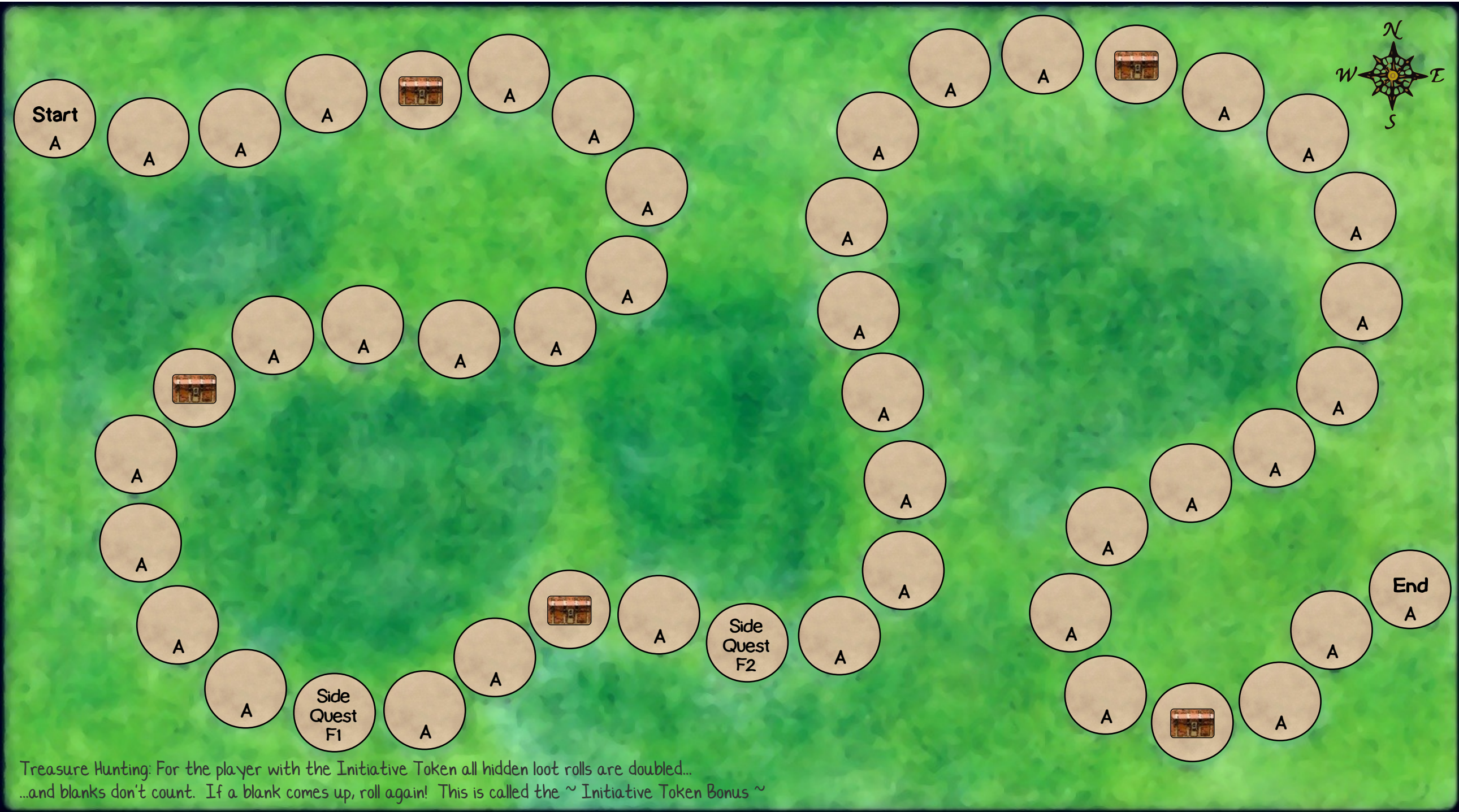
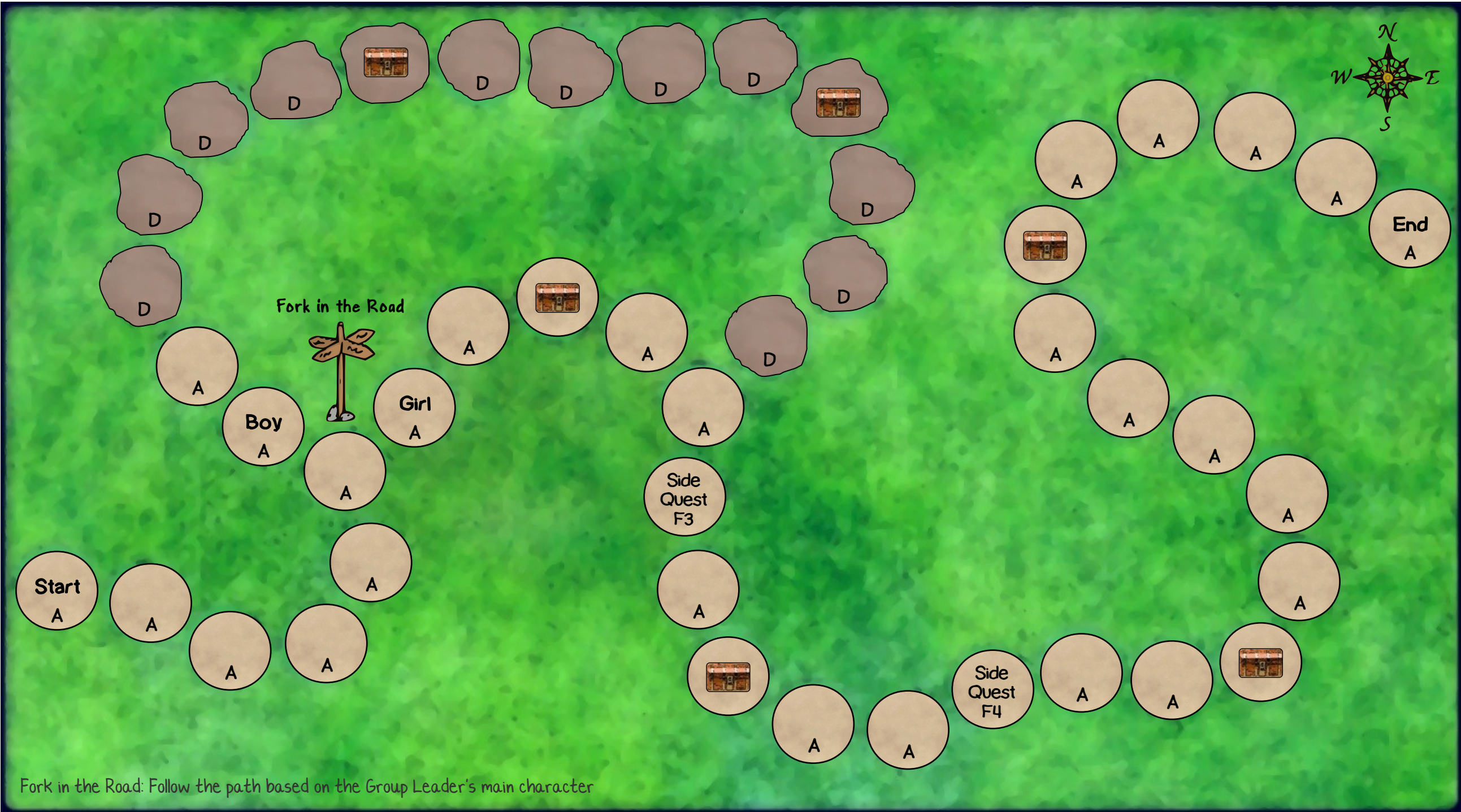


Forest Path





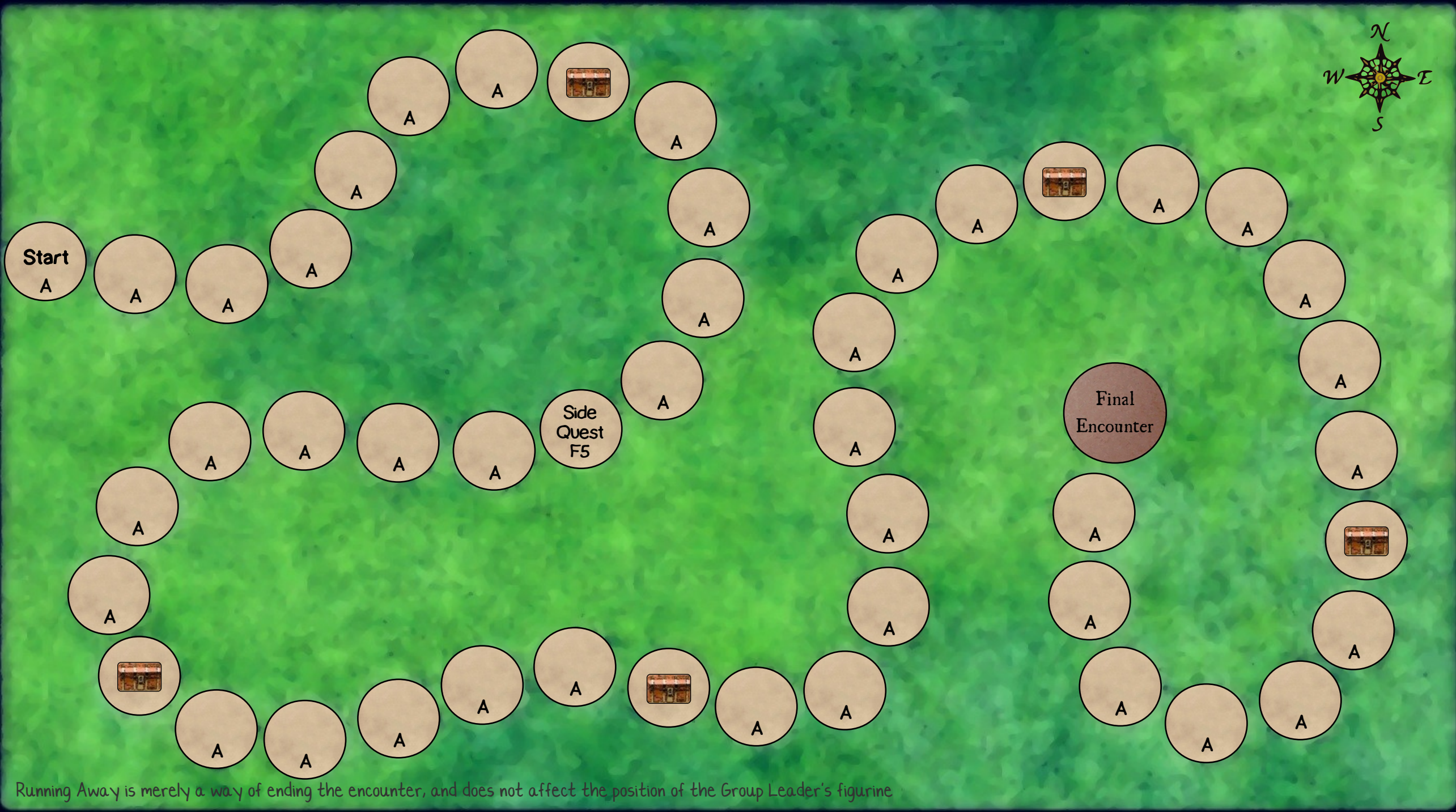
Forest Deep



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



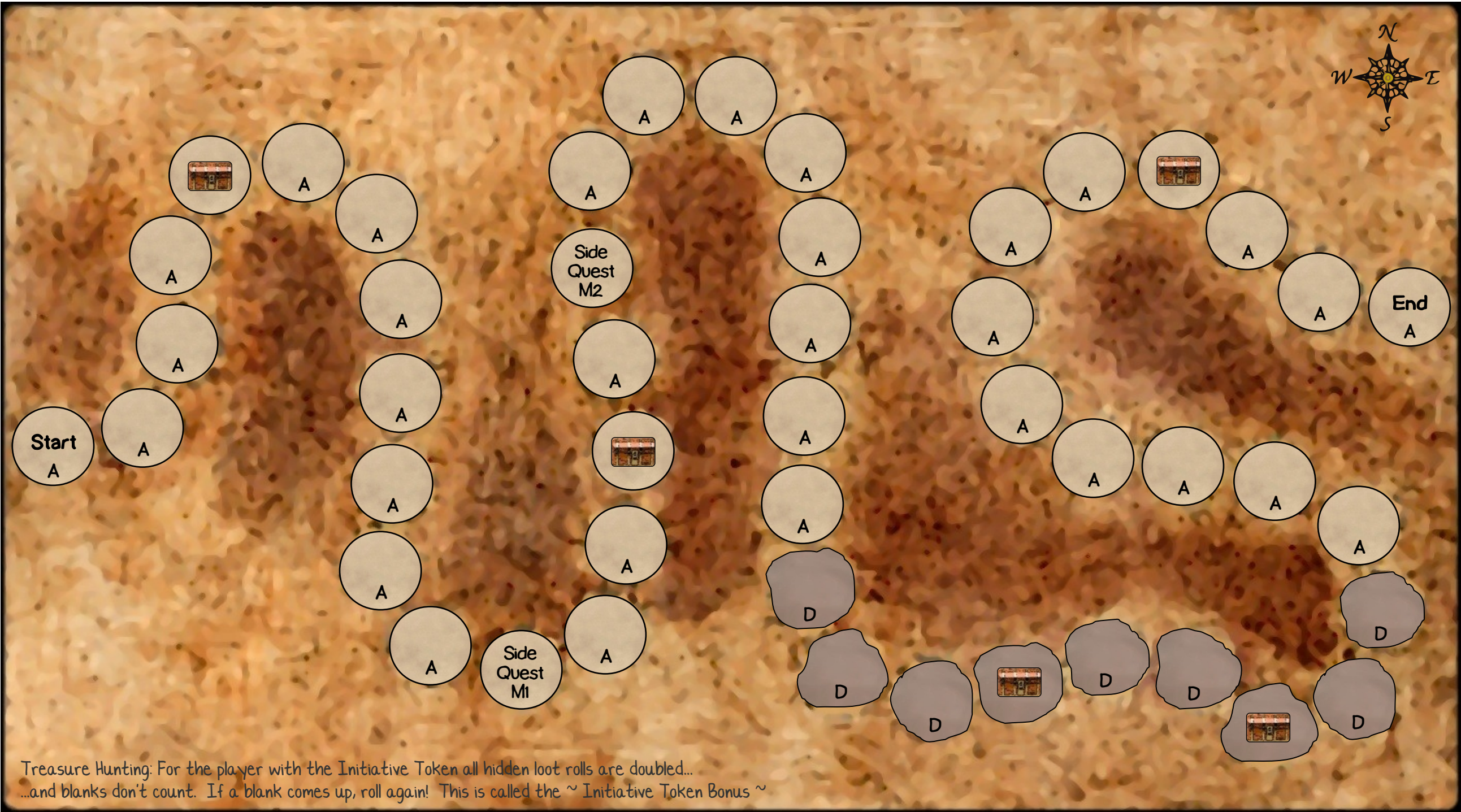
Elvish Forest



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

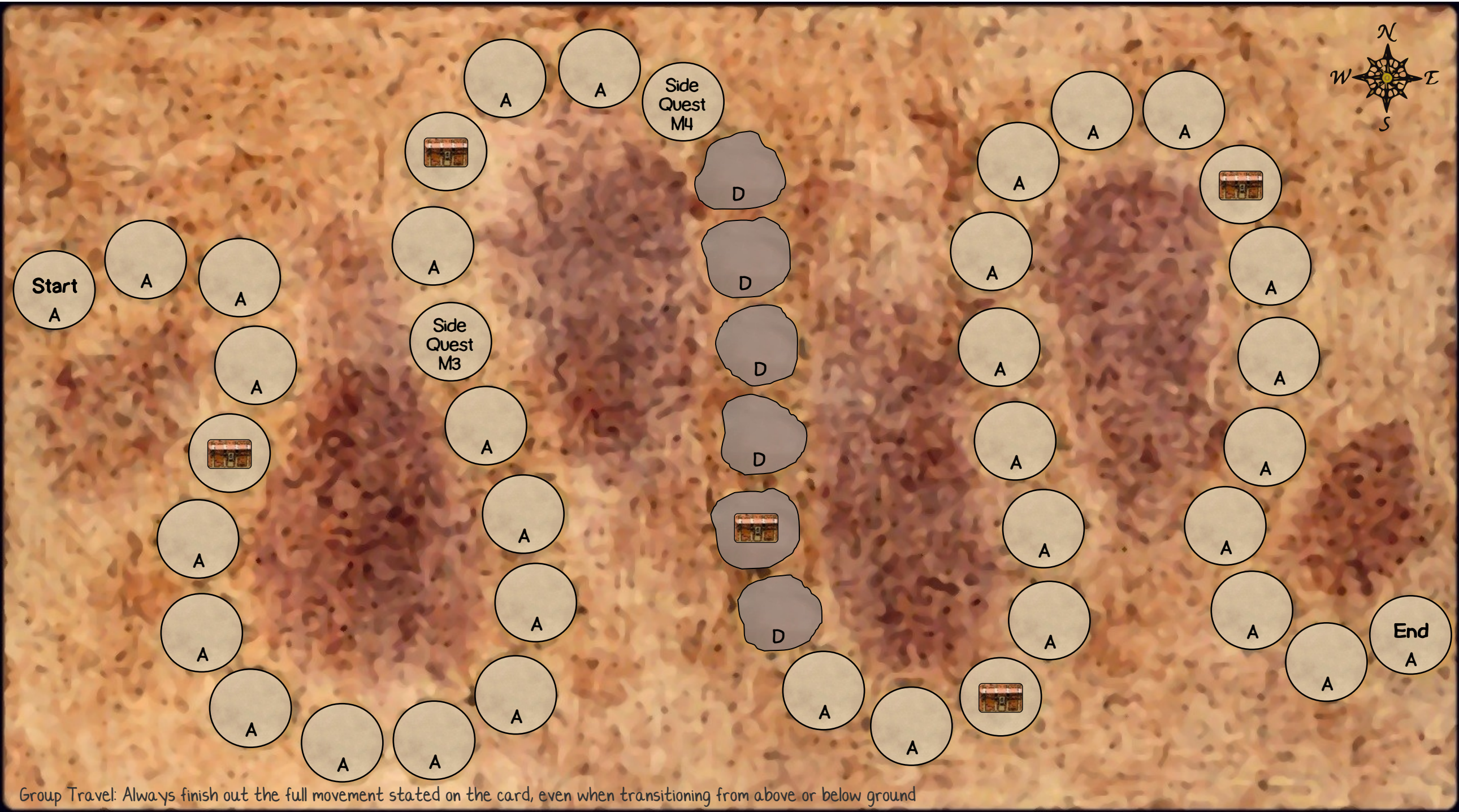


Mountain Pass



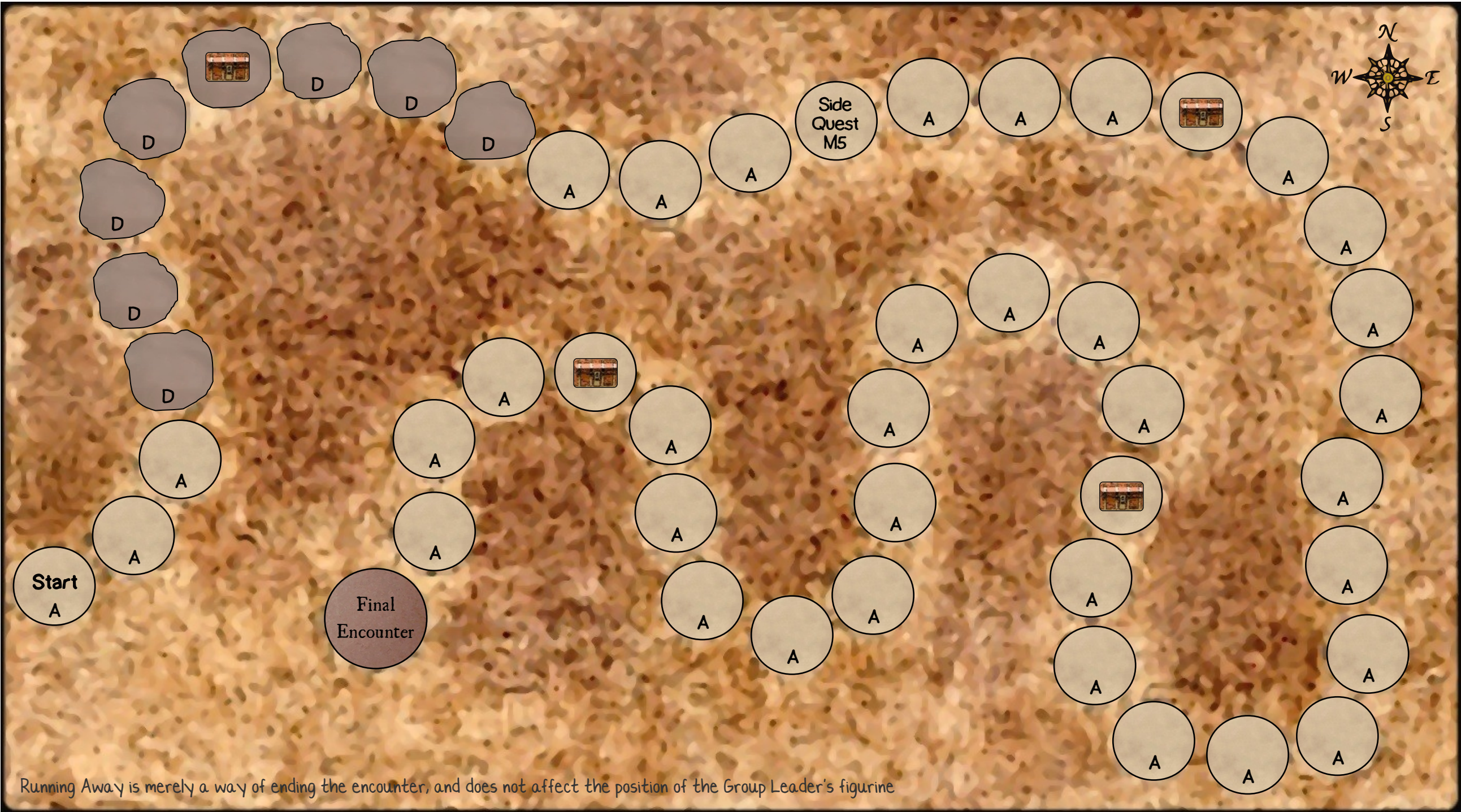


Rugged Mountains





Highlands





Cave

