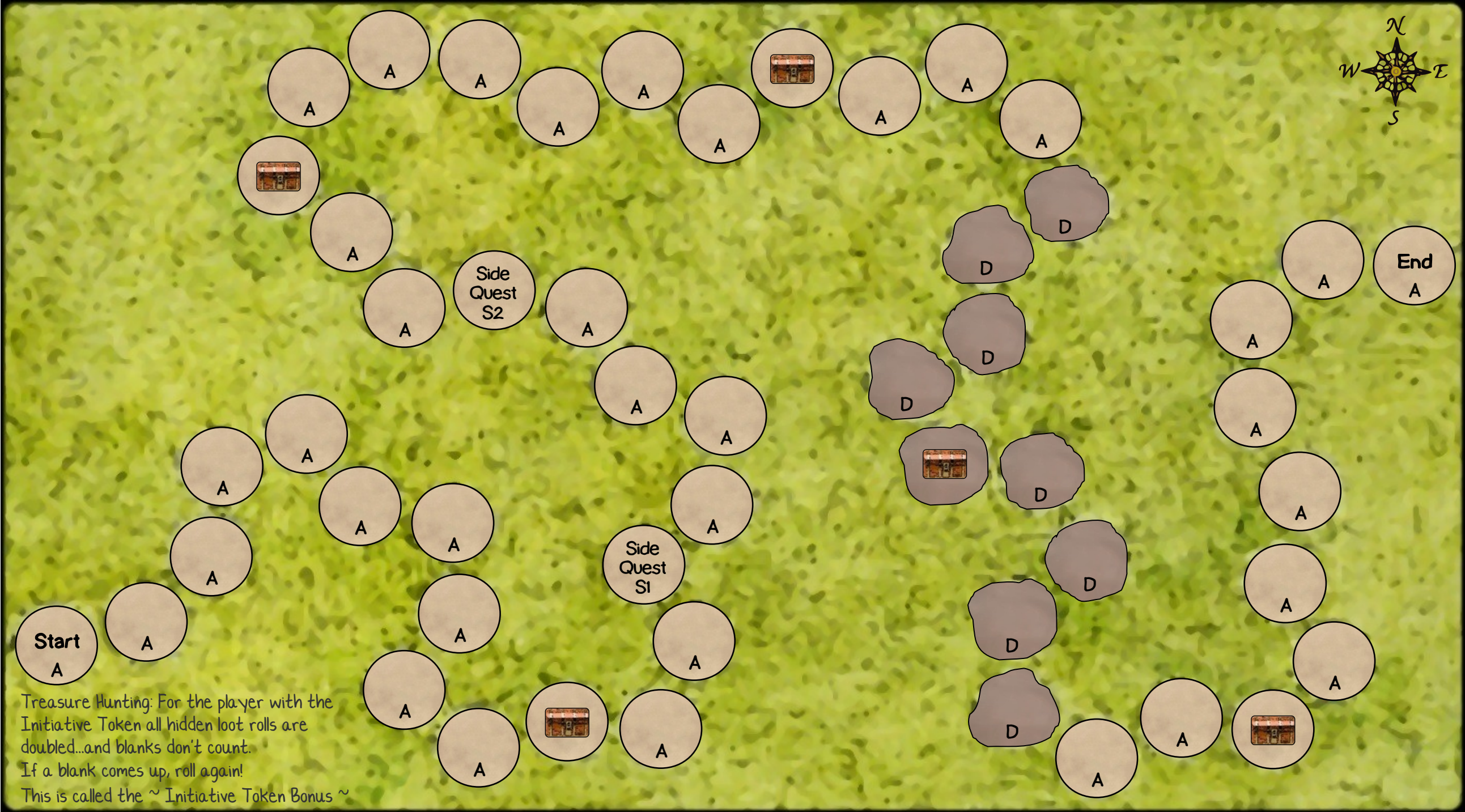
From Giliad's Guide to Food, Lodging and Safe Travel in the Northlands, 3rd Edition: *Many readers and fellow tourists are misled by the accounts of early explorers from the lowlands, who clearly chose the wrong season for their journeys to the north. For some areas, during certain times of year are quite lush and green...and brimming with most spectacular flora and fauna, which you can learn more about in my other book, Flora and Fauna of the Frigid Northlands ~ A Field Guide (now available at discount for a limited time with postcard and proof of purchase).*

Frigid Northlands

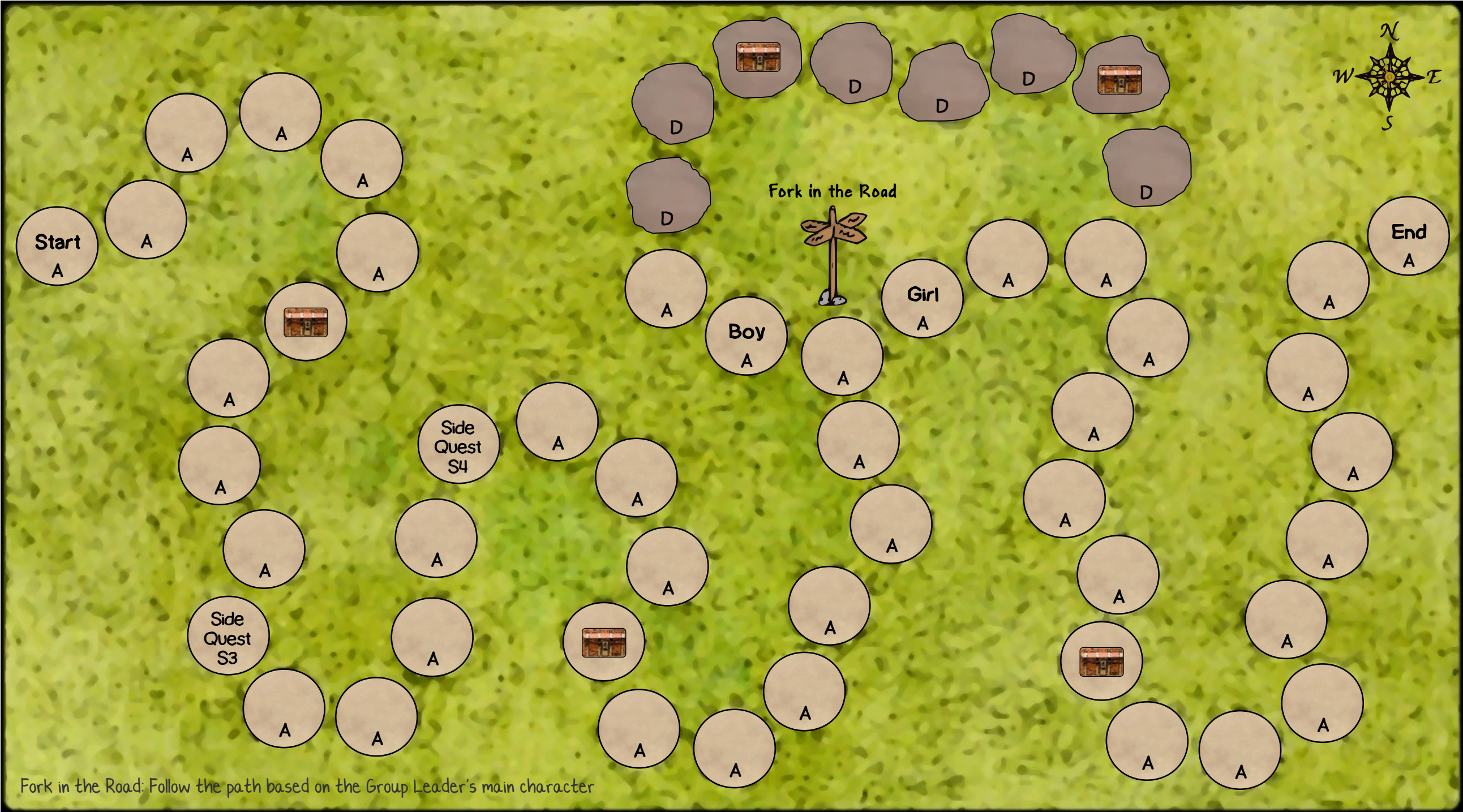
Running Away is merely a way of ending the encounter, and does not affect the position of the Group Leader's figurine



Mucky Swamp

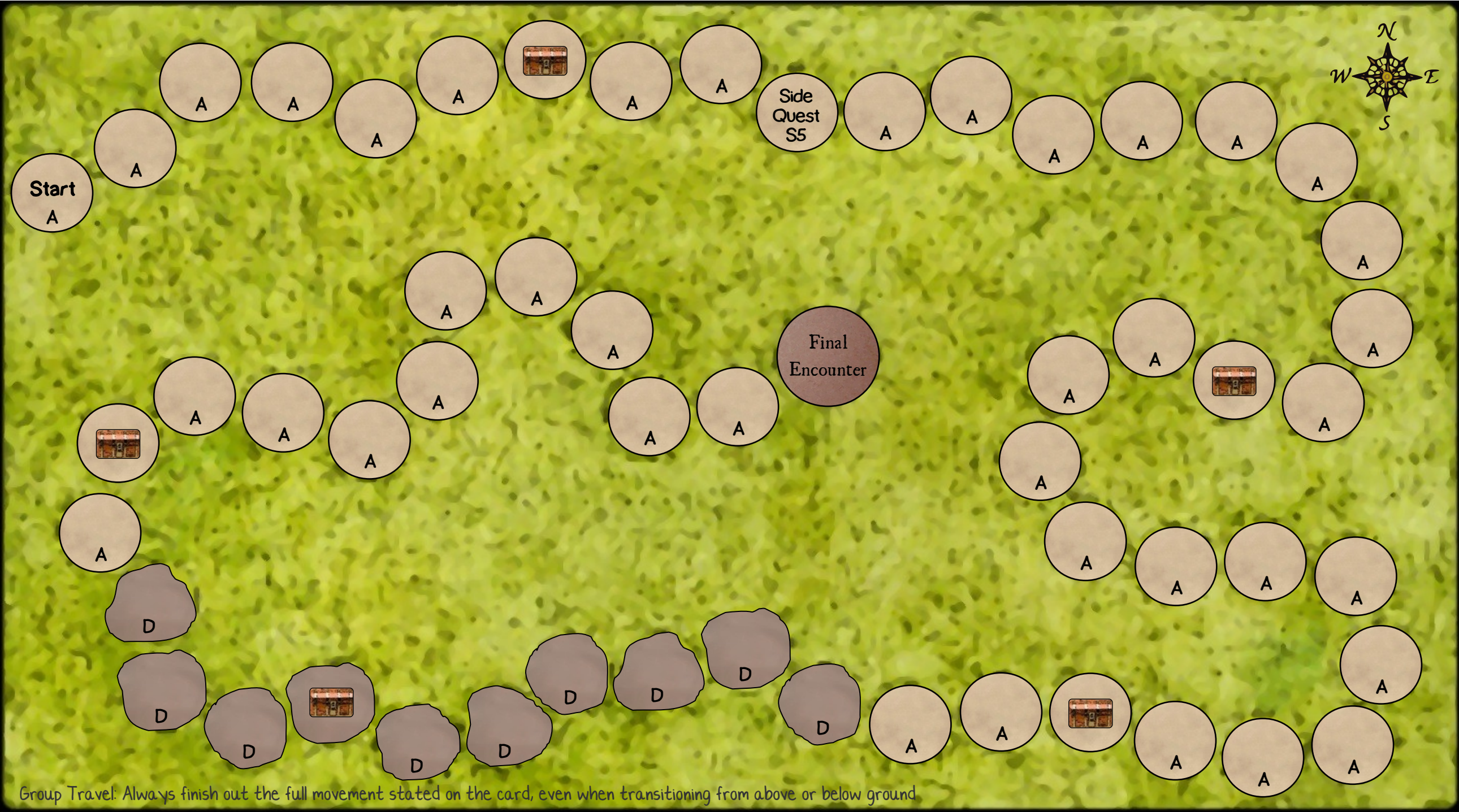


Swampy Bogs



Fork in the Road: Follow the path based on the Group Leader's main character

Marshlands



Group Travel: Always finish out the full movement stated on the card, even when transitioning from above or below ground

Foreboding Dungeon

