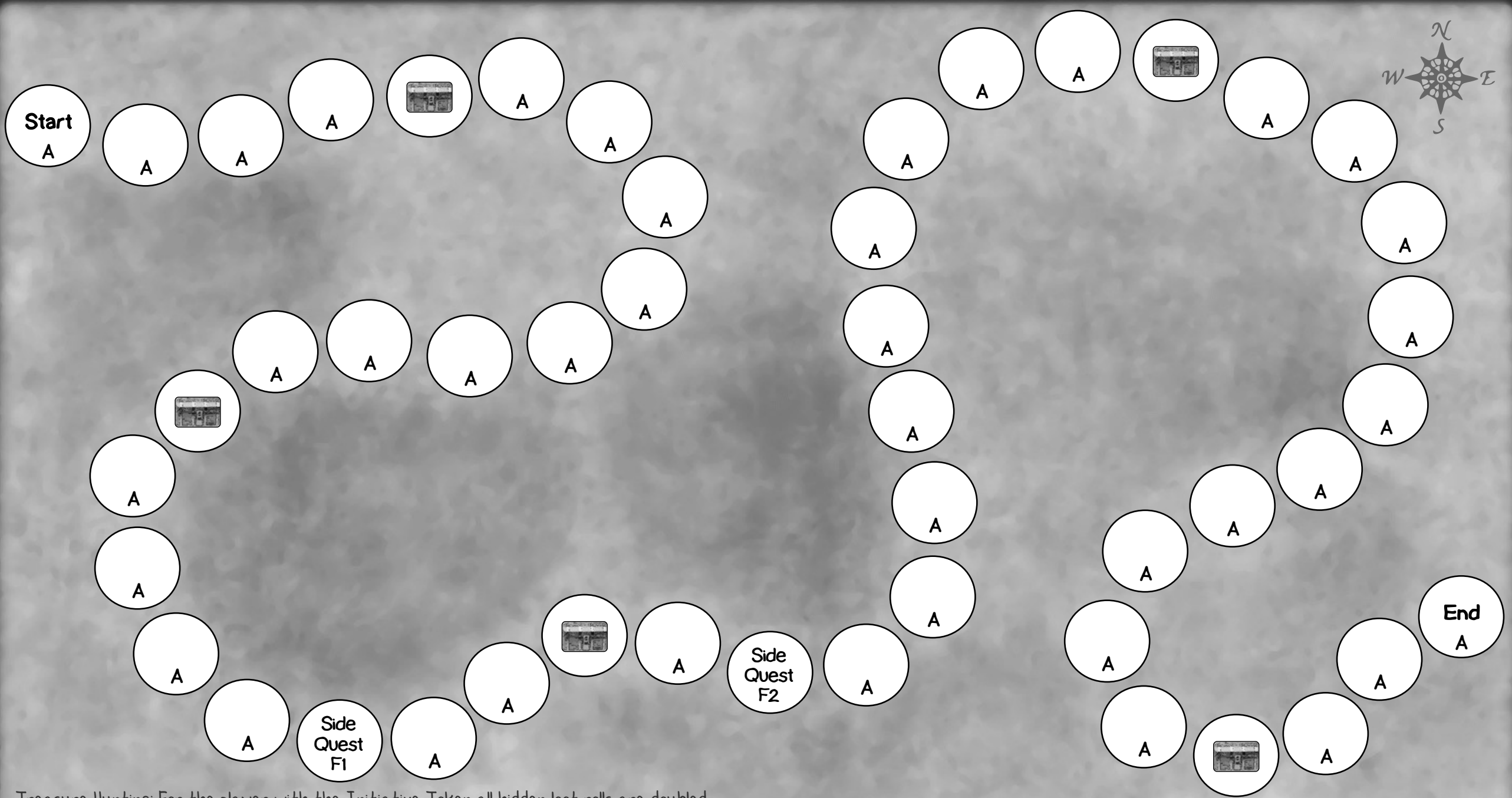


Forest Path

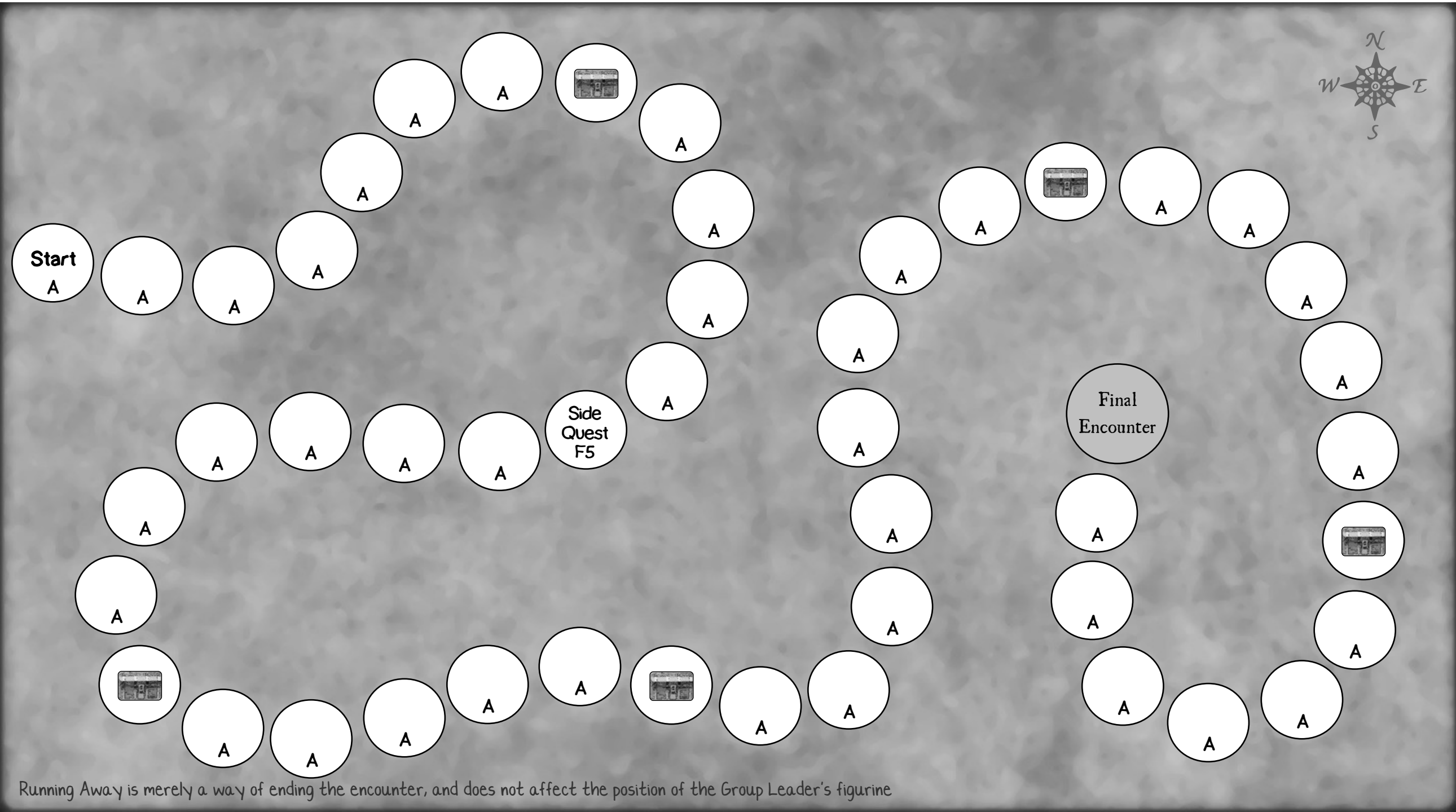


Treasure Hunting: For the player with the Initiative Token all hidden loot rolls are doubled...
...and blanks don't count. If a blank comes up, roll again! This is called the ~ Initiative Token Bonus ~

The map shows a path of nodes starting from 'Start A' and ending at 'End A'. The path is marked with 'D' (Dungeon) and 'A' (Adventure) icons. A 'Fork in the Road' is located in the center, with two paths branching out. The path to the left leads to 'Boy A' and 'Girl A', while the path to the right leads to 'Side Quest F3' and 'Side Quest F4'. A compass rose is in the top right corner.

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

Elvish Forest

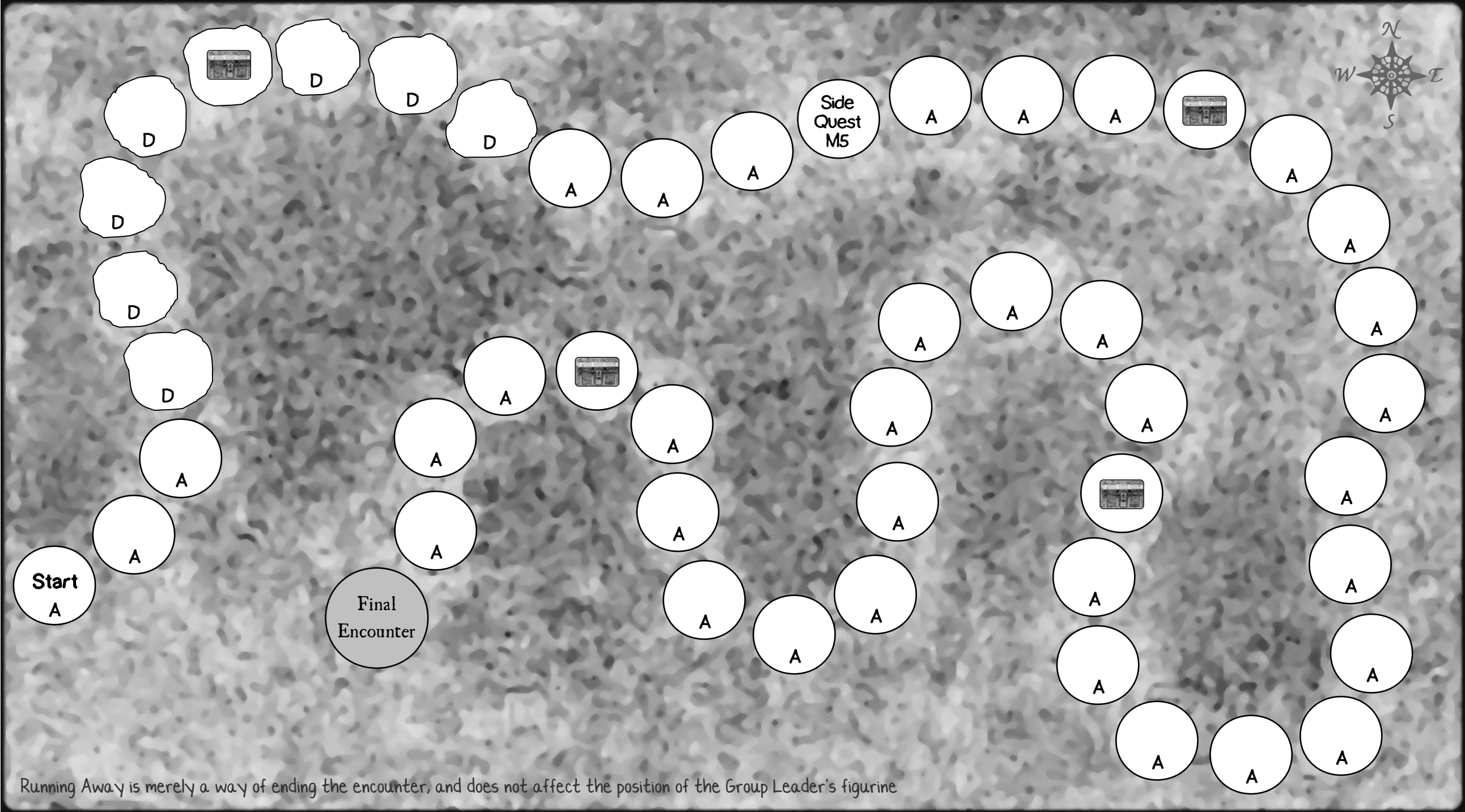


Running Away is merely a way of ending the encounter, and does not affect the position of the Group Leader's figurine

Treasure Hunting: For the player with the Initiative Token all hidden loot rolls are doubled...
 ...and blanks don't count. If a blank comes up, roll again! This is called the ~ Initiative Token Bonus ~

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

Highlands



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

Cave

