



BOOK OF EXPLORATION

TABLE OF CONTENT

01	Table of Content
02	Legend

Nathender

03	Altar
04	Bedroom
05	Bridge
06	Canal
07	Conference
08	Crossing
09	Crypt
10	Dining
11	Feasting
12	Garden
13	Library
14	Mausoleum
15	Occult Circle
16	Quarters
17	Sewers
18	Small Crossing
19	Stairway
20	Storage
21	Study
22	T-Crossing
23	Wall

Leyforest

25	Camp
26	Chasm
27	Glade
28	Orc Camp
29	Ravine
30	Relic Site
31	River Bridge
32	Shallow Water
33	Valley

Shakum

35	Abandoned Temple
36	Canyon Bridge
37	Cliff Pass
38	Cliffs
39	Oasis
40	Pyramid Entrance
41	Quicksand
42	Rocky Hill
43	Ruins

LEGEND

Entrance



Marks the spot at which the map tile needs to connect to the just opened door. Remember: if the map tile cannot be placed to match this, you may place up to two connector map tiles to make this true (an L-shaped or a 2x3 squares straight connector).

Door



Place a new door at every spot marked in yellow.

Closed Off



Place an end cap token at every entrance marked in red.



Red Slot

If five red slots are present, spawn one random enemy group for them. Determine the amount of needed models based on the number of heroes present, then fill the slots in ascending order until you run out of models to place.



Blue Slot

If blue slots are present, a second enemy group is present on the map tile. Place them as above, only using the blue slots.



Vessel

If the number of participating heroes is equal to or higher than the number mentioned on the indicated vessel, place a vessel token on the two designated squares. Additionally draw a random vessel card and place it next to the map tile (skip „Peasants“ and „Mythical“ vessels).



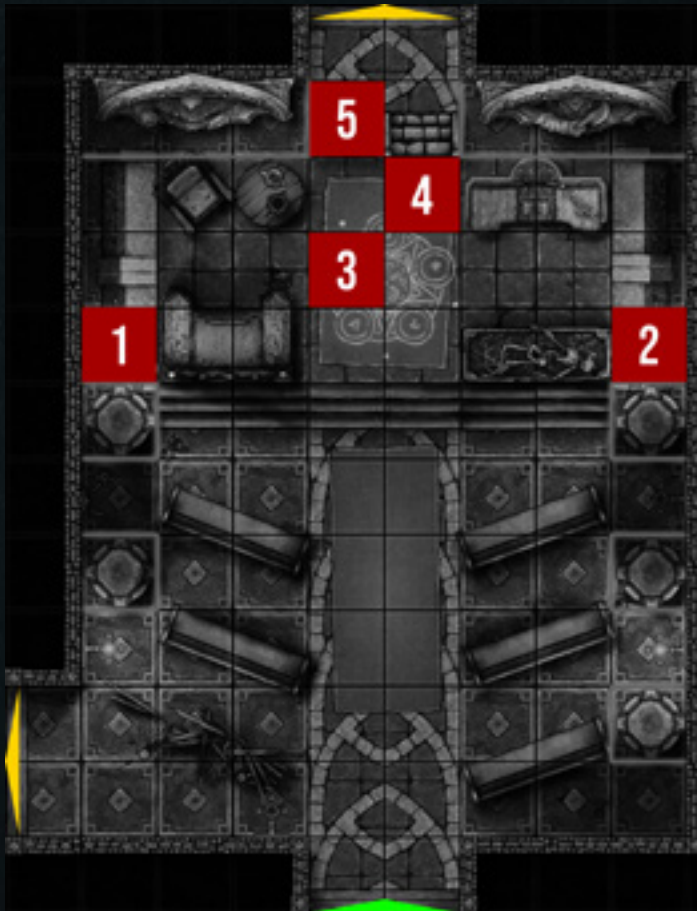
Treasure

If the number of participating heroes is equal to or higher than the number mentioned on the indicated treasure, place a treasure token on the designated square.

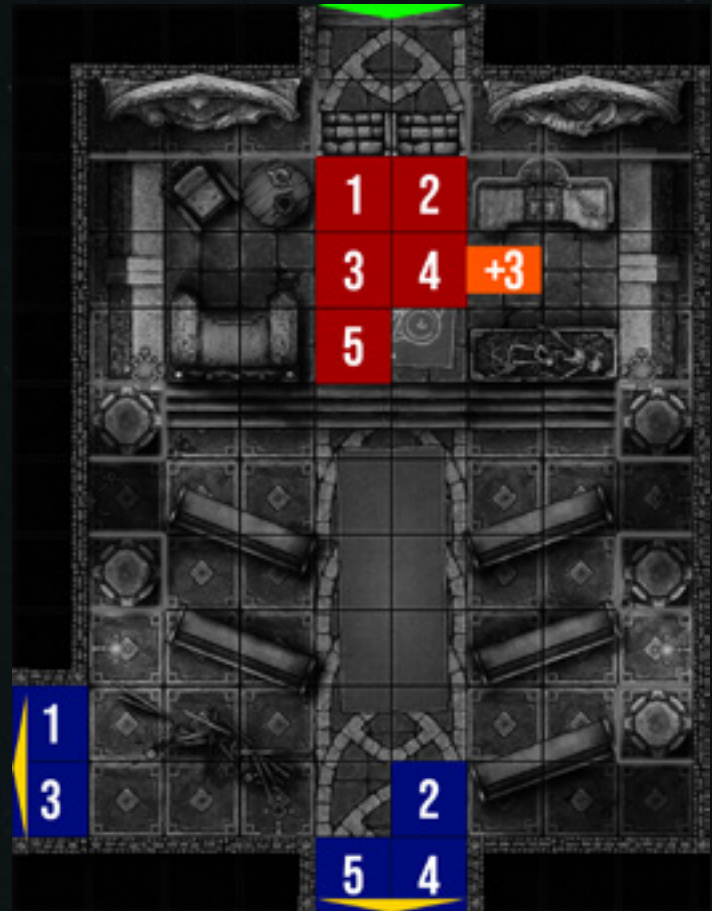
NATHENDER ALTAR

3

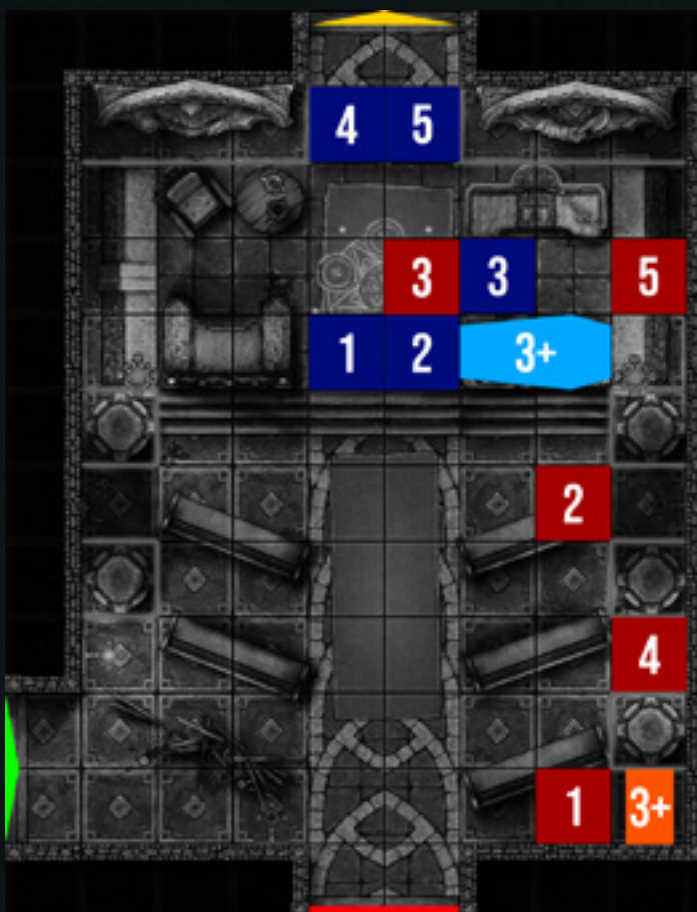
1-3



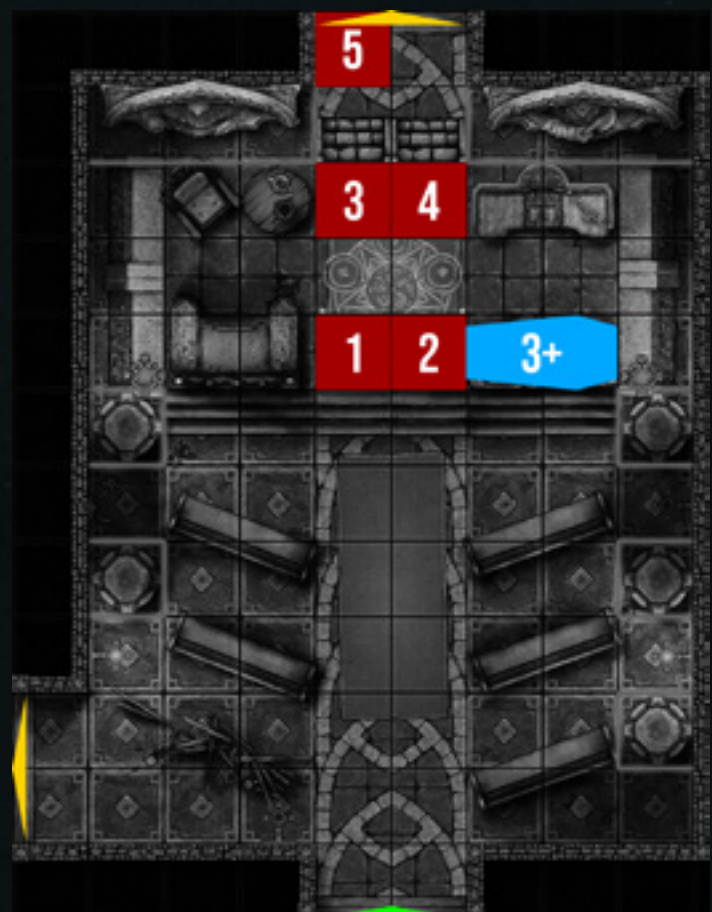
Plus



Blank



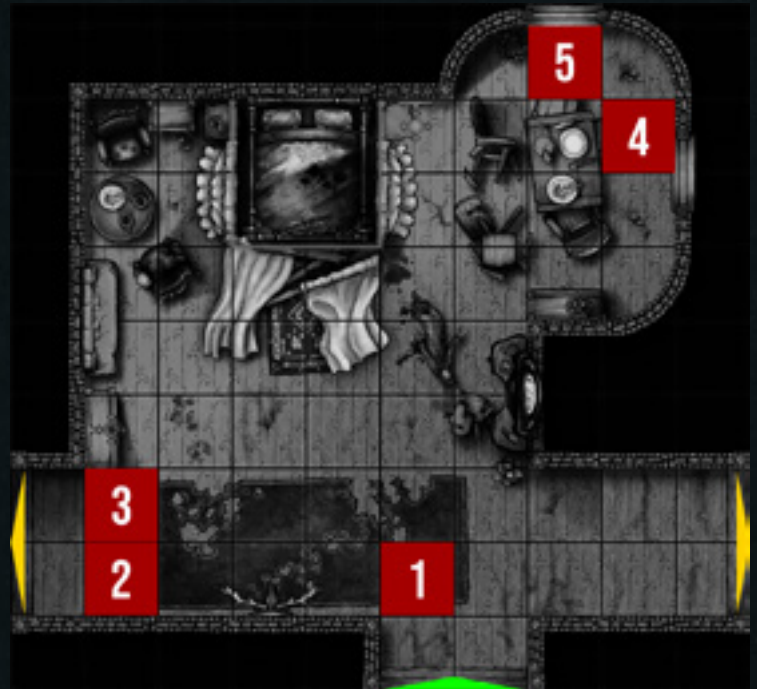
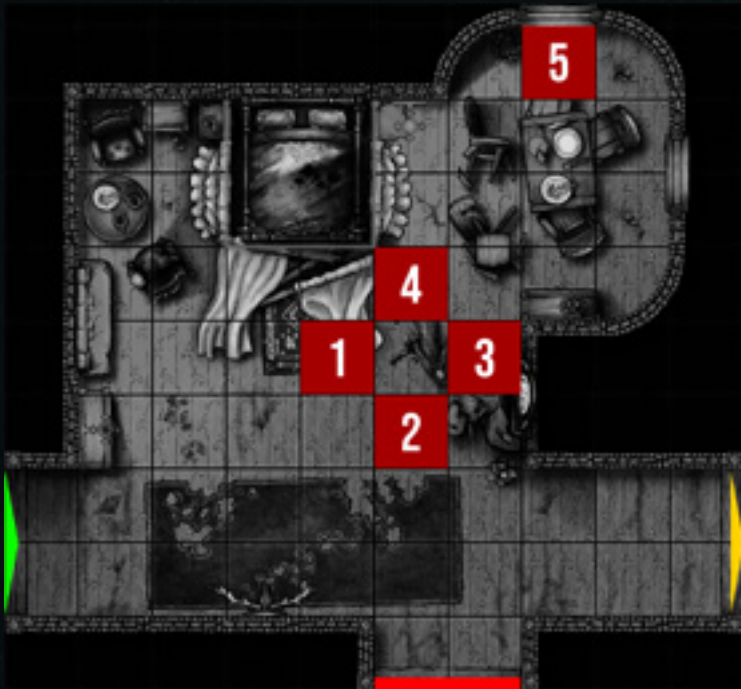
Star



NATHENDER BEDROOM

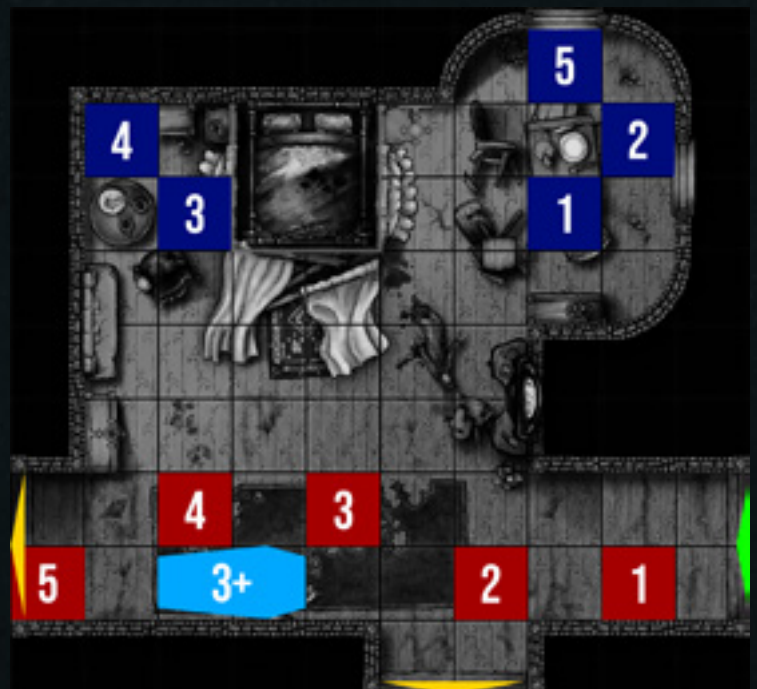
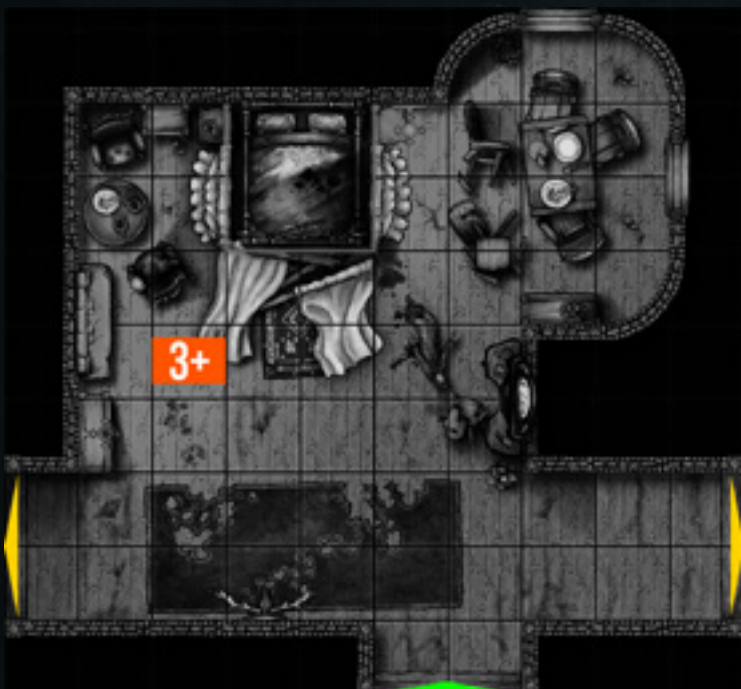
1-3

Plus



Blank

Star



A screenshot of a game board with a grid of squares. The board is divided into several sections. The top section has a red square with '3+' on the left, a blue square with '1' in the center, and a red square with '1' and '2' on the right. The middle section has a red square with '3' on the right, a red square with '4' and '5' in the center, and a blue square with '3+' on the left. The bottom section has a blue square with '2' and '4' on the right, and a blue square with '3' and '5' on the right. Various game pieces are scattered on the board, including a large grey piece at the top, a small grey piece on the right, and several small pieces at the bottom.

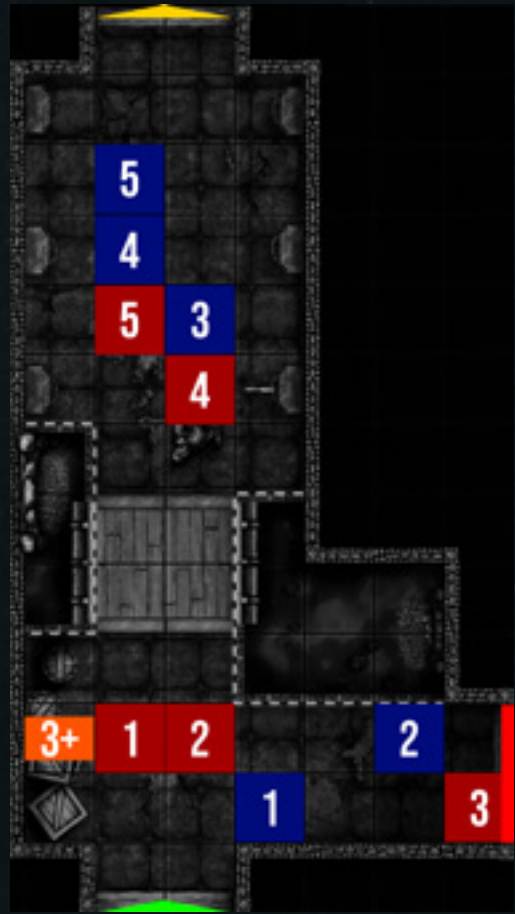
A 5x5 grid map of a game level. The grid is composed of various terrain tiles: grass (green), stone (grey), water (blue), and a red door (red). The map includes several objects: a treasure chest (yellow), a red door (red), a small red square (red), and a small blue square (blue). The numbered red squares indicate a path: 1 is at (row 2, col 1), 2 is at (row 2, col 2), 3 is at (row 3, col 3), 4 is at (row 3, col 4), and 5 is at (row 5, col 5). The path starts at the bottom left and moves towards the top right.

NATHENDER CANAL

1-3



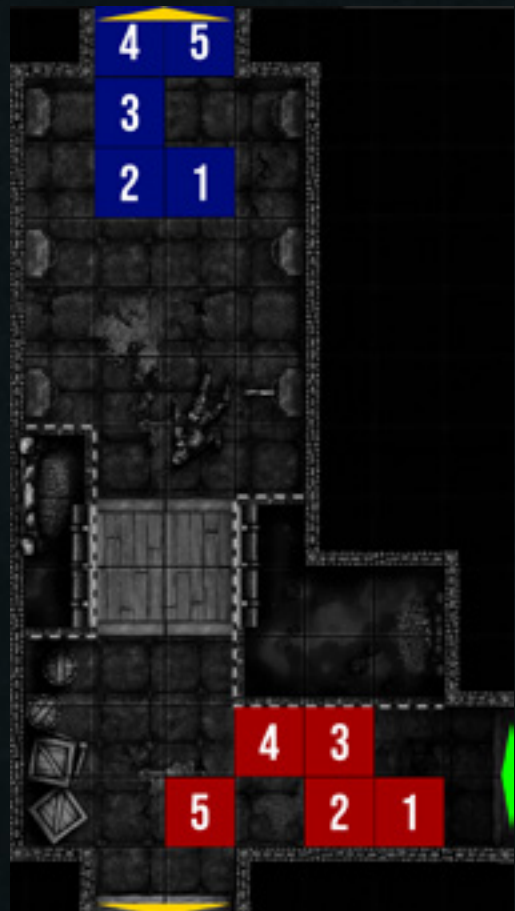
Plus



Blank



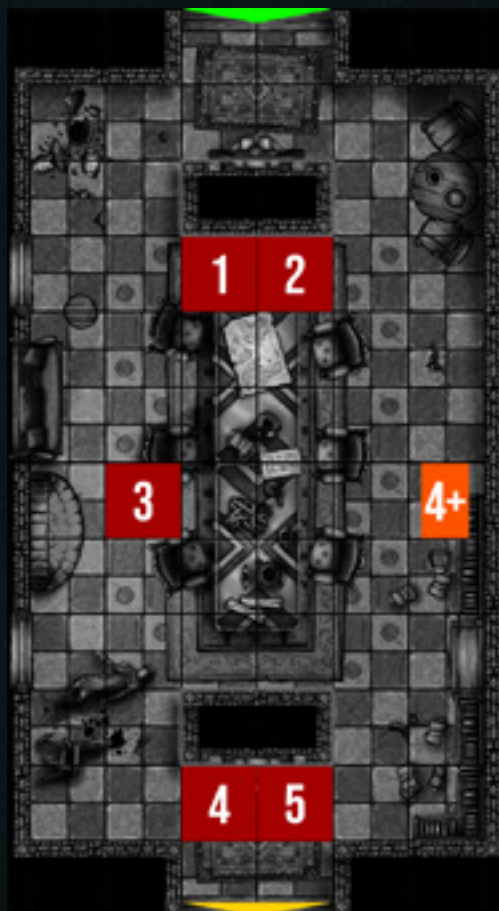
Star



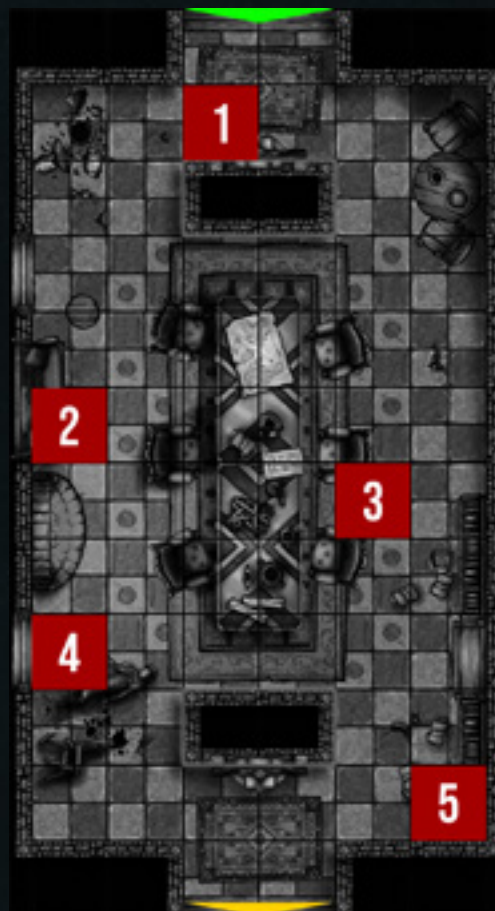
NATHENDER CONFERENCE

7

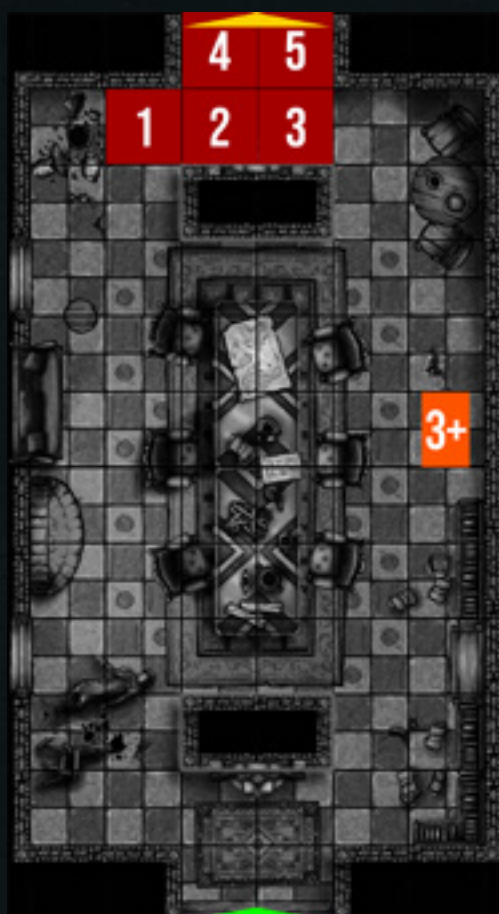
1-3



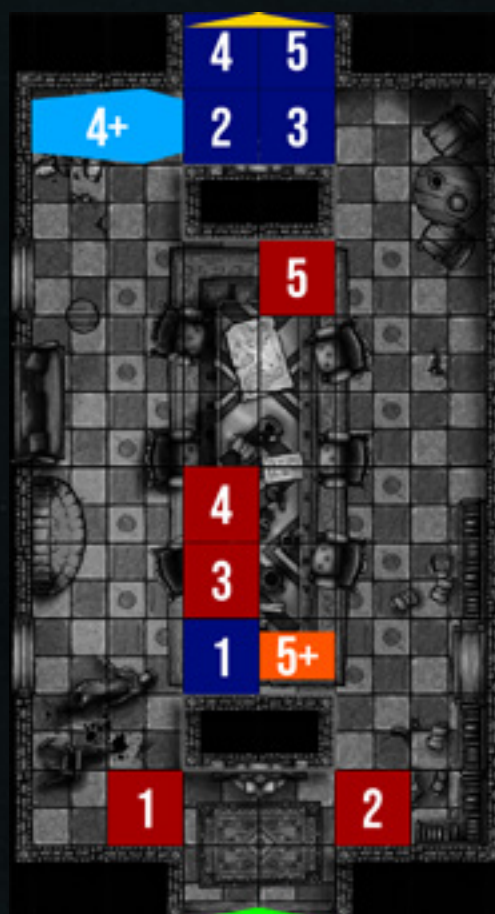
Plus



Blank

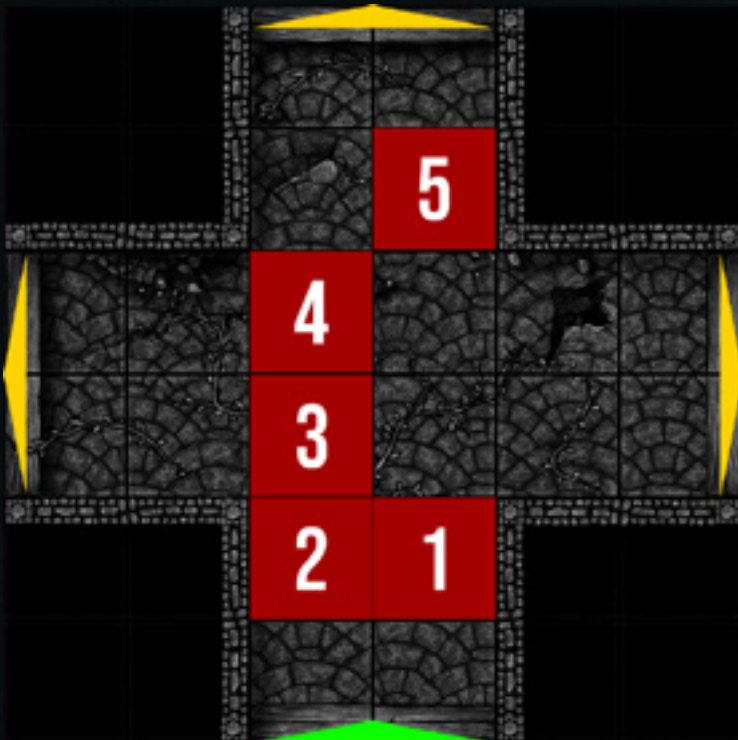


Star

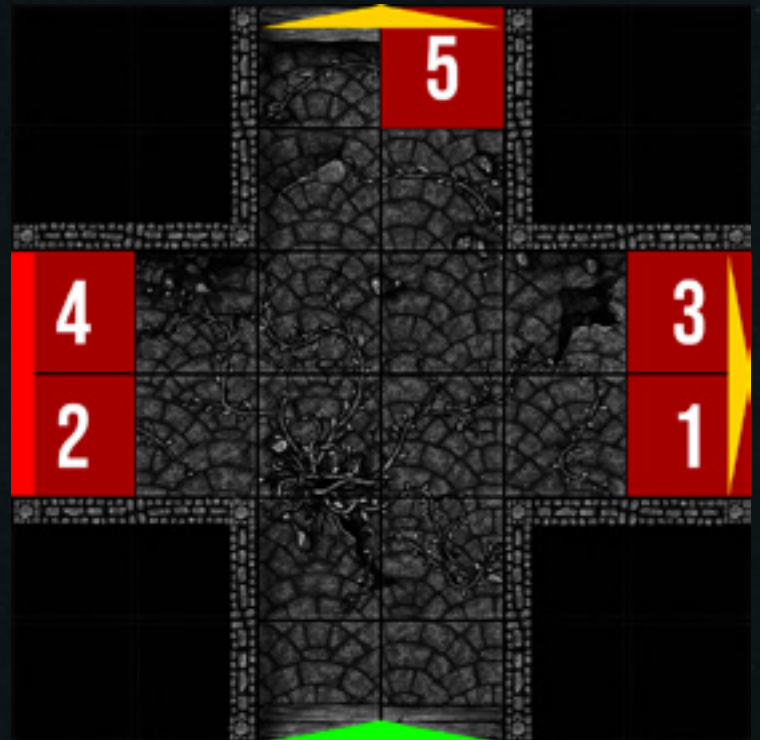


NATHENDER CROSSING

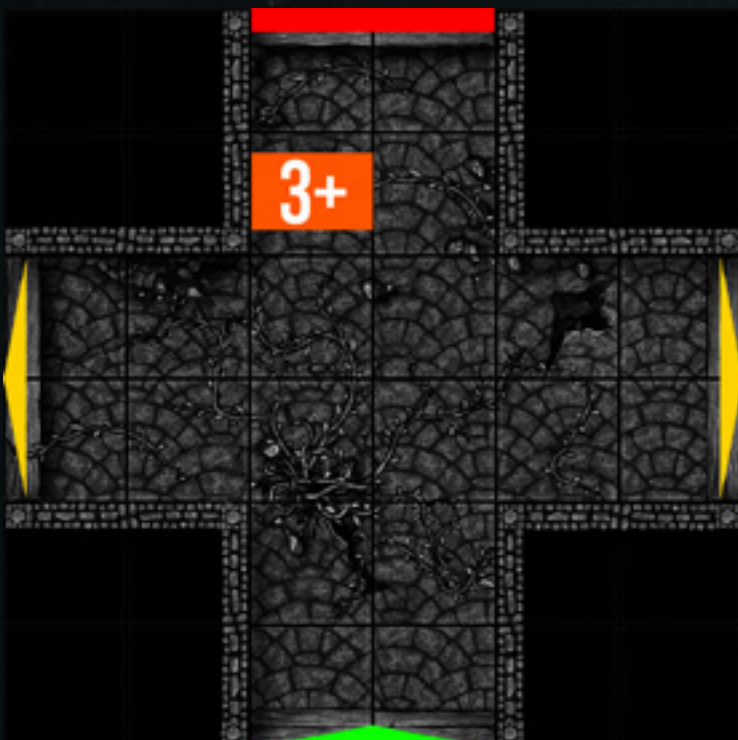
1-3



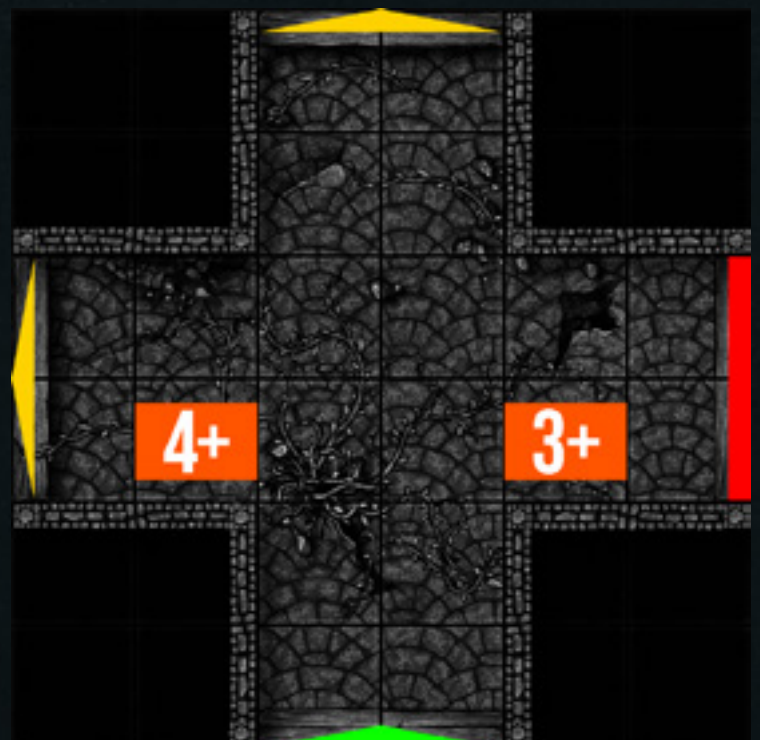
Plus



Blank



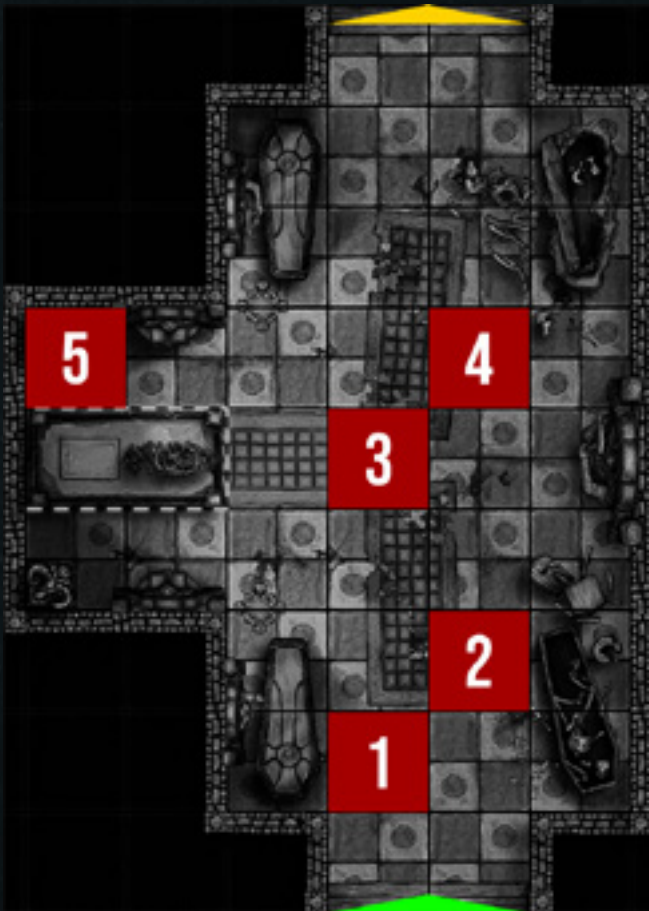
Star



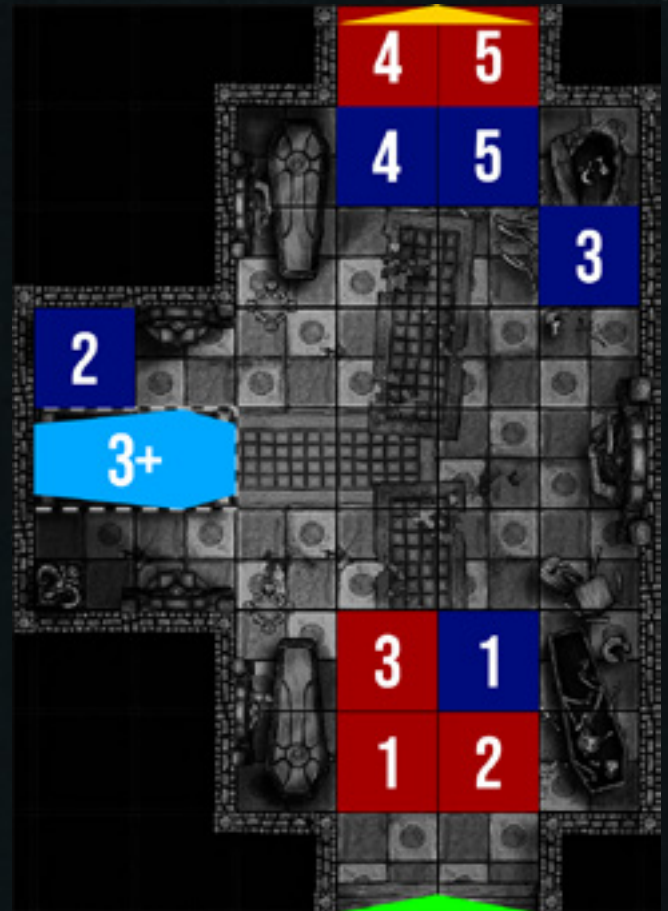
NATHENDER CRYPT

9

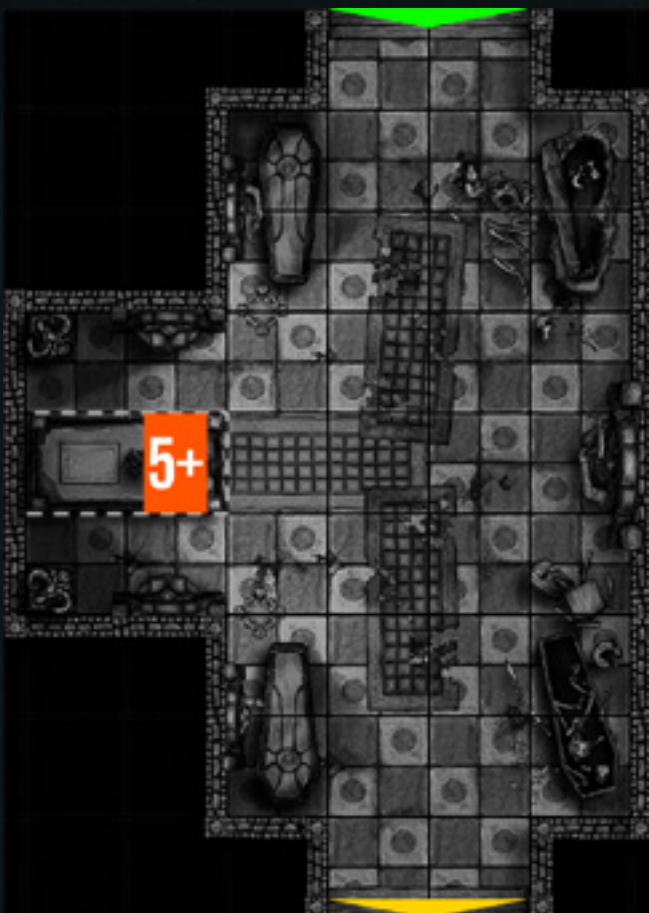
1-3



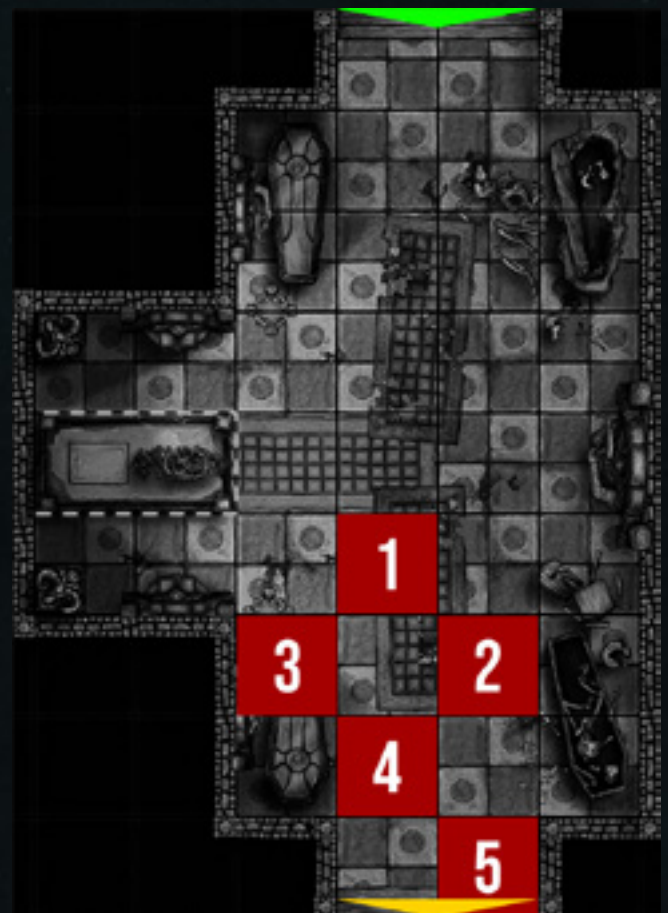
Plus



Blank

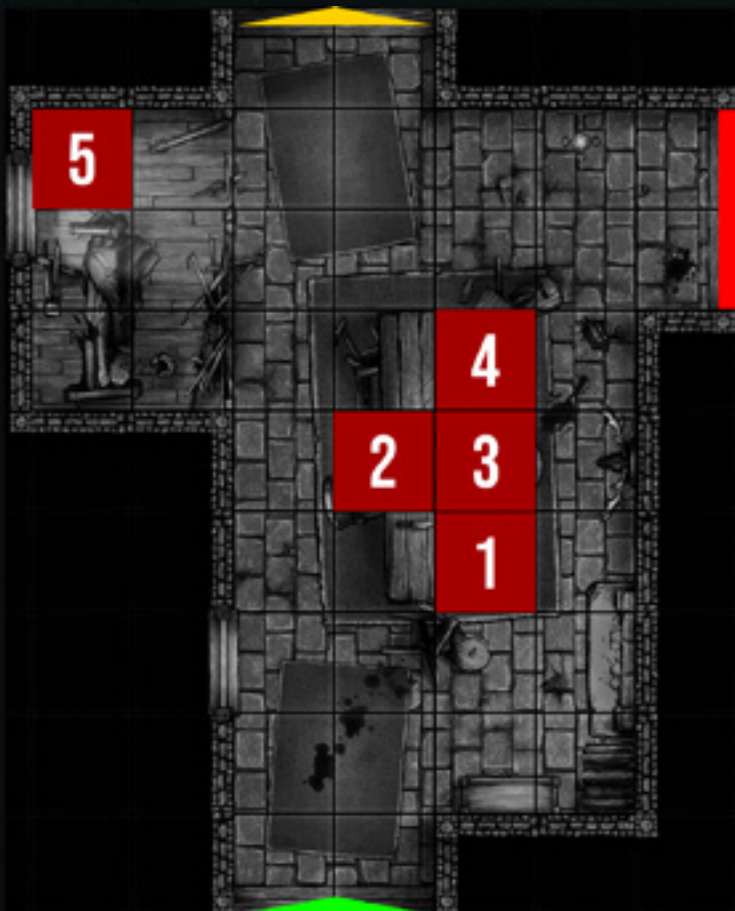


Star

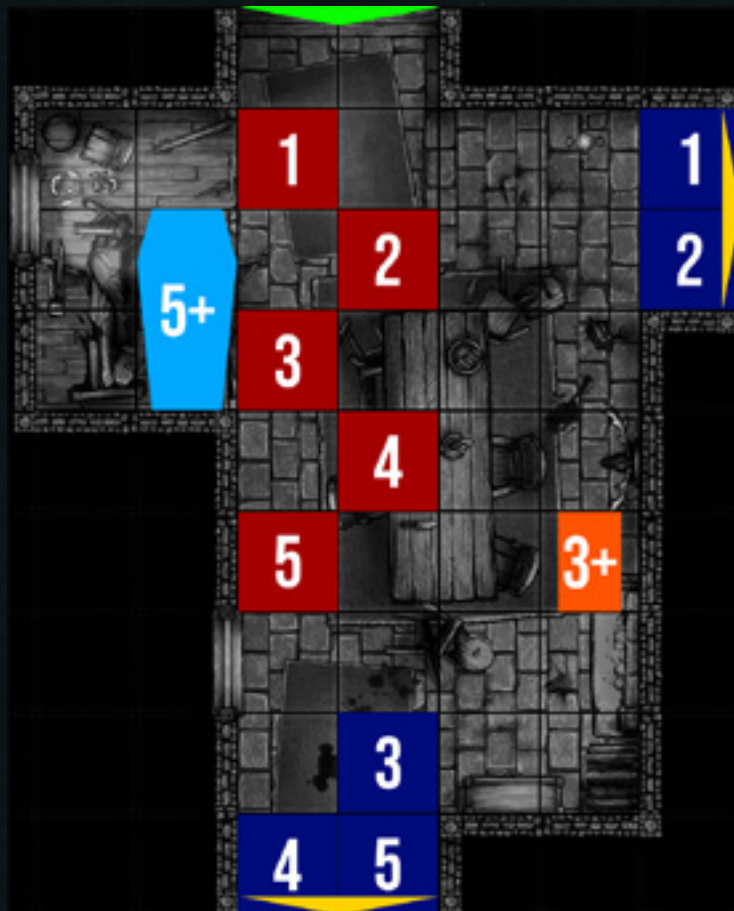


NATHENDER DINING

1-3



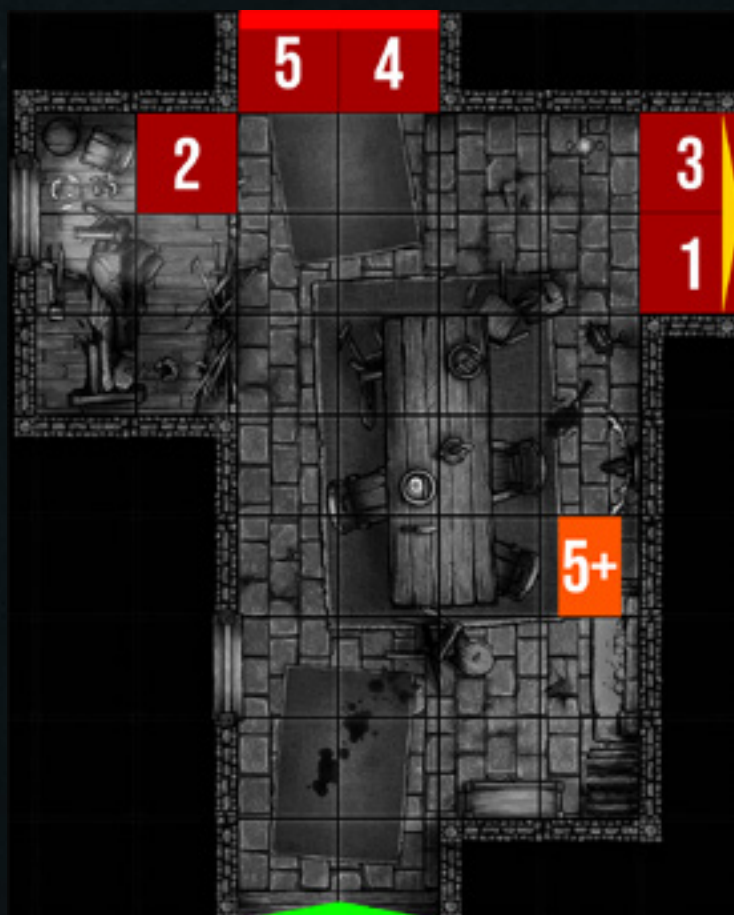
Plus



Blank



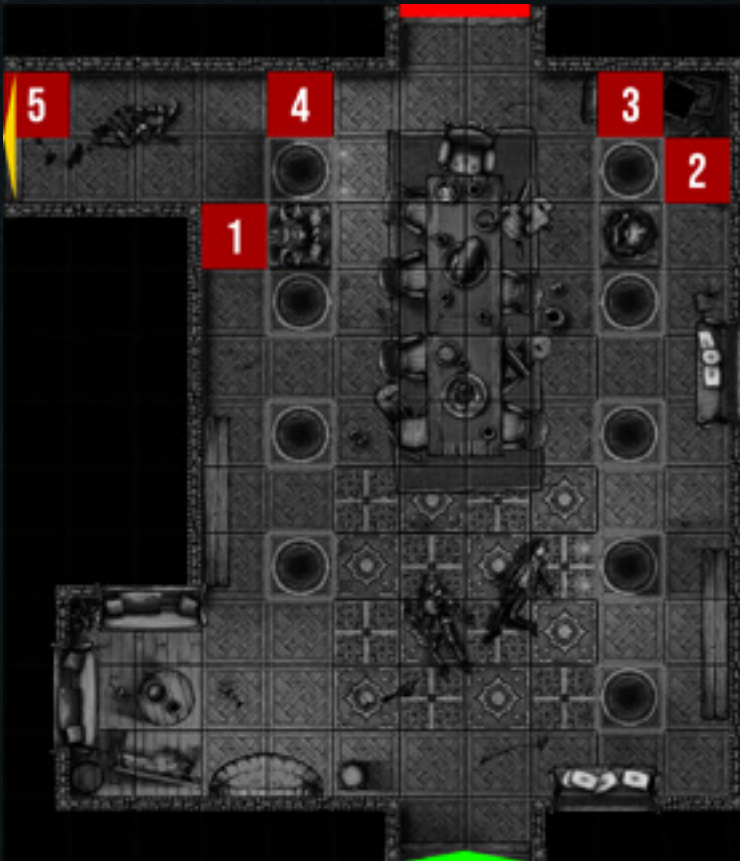
Star



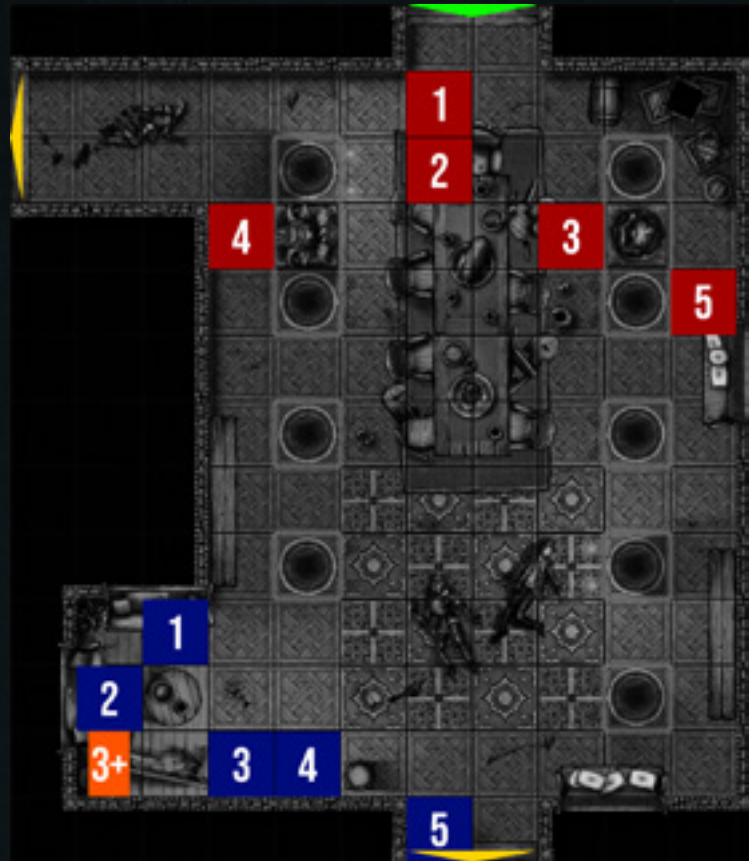
NATHENDER FEASTING

11

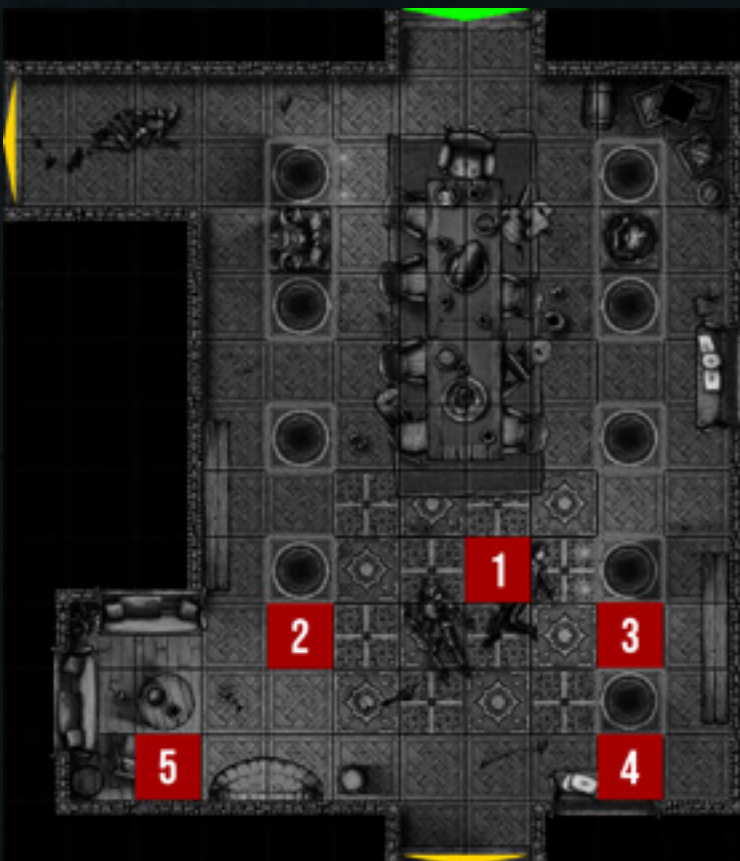
1-3



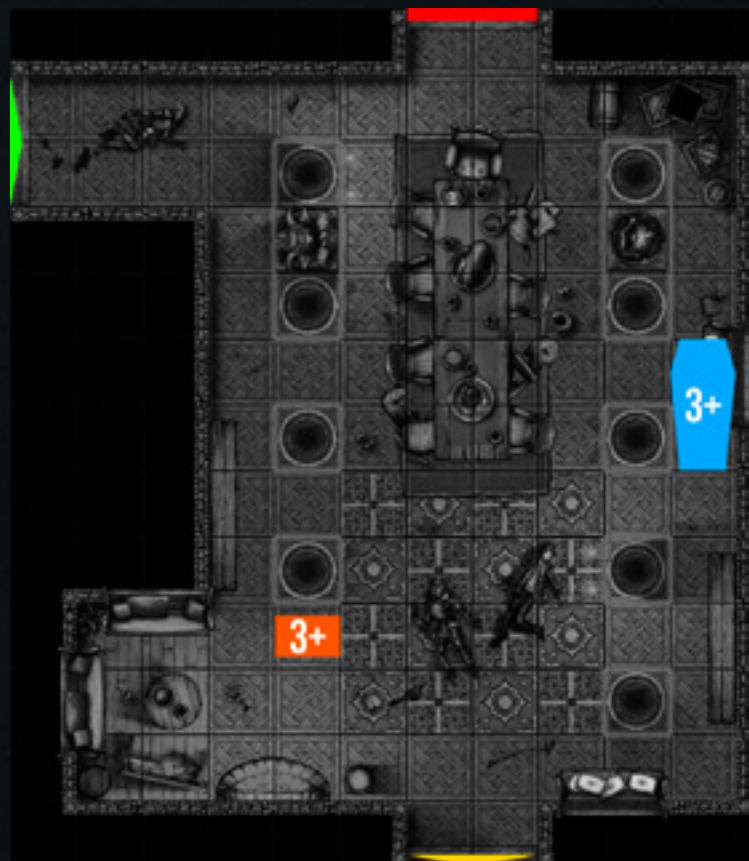
Plus



Blank

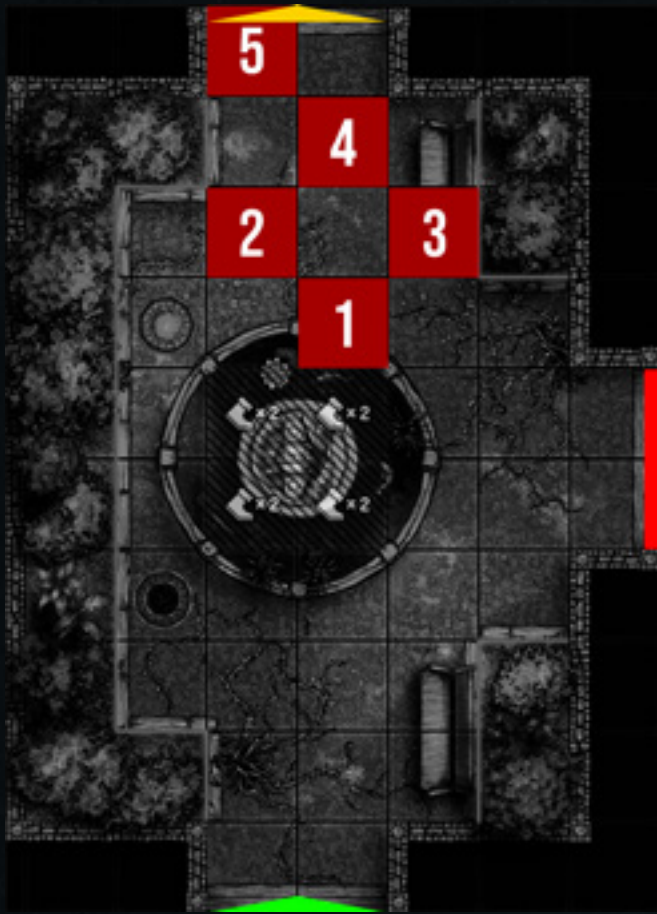


Star

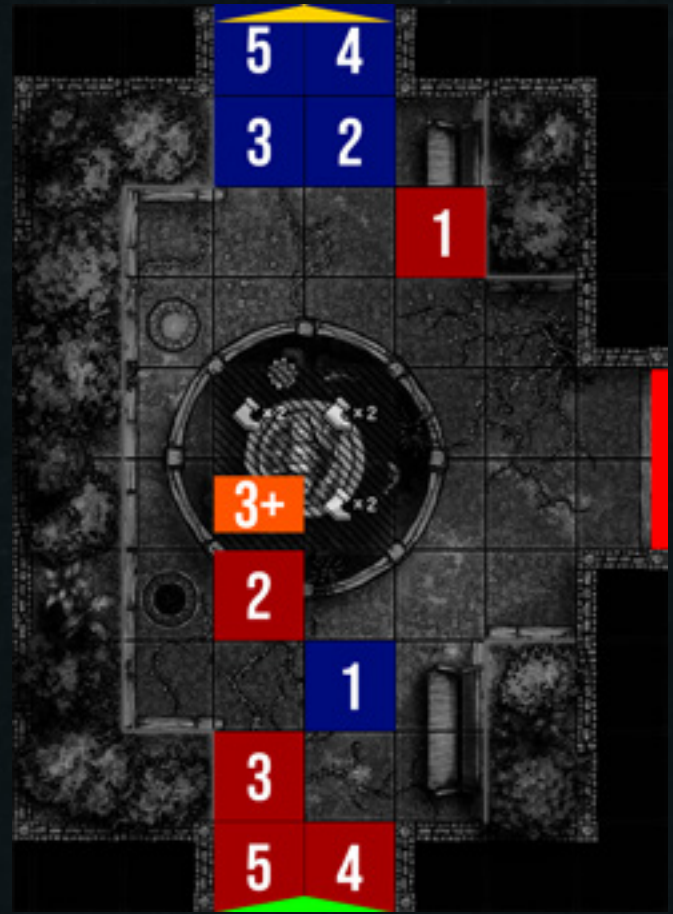


NATHENDER GARDEN

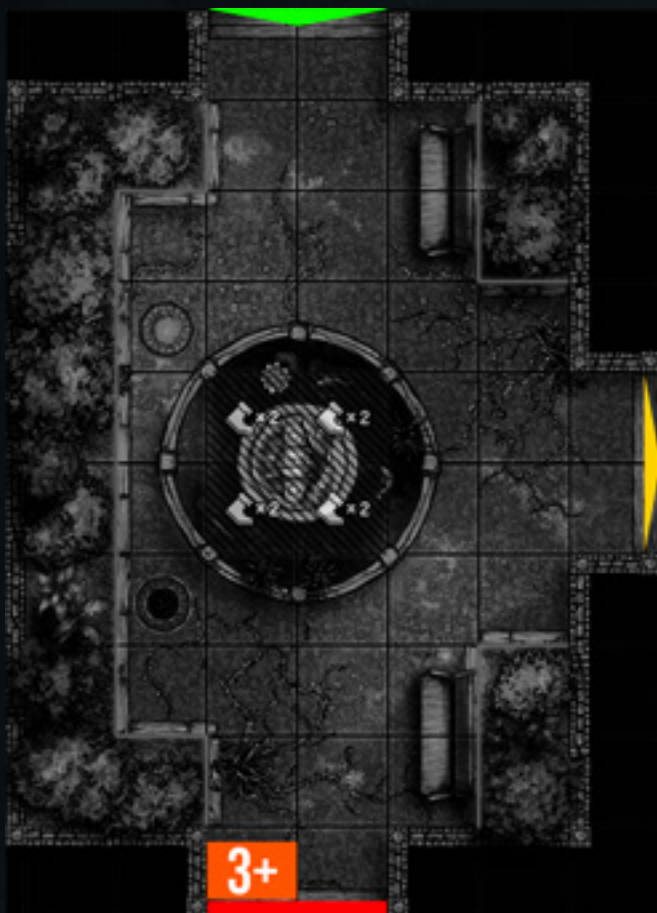
1-3



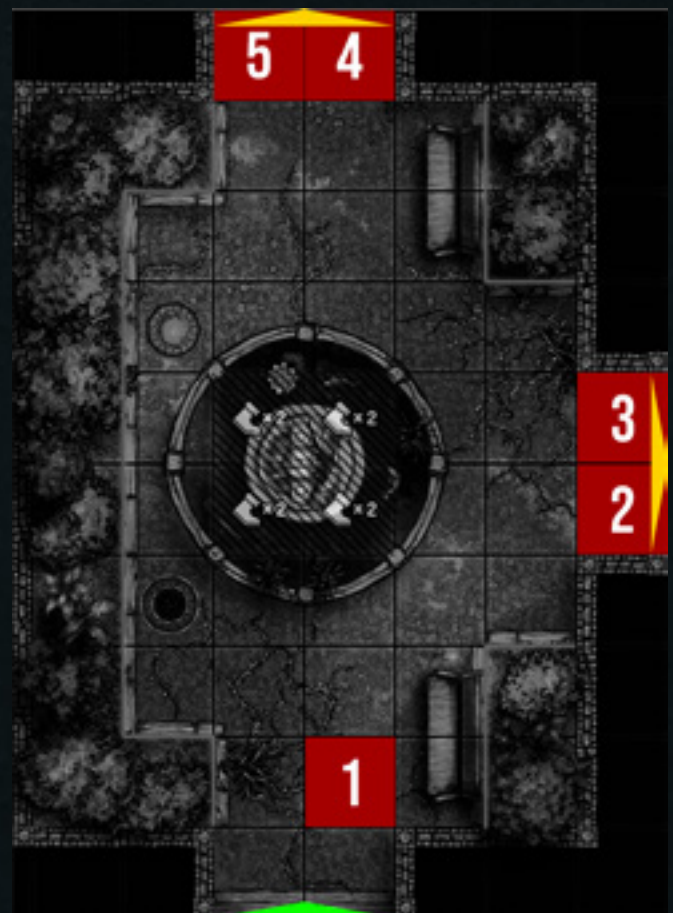
Plus



Blank



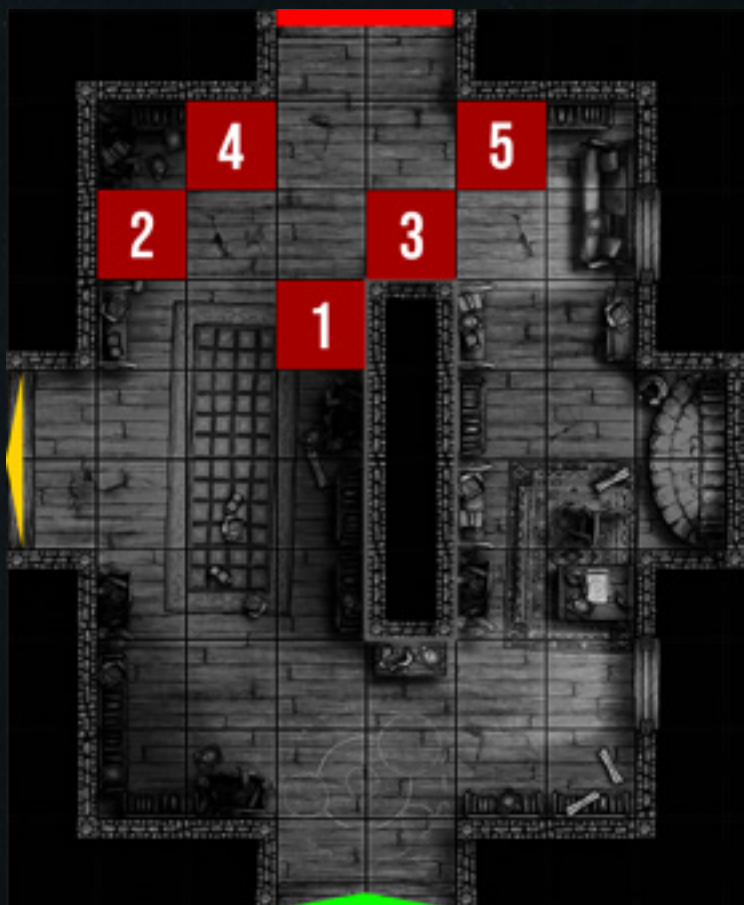
Star



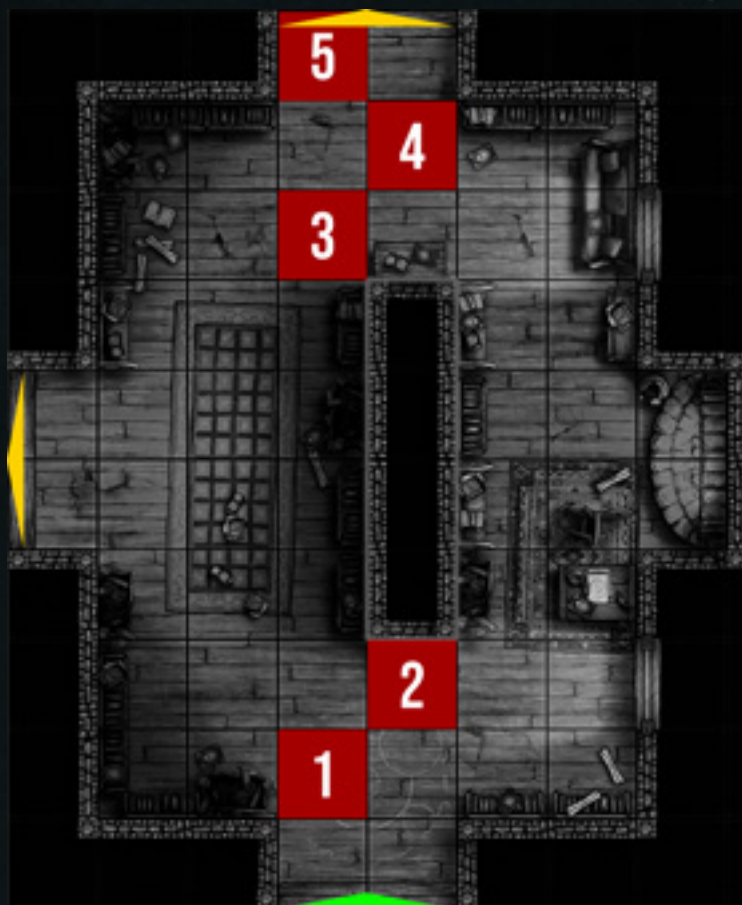
NATHENDER LIBRARY

13

1-3



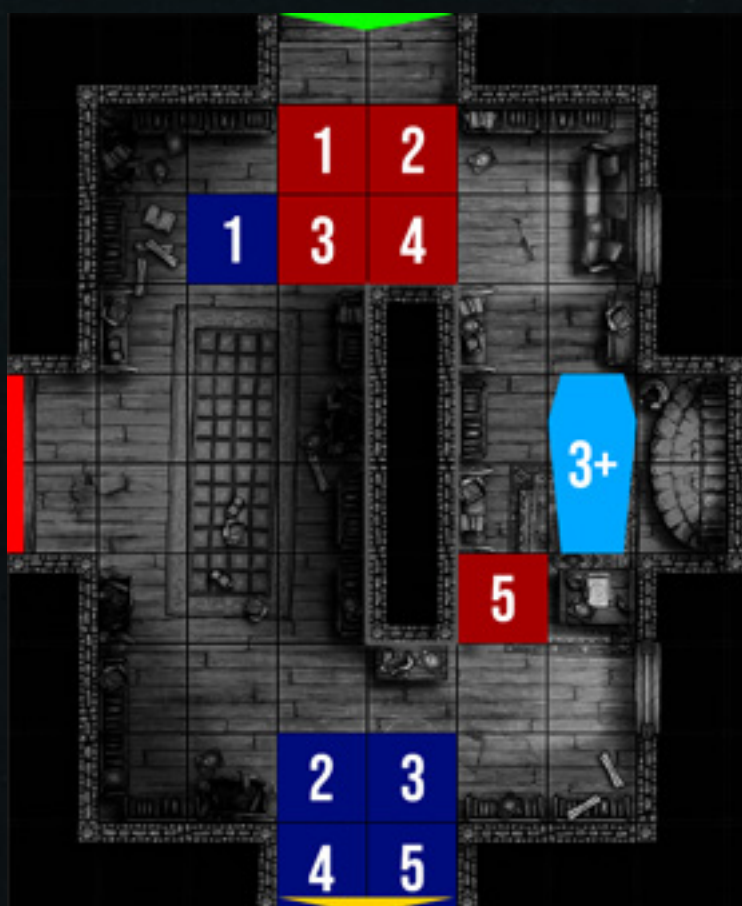
Plus



Blank

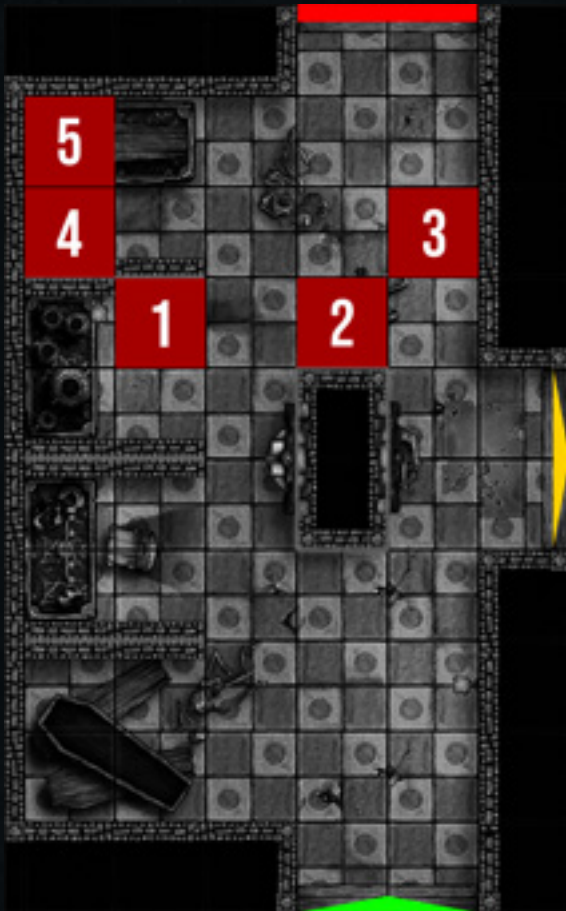


Star

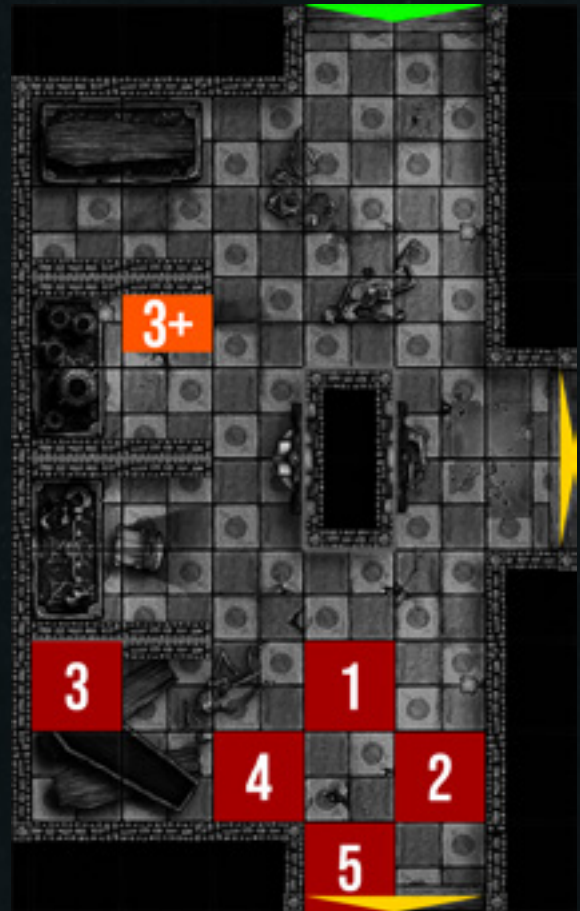


NATHENDER MAUSOLEUM

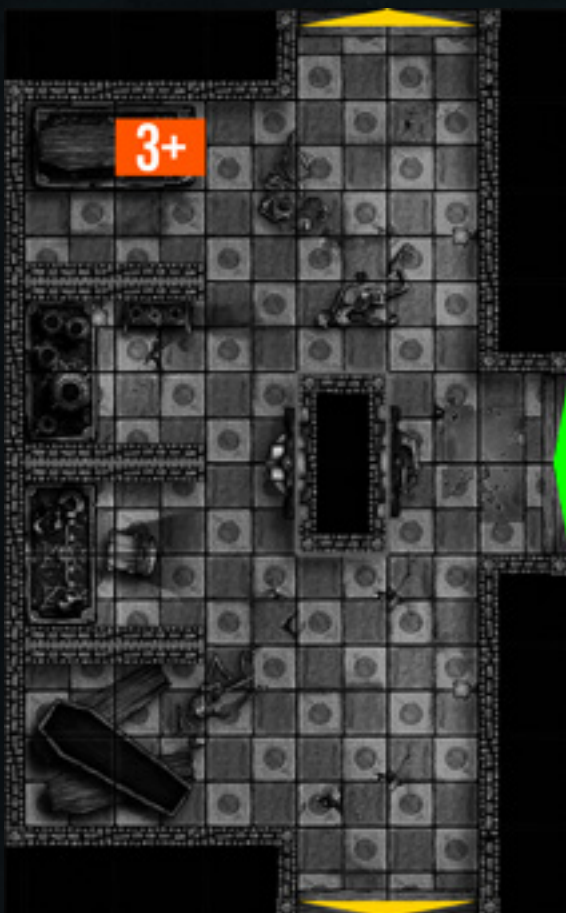
1-3



Plus



Blank

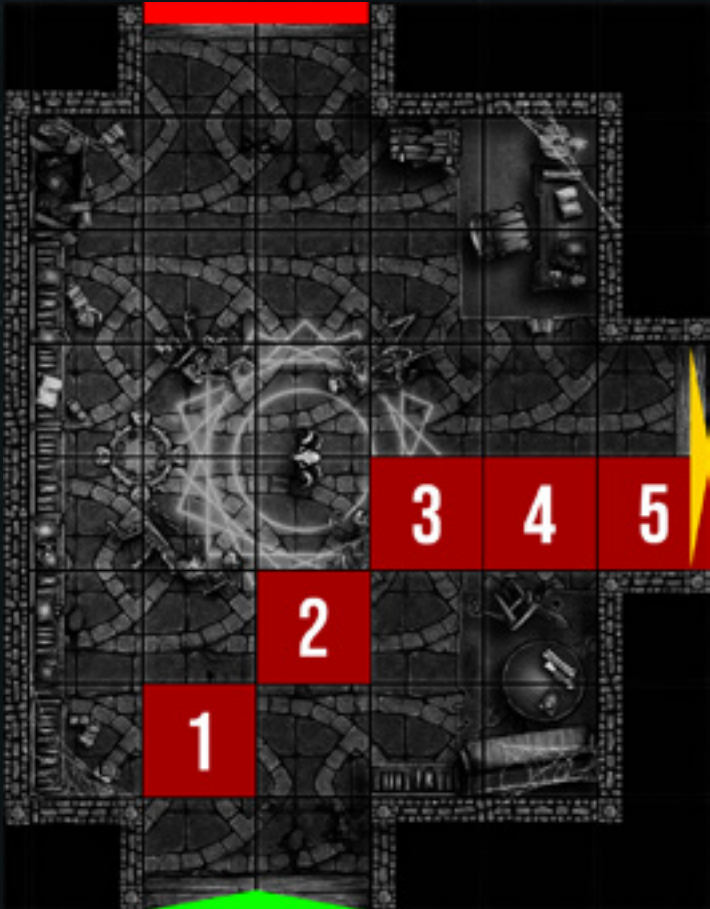


Star



NATHENDER OCCULT CIRCLE

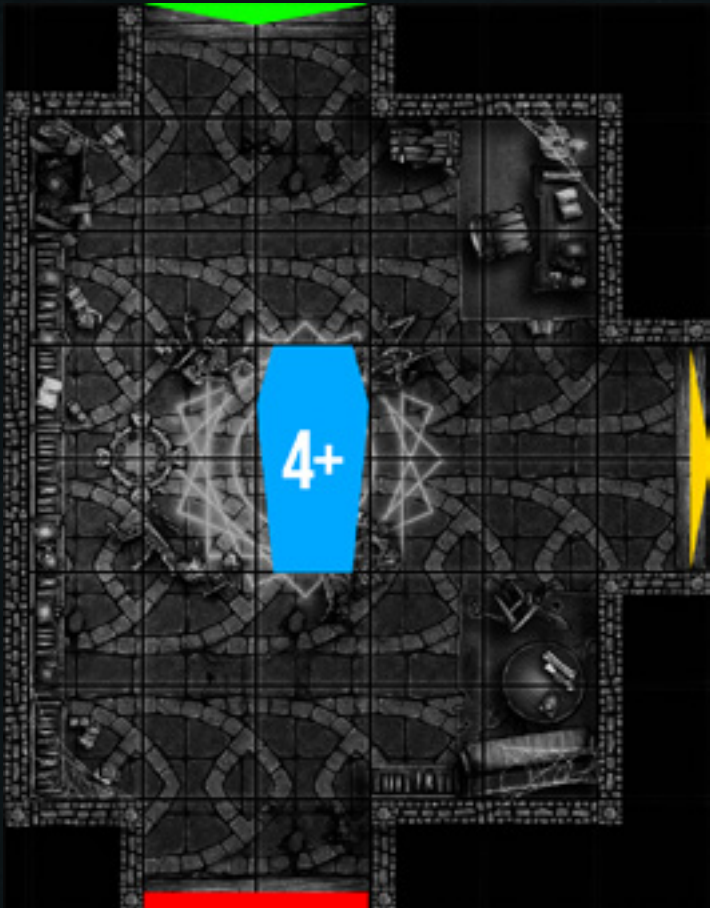
1-3



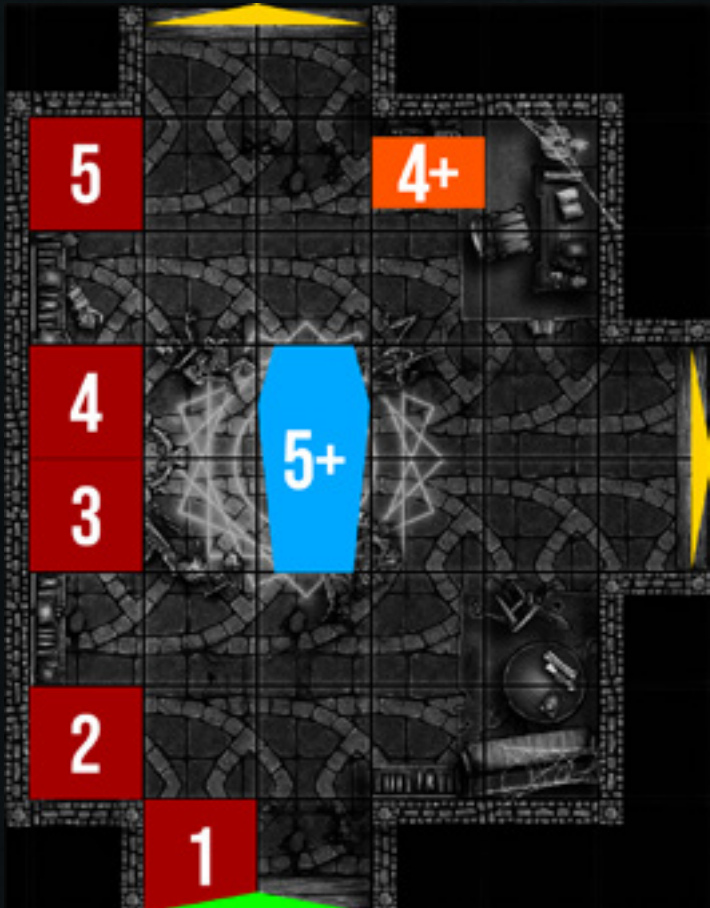
Plus



Blank



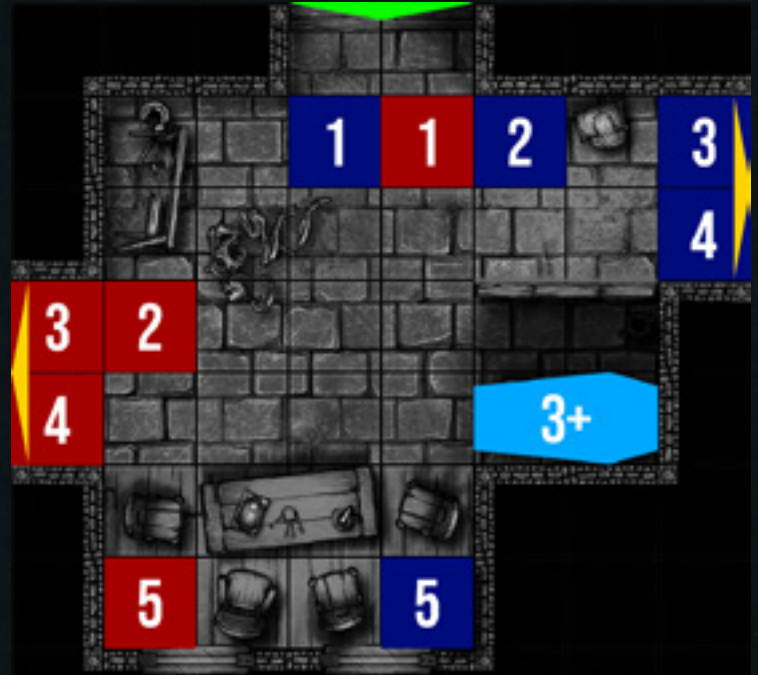
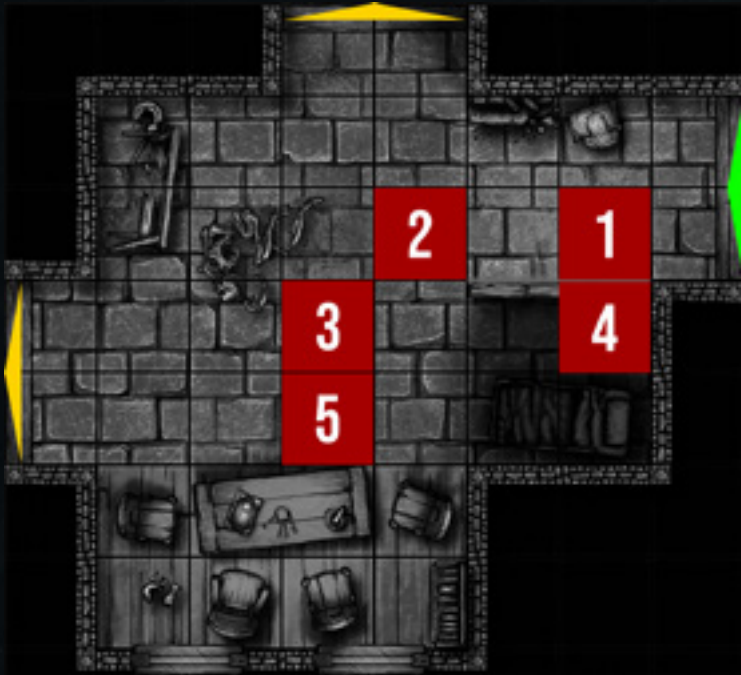
Star



NATHENDER QUARTERS

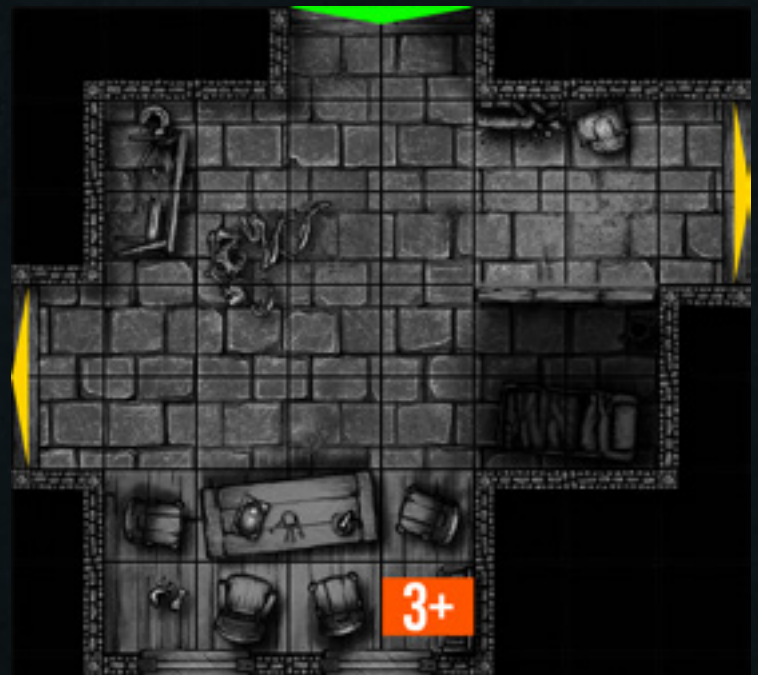
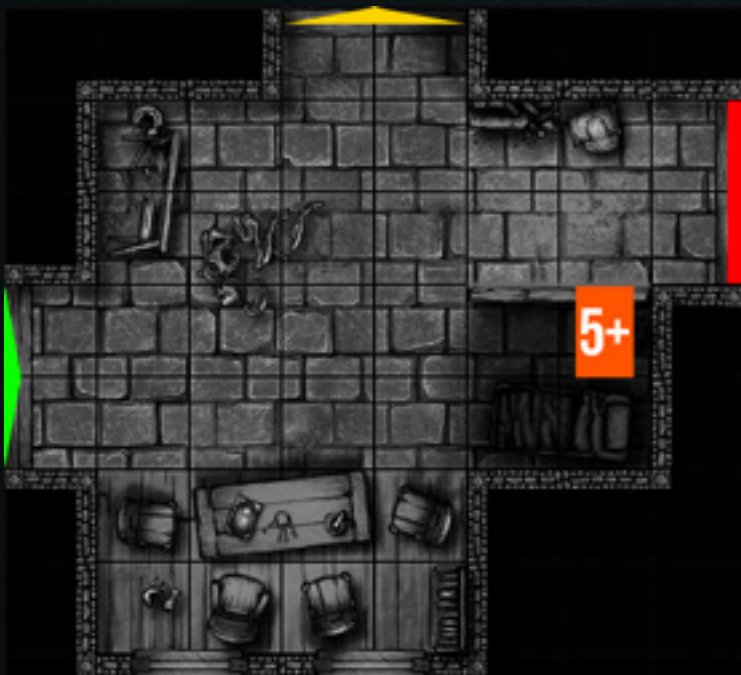
1-3

Plus



Blank

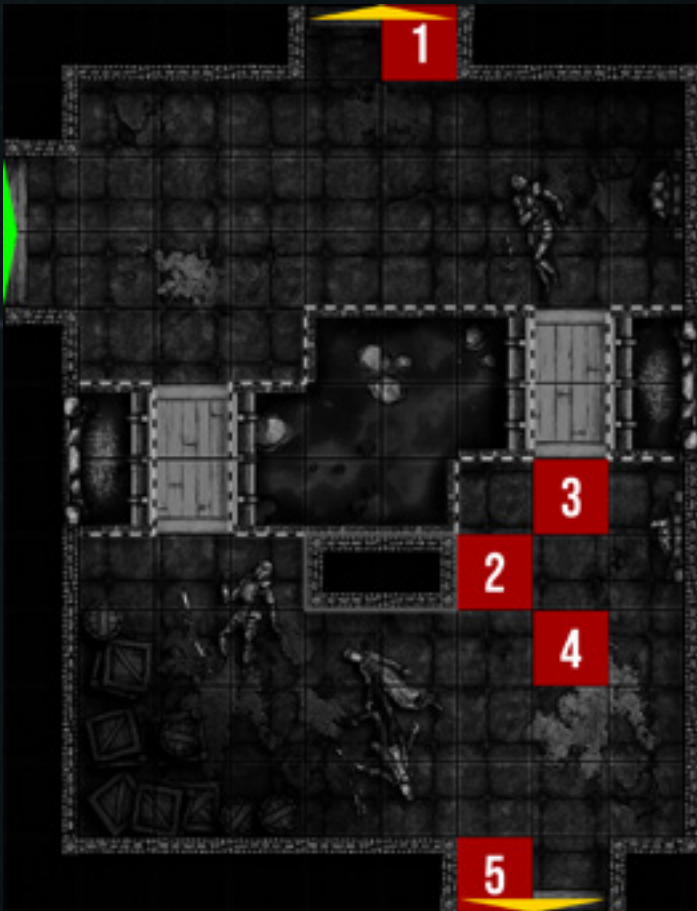
Star



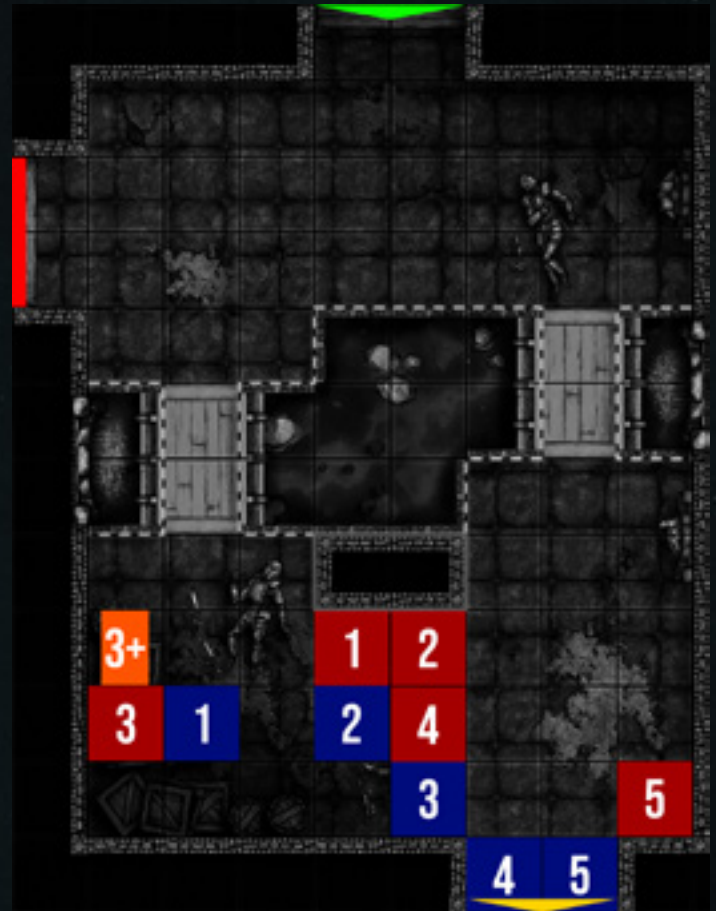
NATHENDER SEWERS

17

1-3



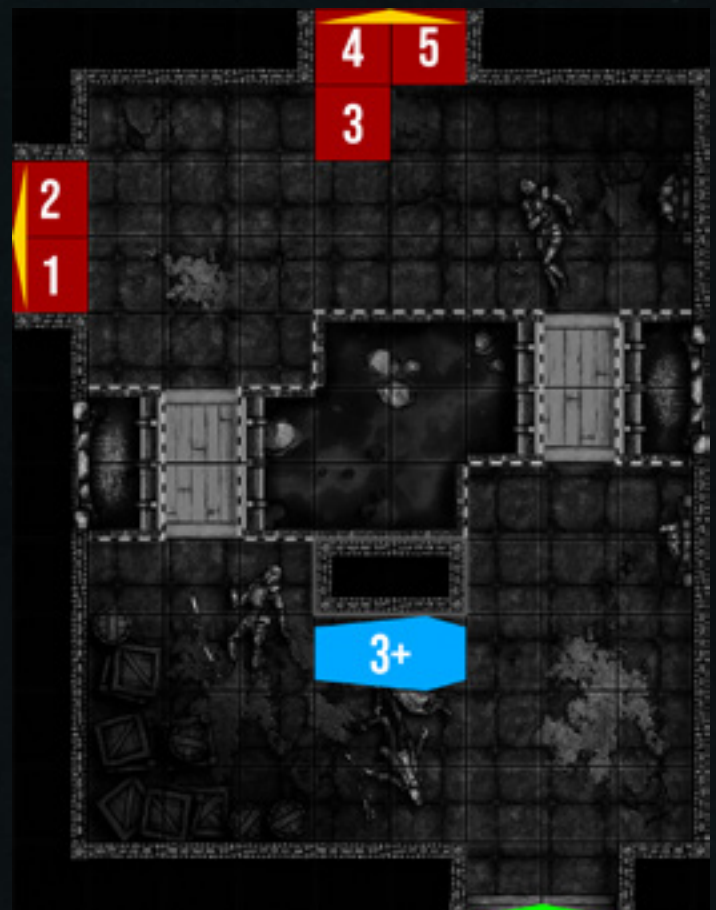
Plus



Blank



Star

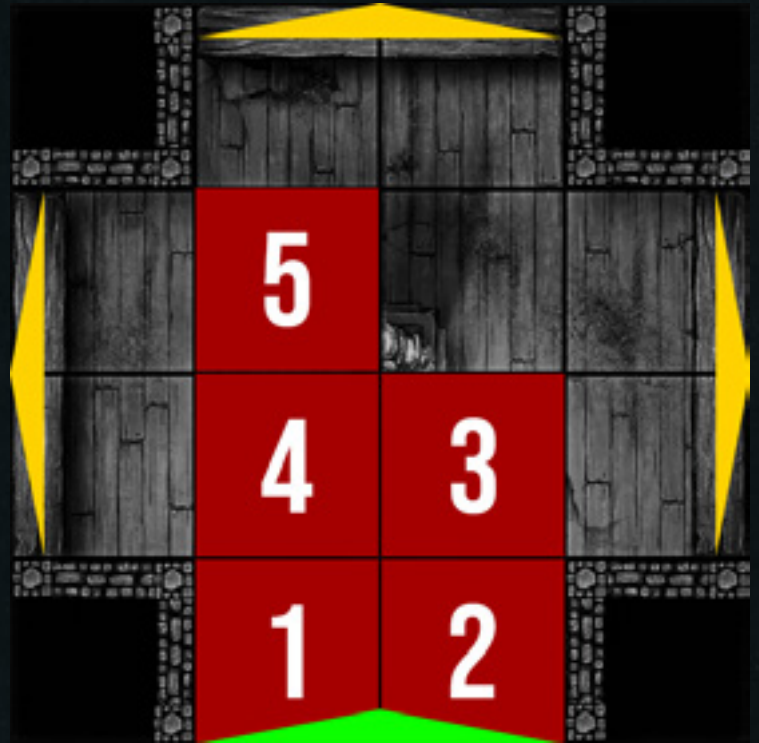


NATHENDER SMALL CROSSING

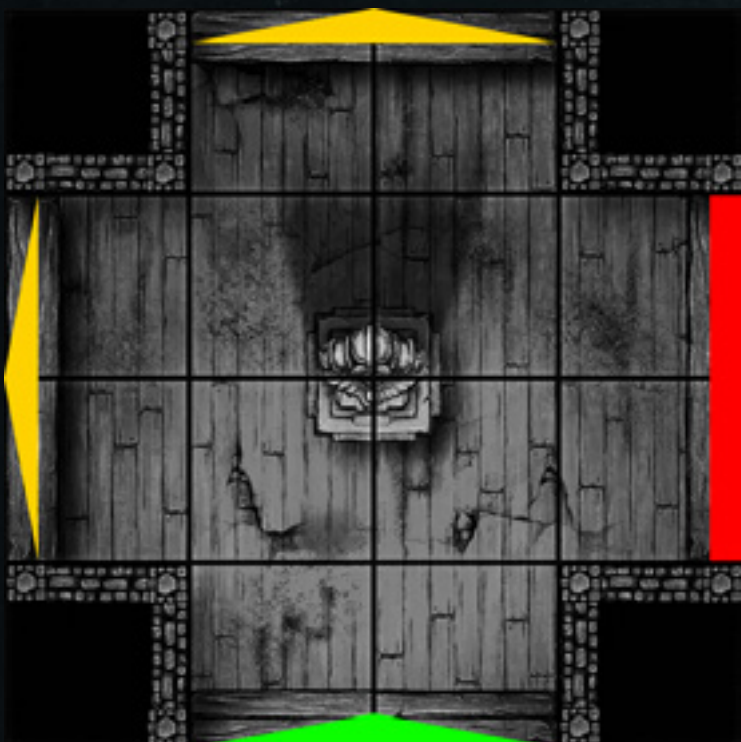
1-3



Plus



Blank



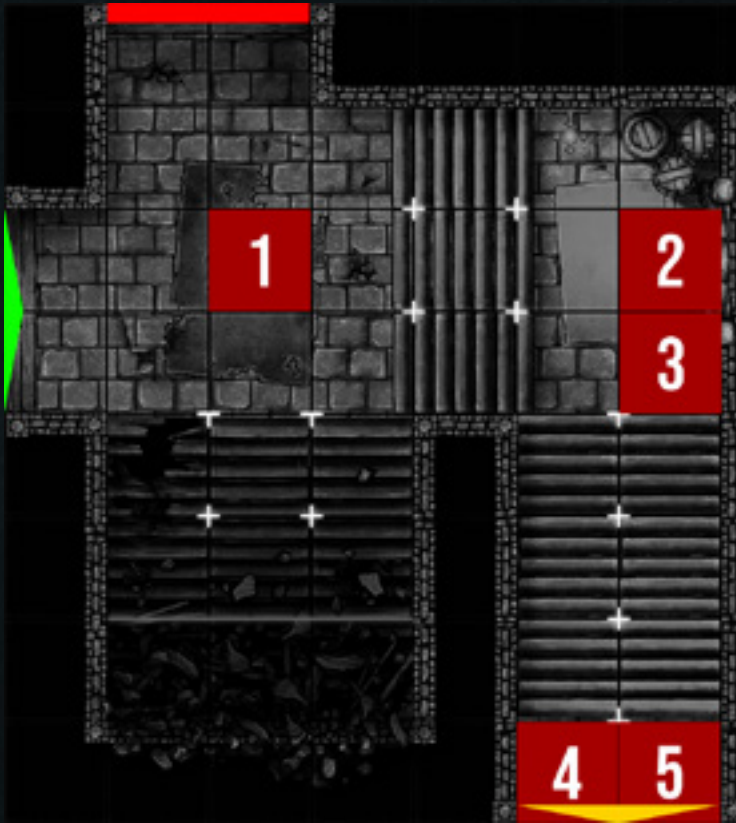
Star



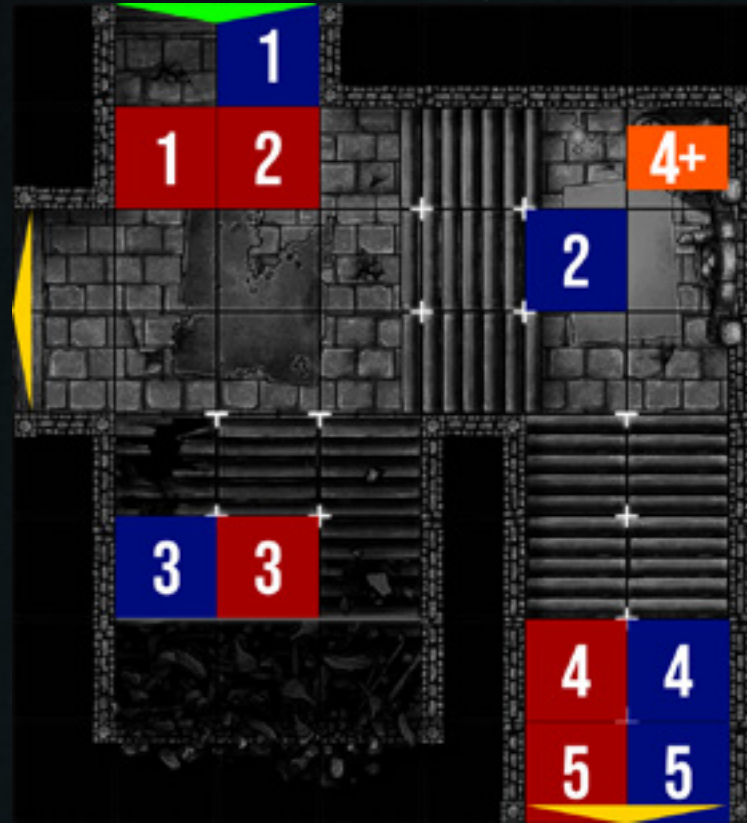
NATHENDER STAIRWAY

19

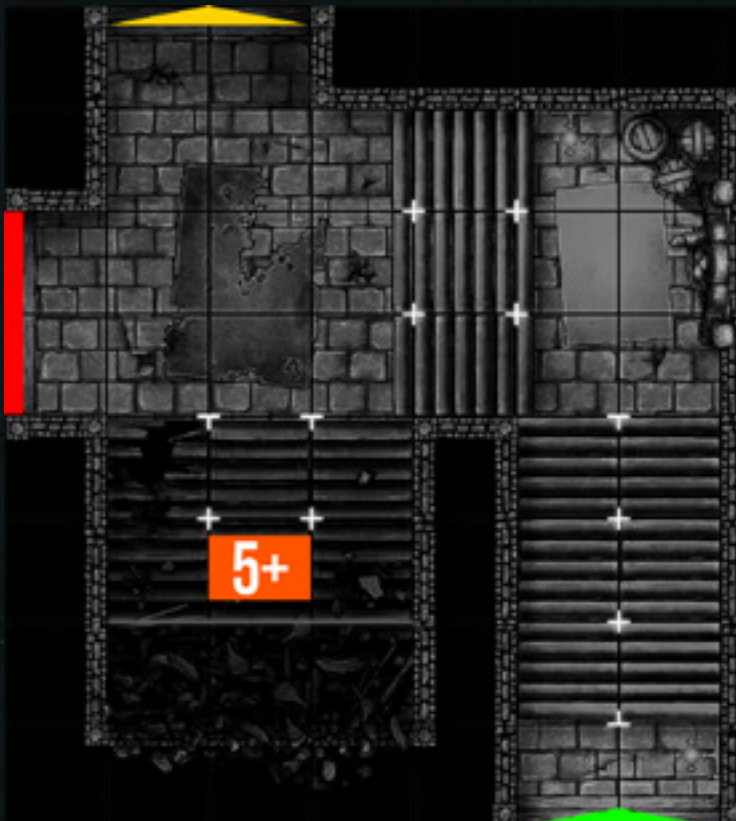
1-3



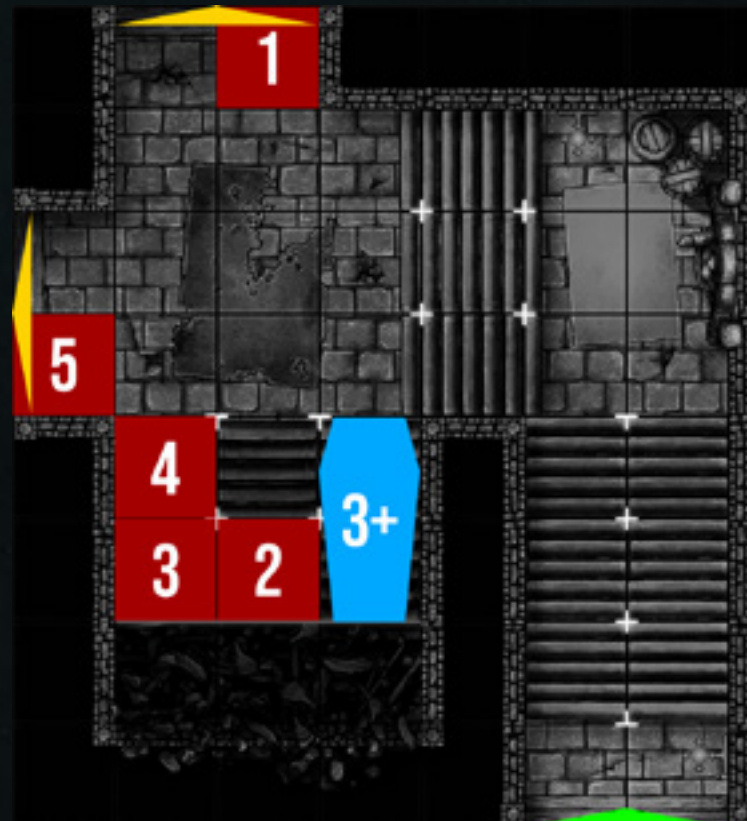
Plus



Blank

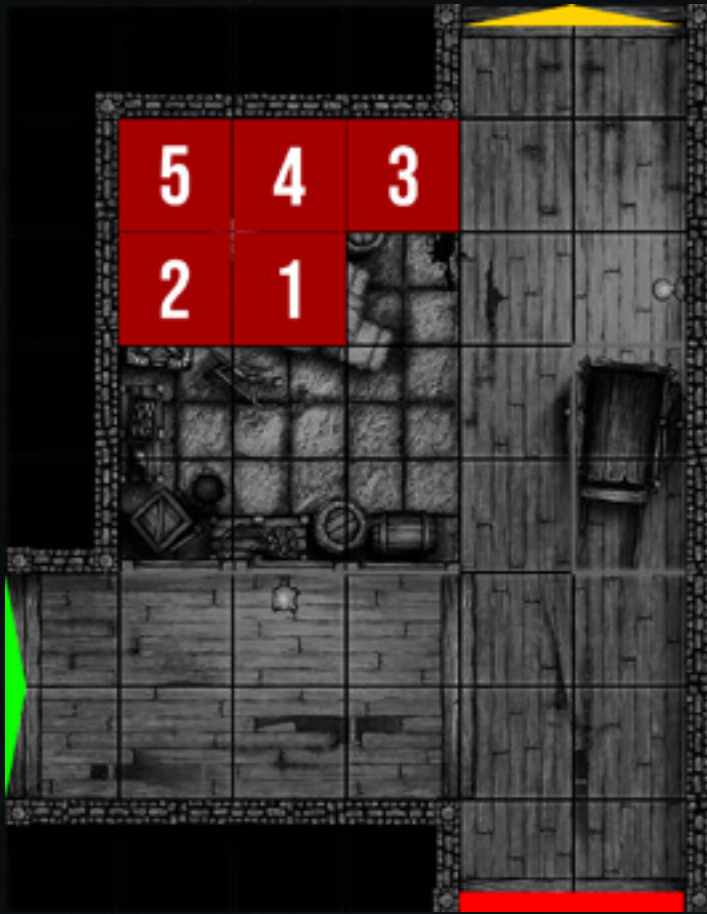


Star

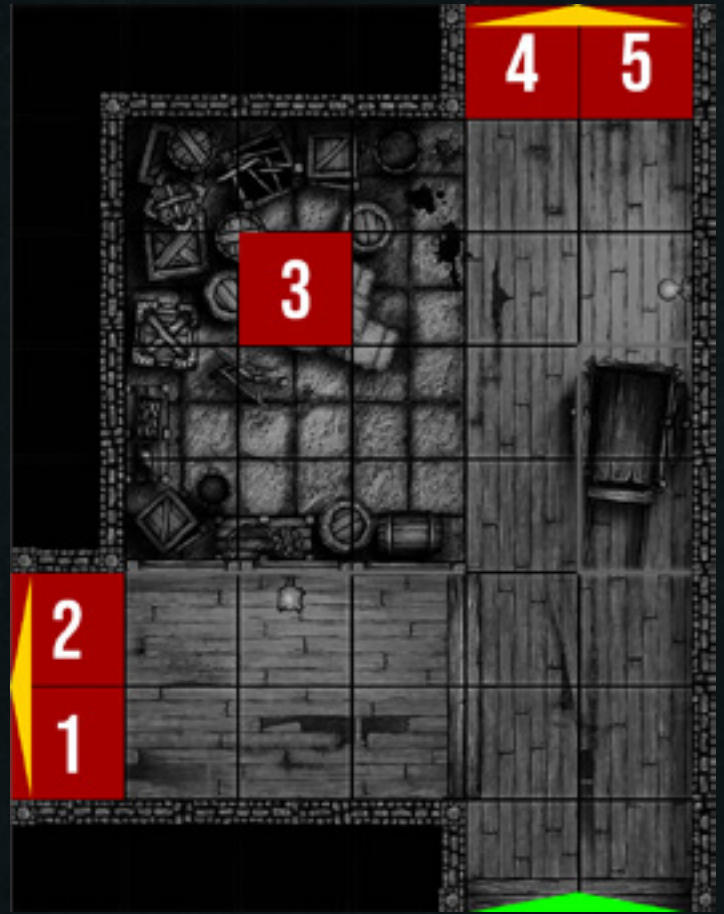


NATHENDER STORAGE

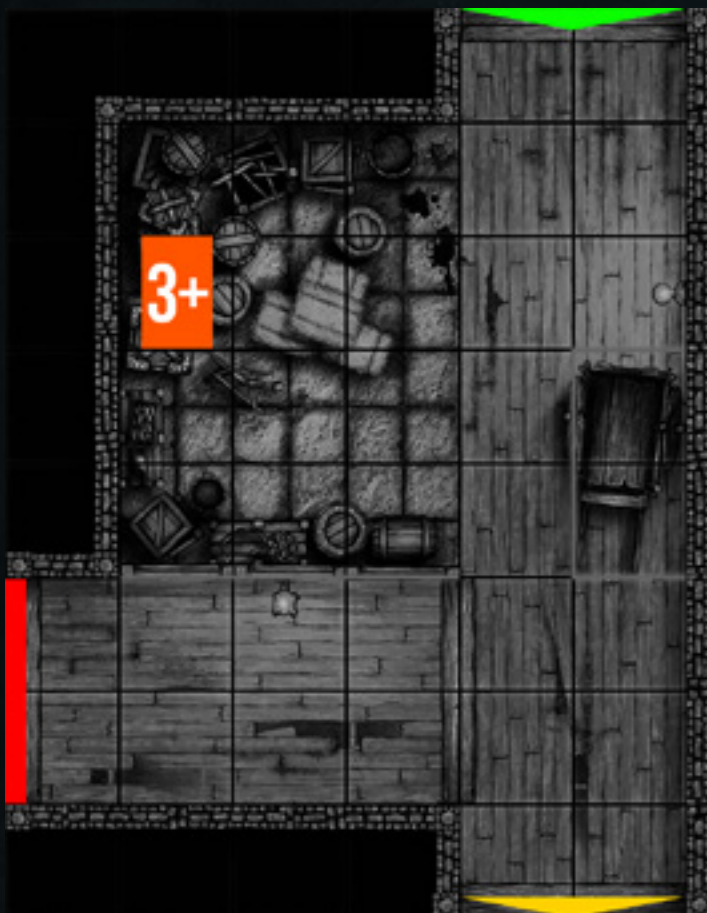
1-3



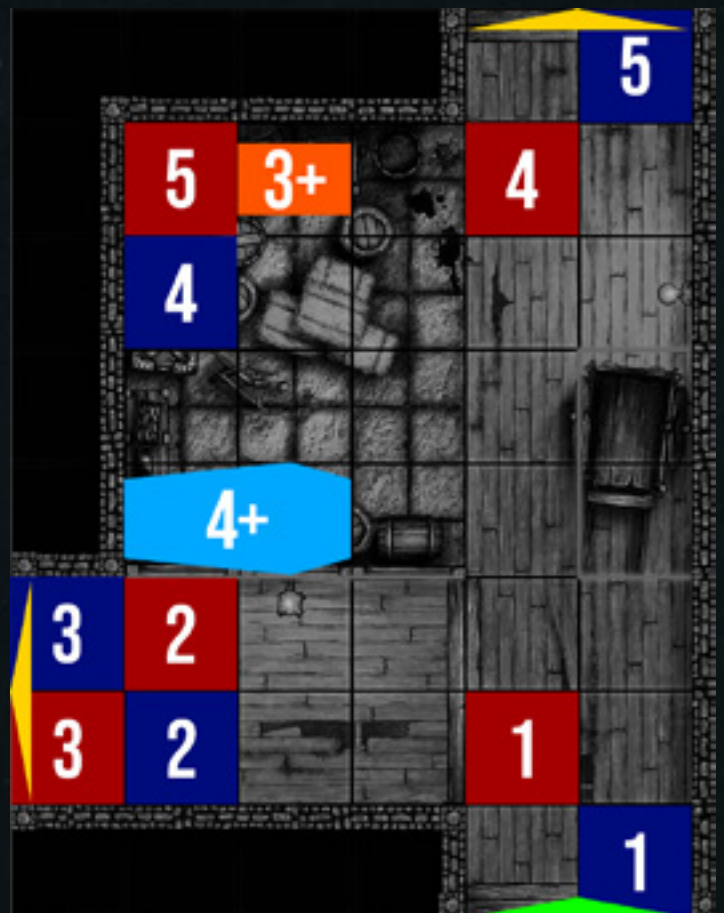
Plus



Blank

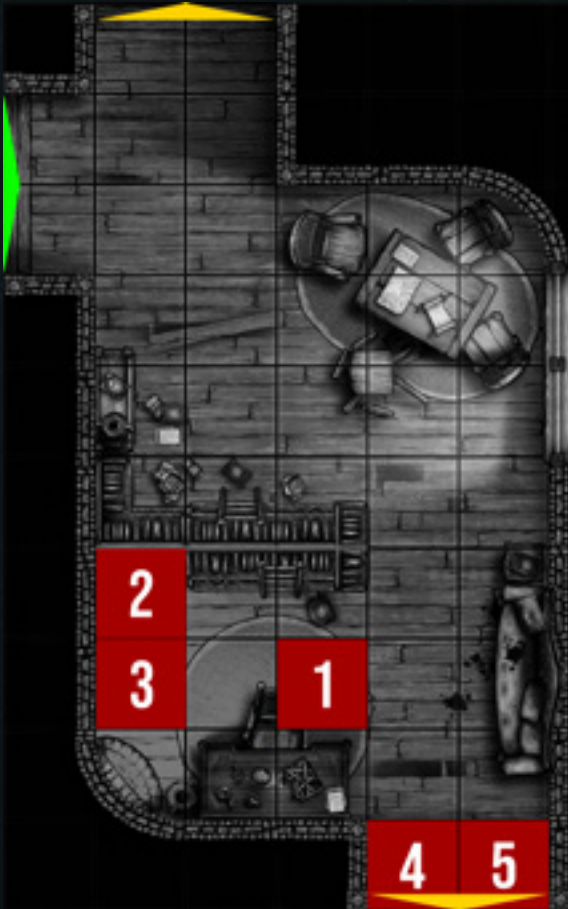


Star

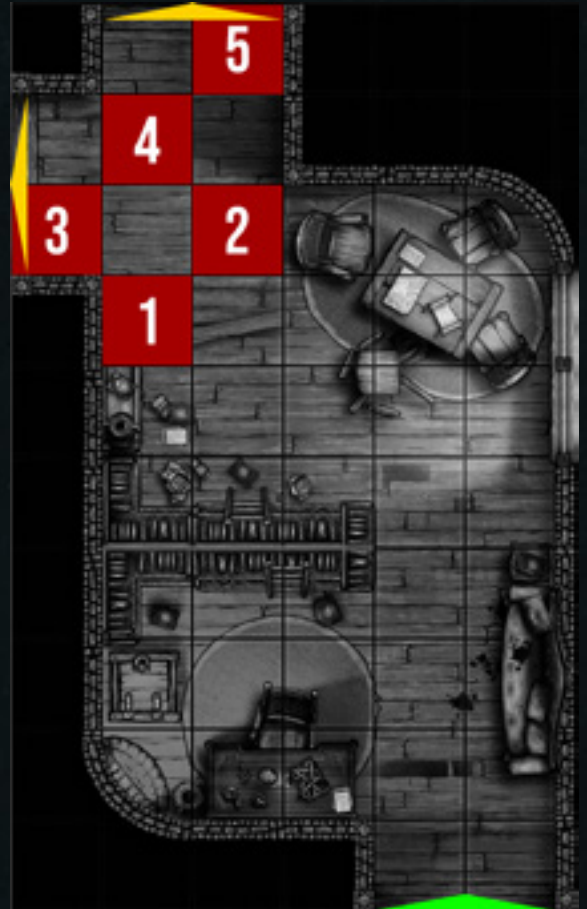


NATHENDER STUDY

1-3



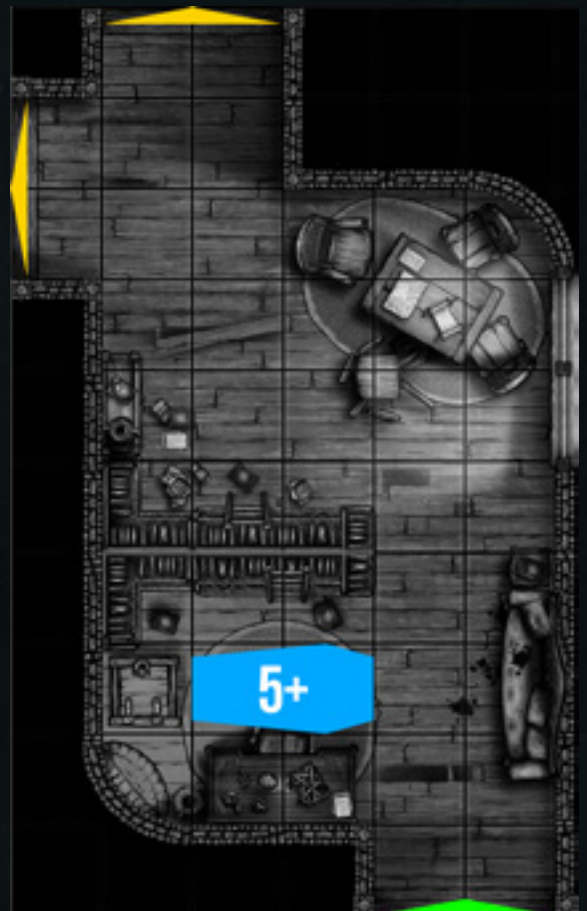
Plus



Blank

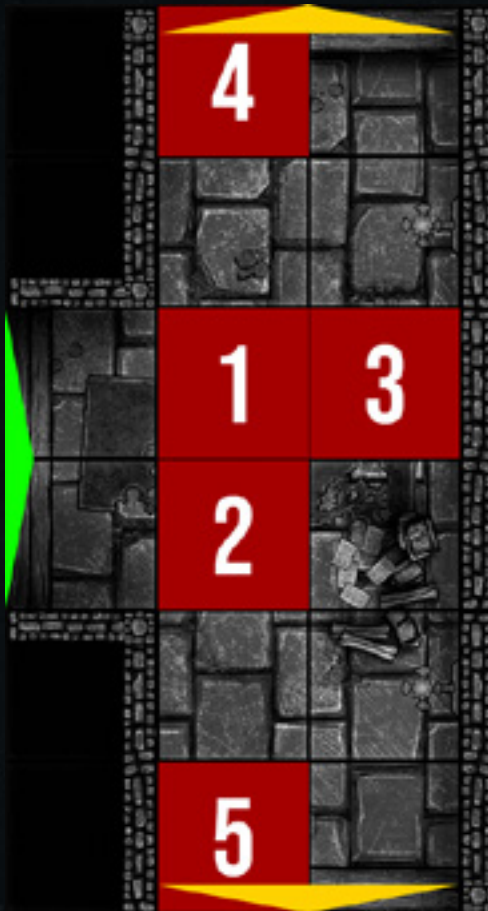


Star

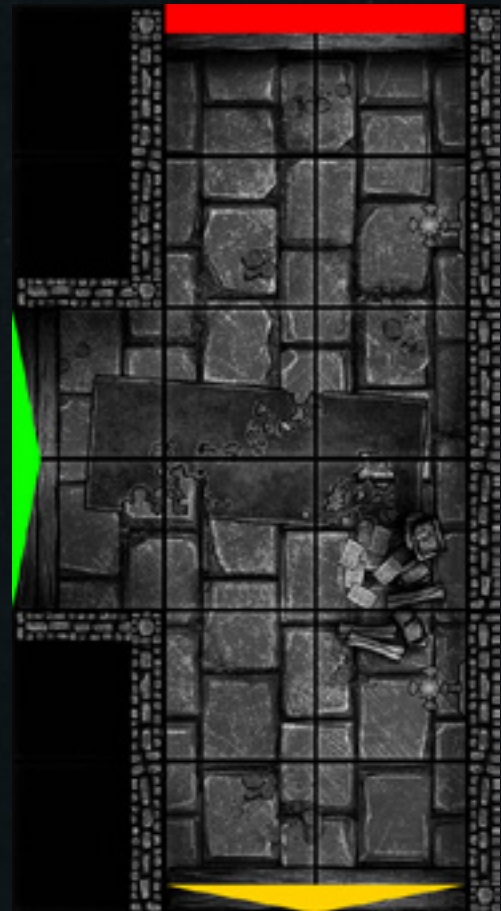


NATHENDER T-CROSSING

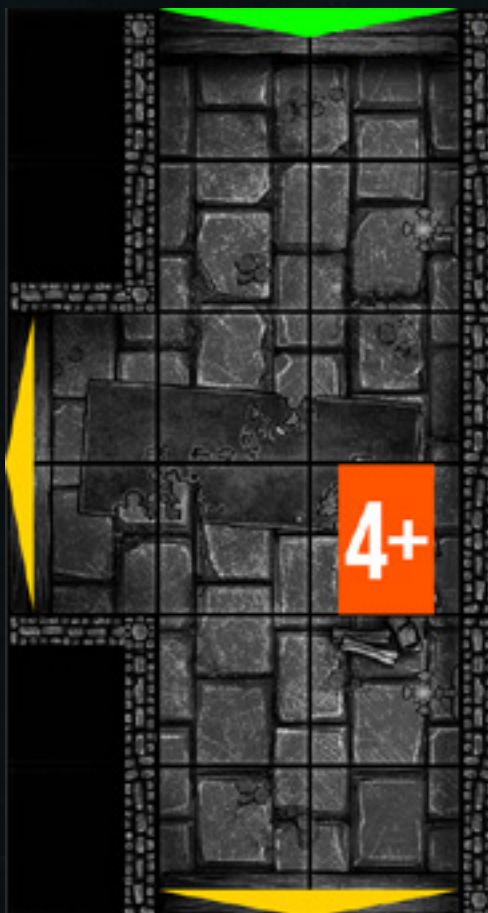
1-3



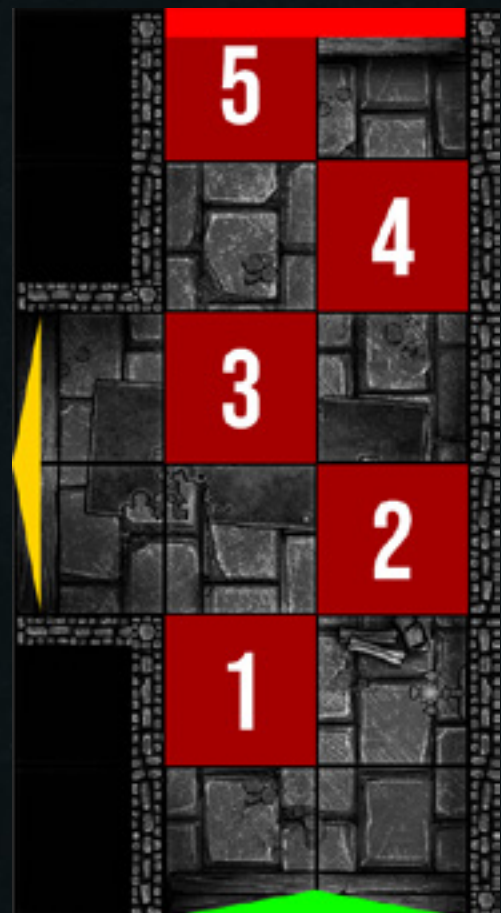
Plus



Blank

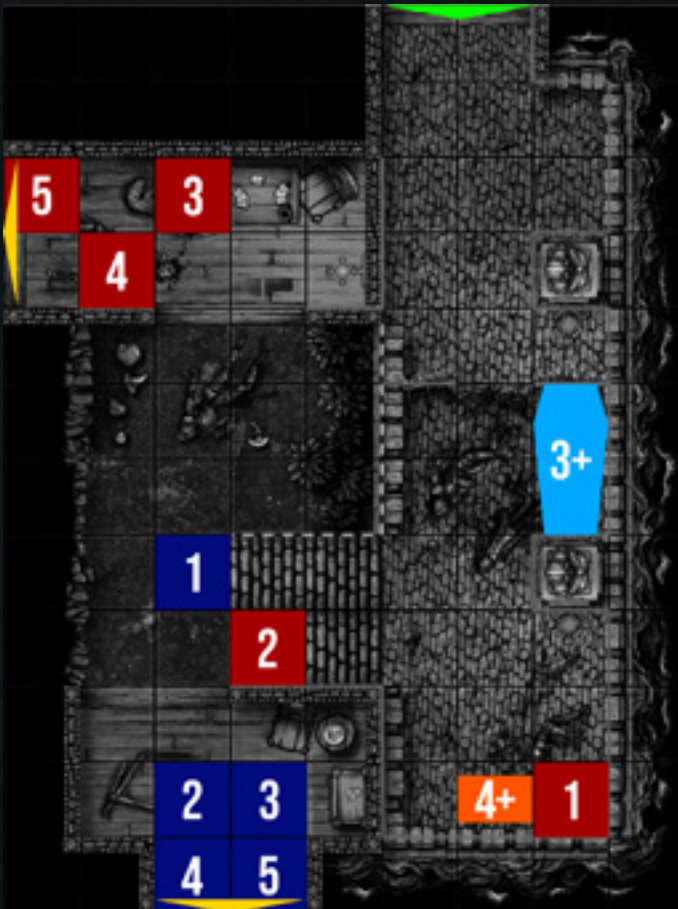


Star



NATHENDER WALL

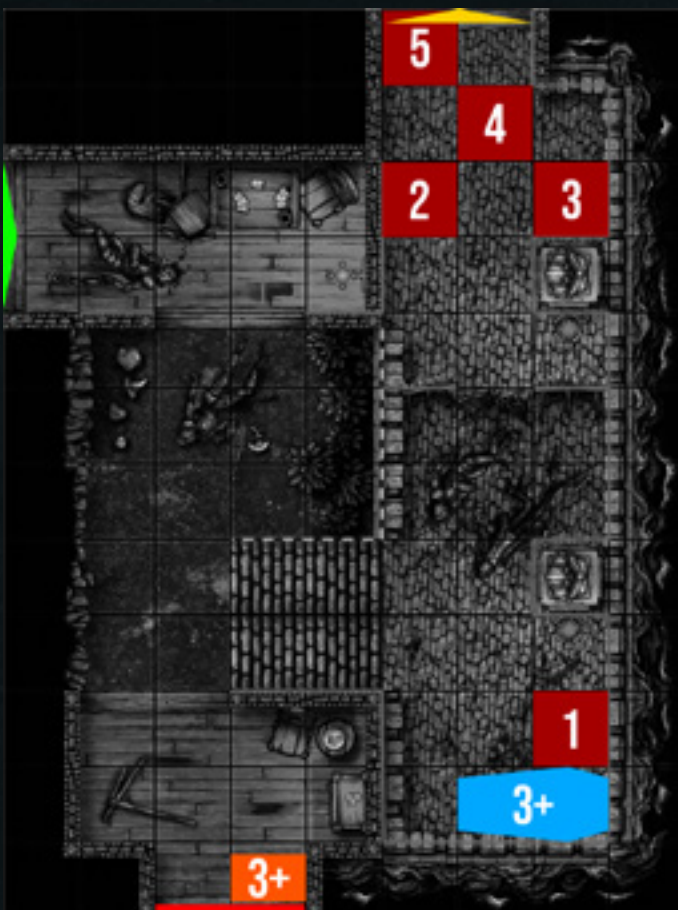
1-3



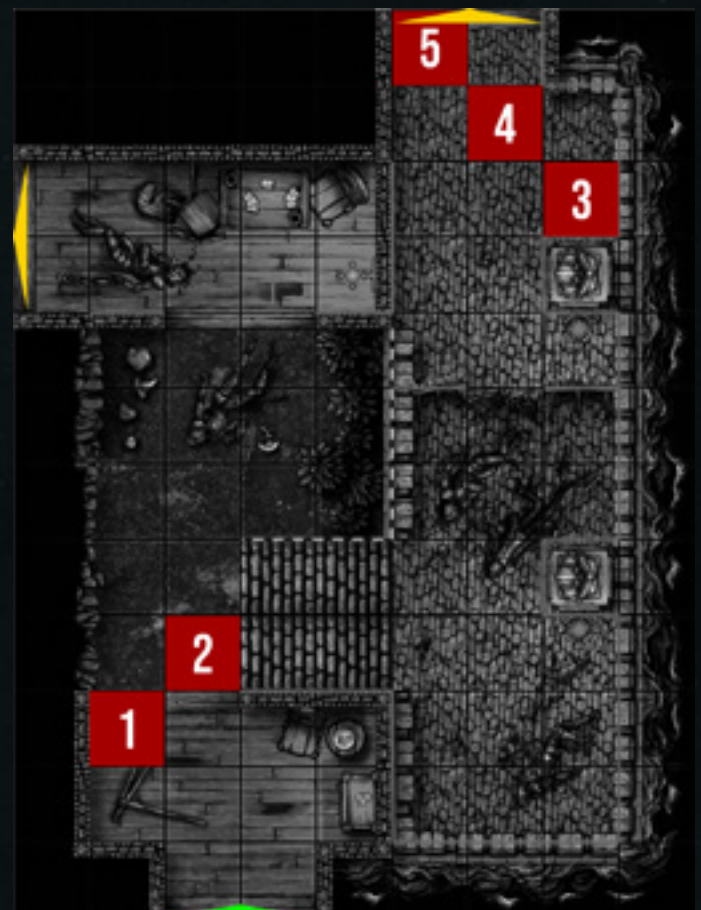
Plus



Blank



Star



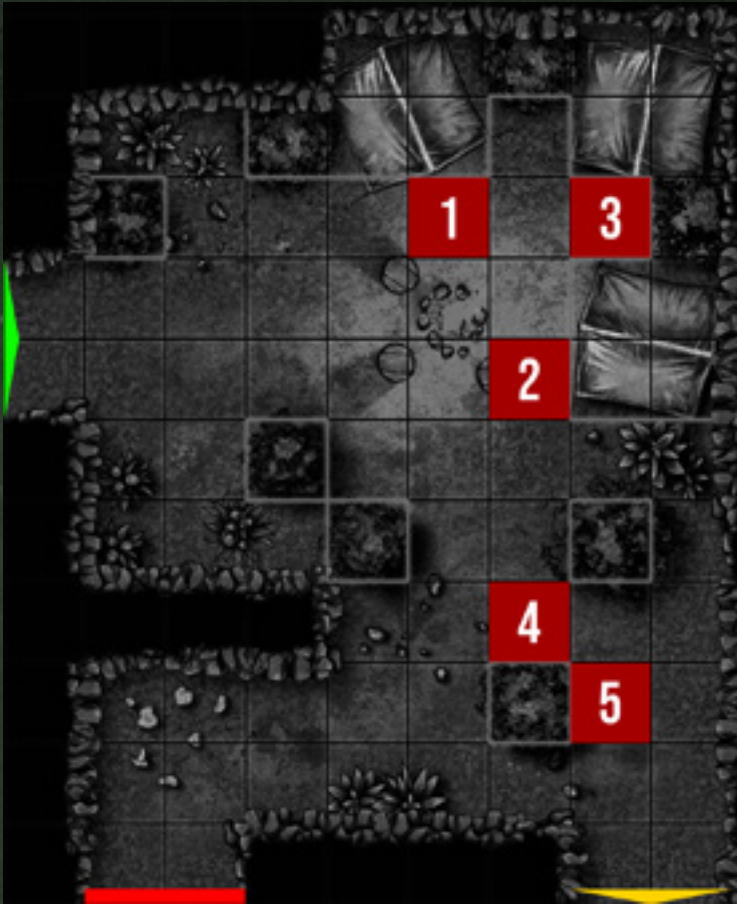


Credit: Stable Diffusion (AI)

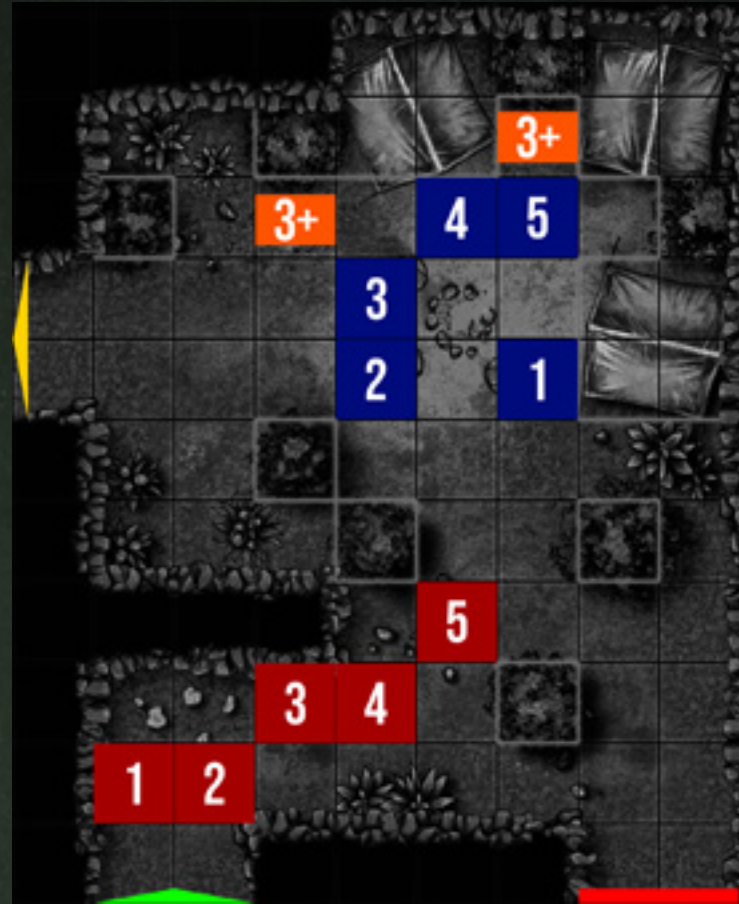
LEYFOREST CAMP

25

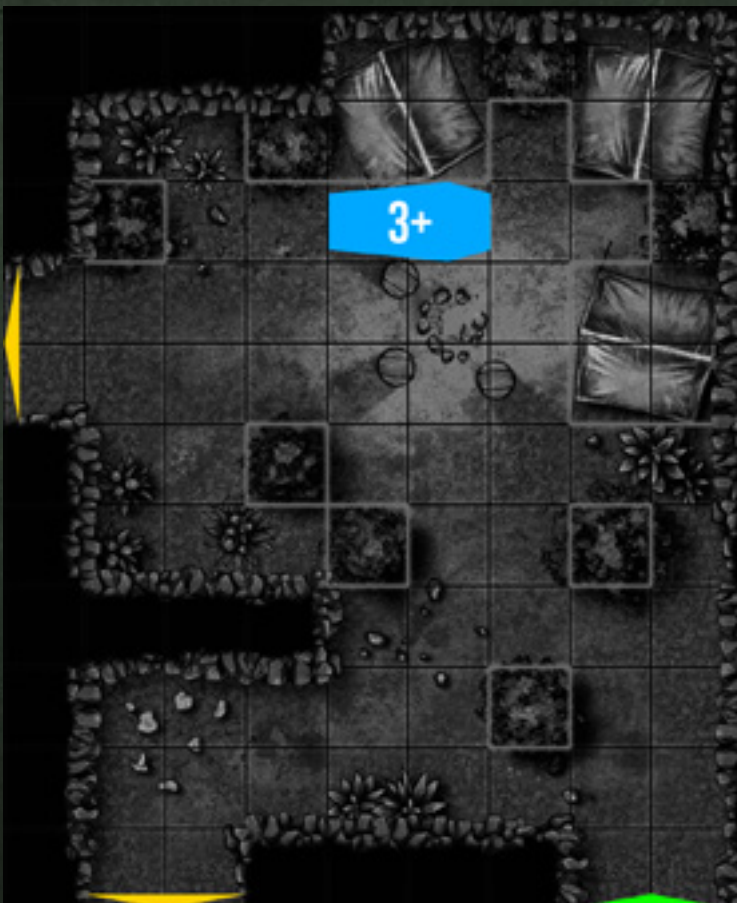
1-3



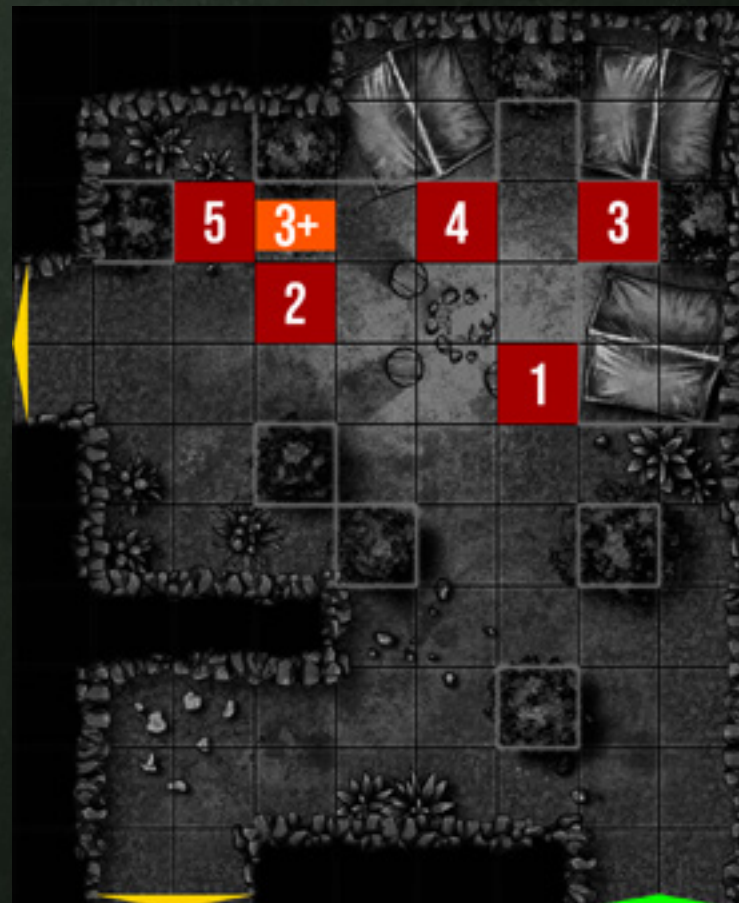
Plus



Blank



Star

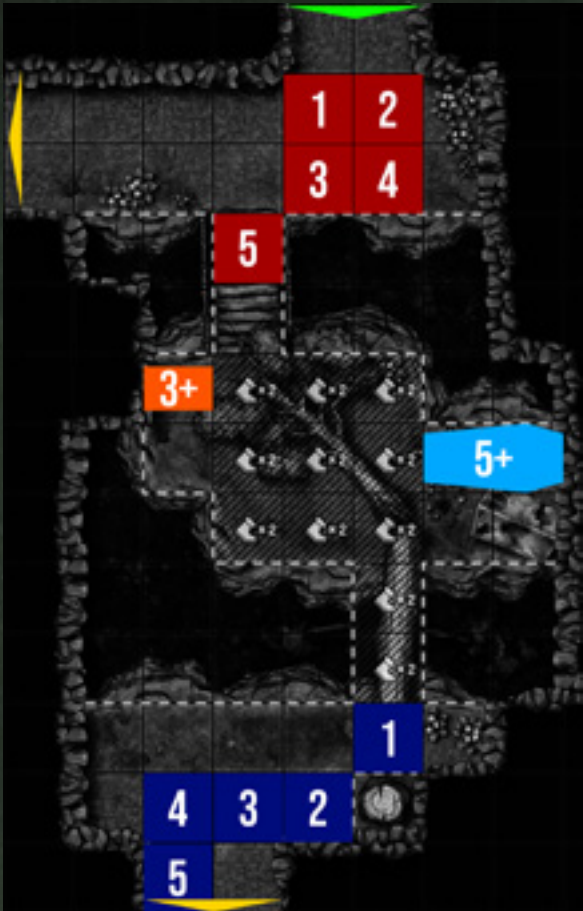


LEYFOREST CHASM

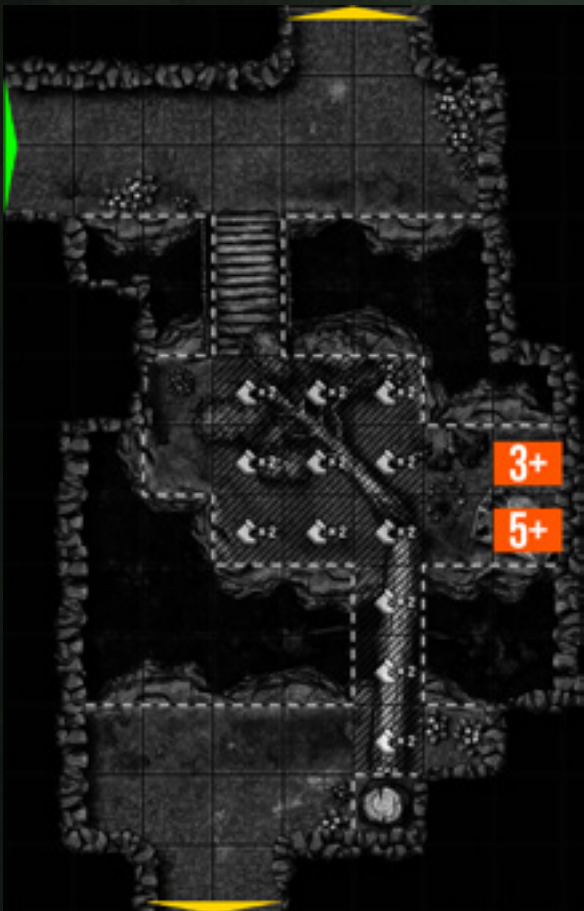
1-3



Plus



Blank

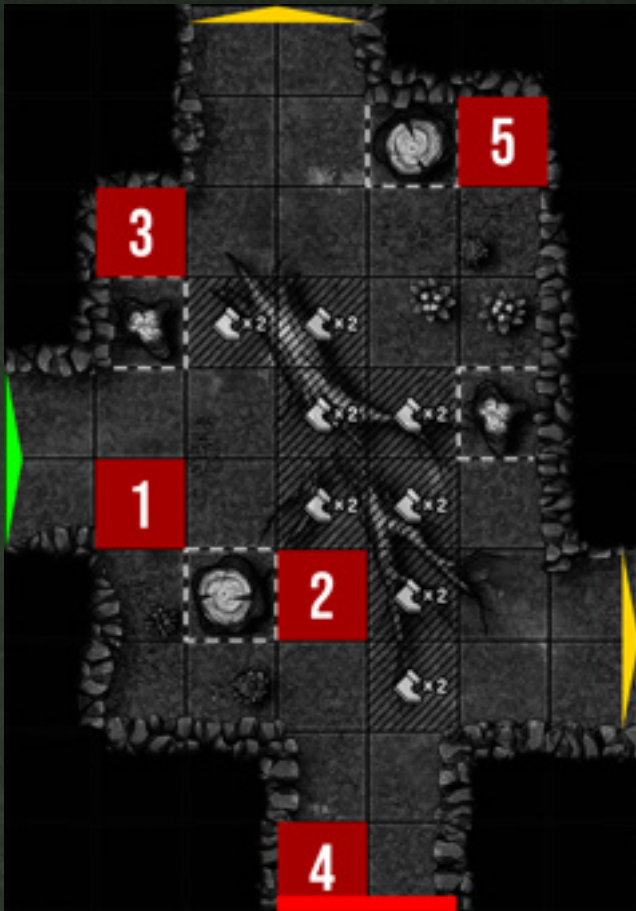


Star

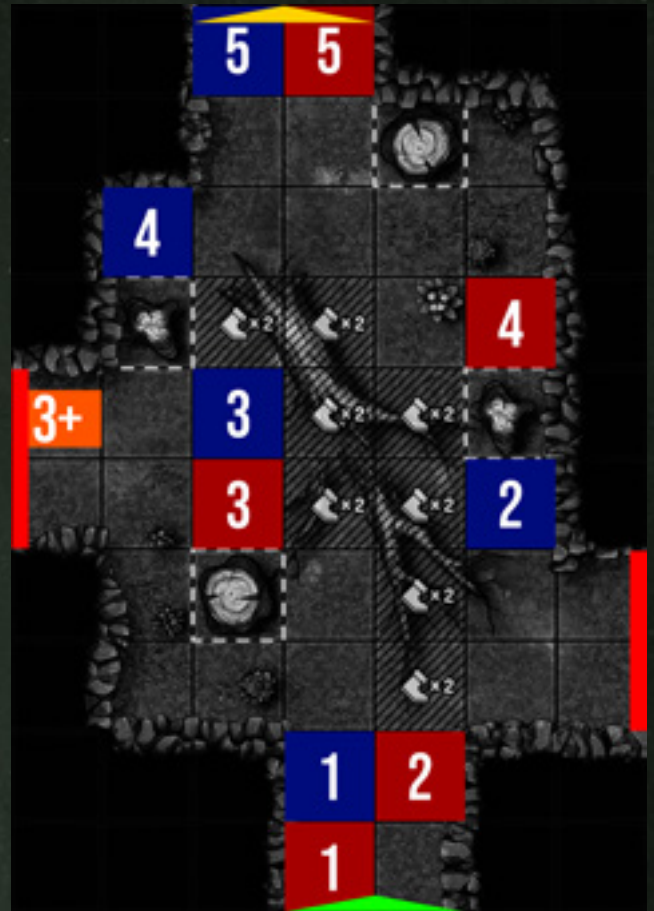


LEYFOREST GLADE

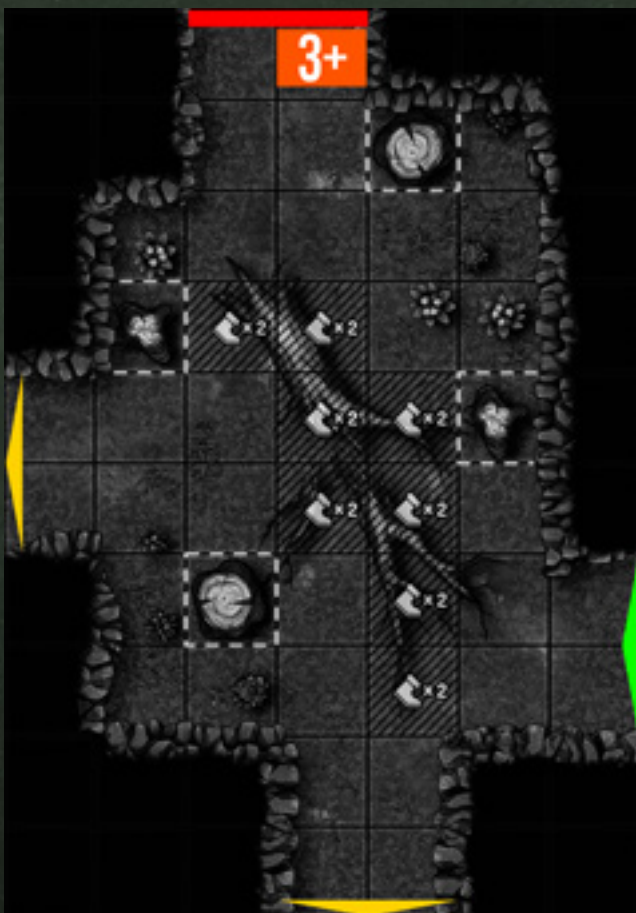
1-3



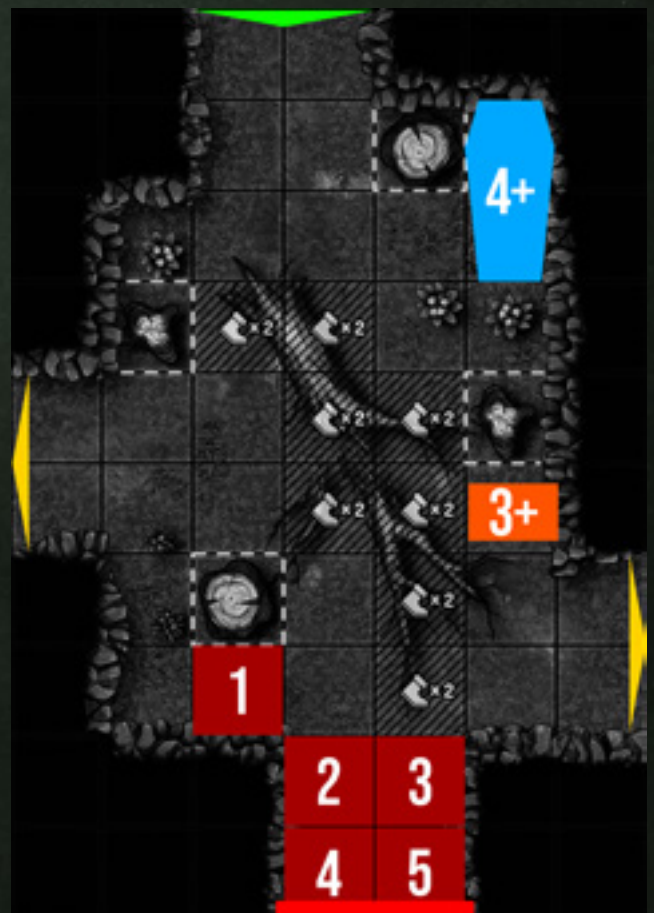
Plus



Blank

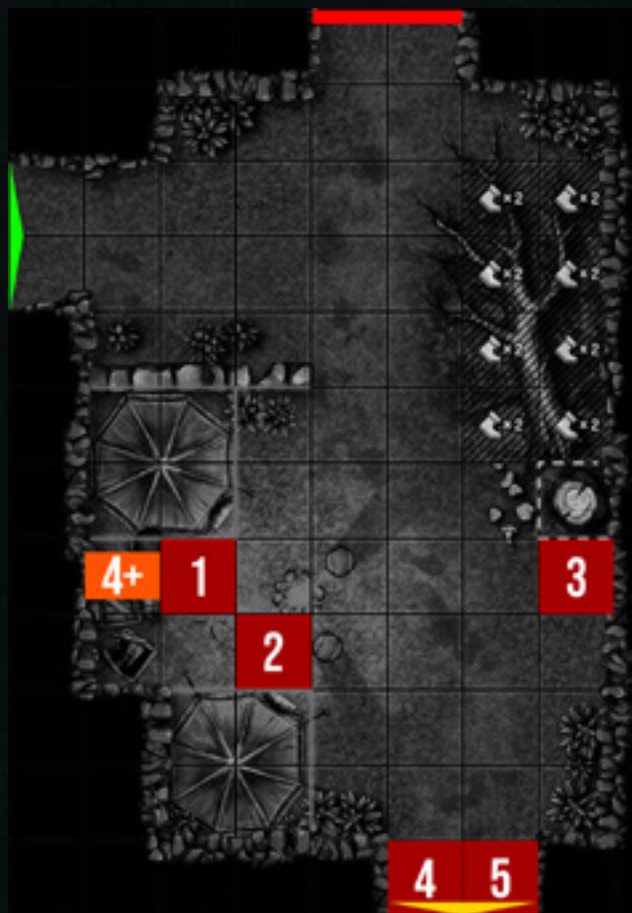


Star

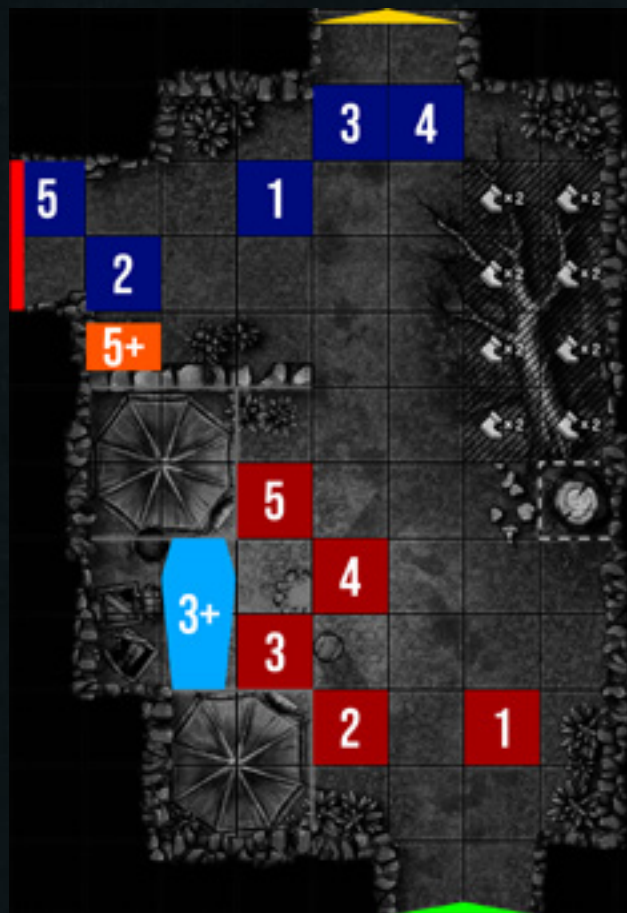


LEYFOREST ORC CAMP

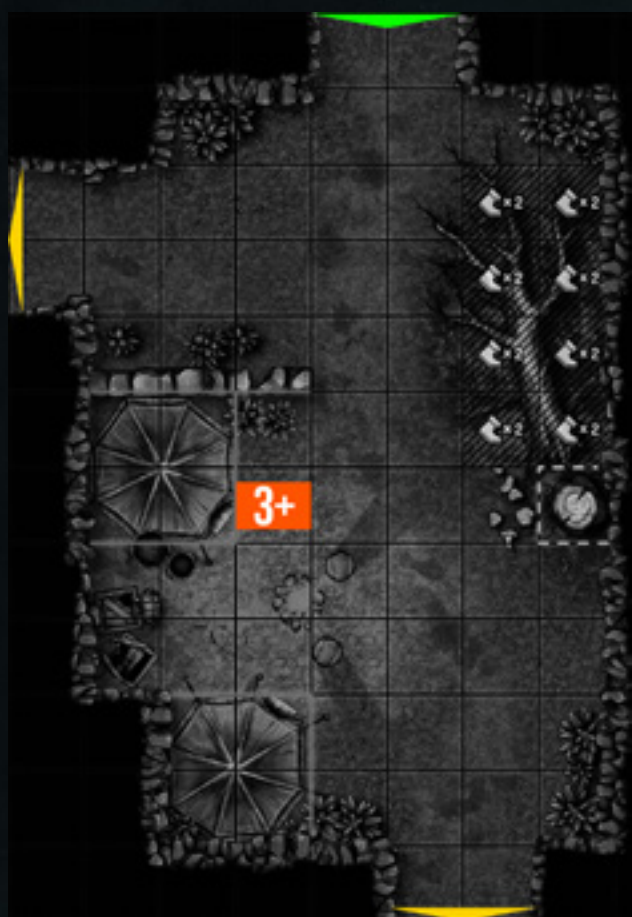
1-3



Plus



Blank

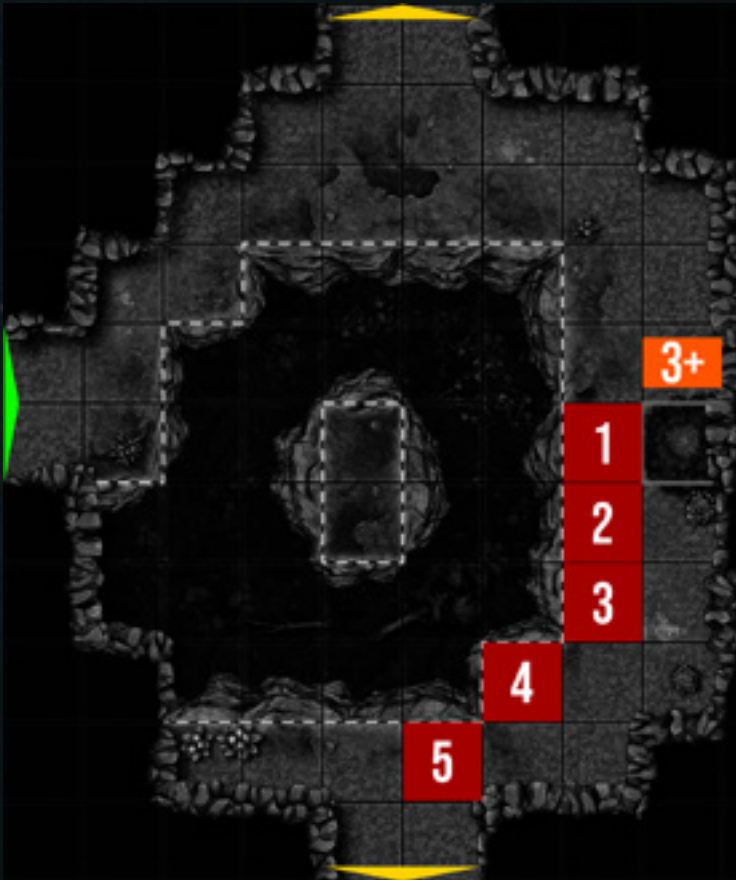


Star

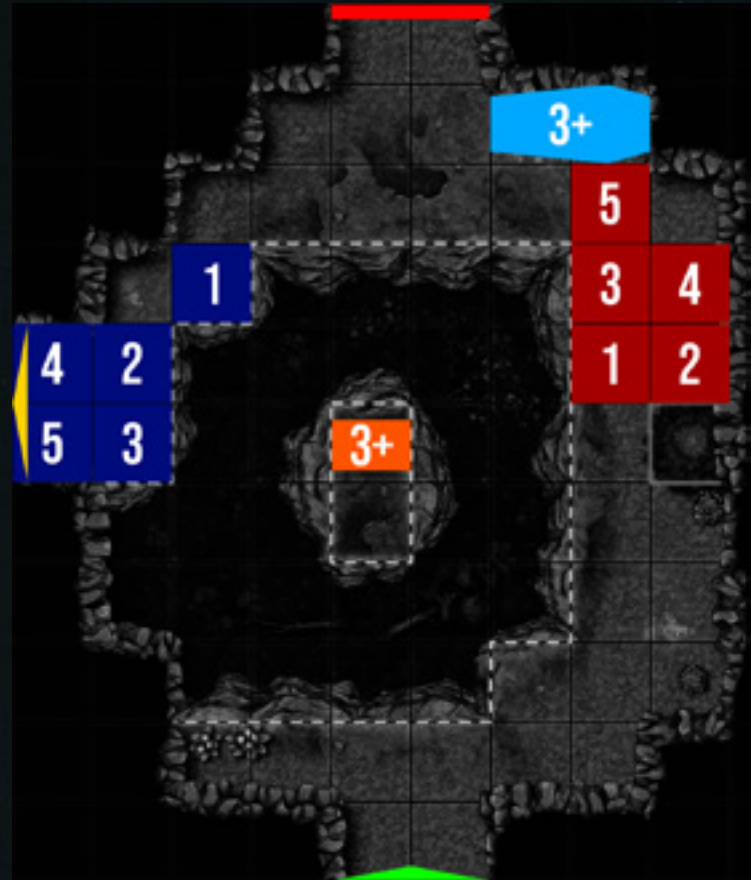


LEYFOREST RAVINE

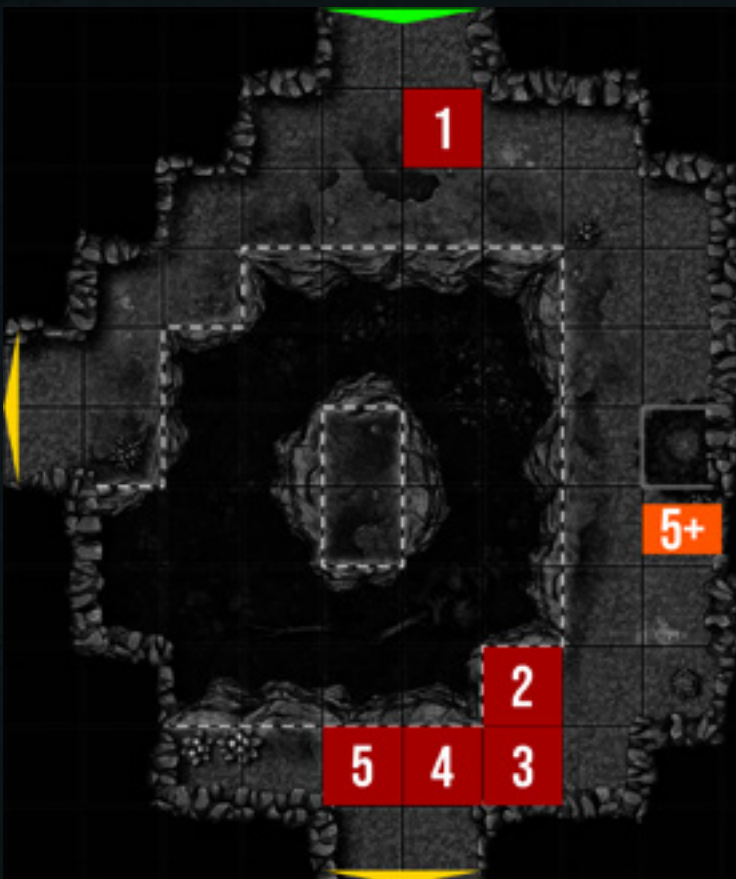
1-3



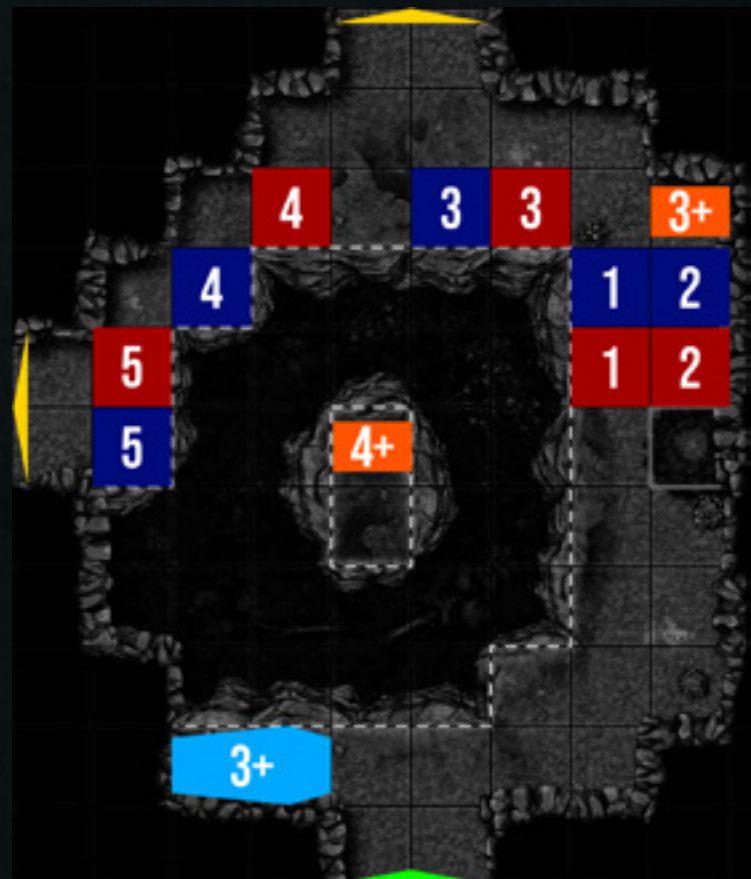
Plus



Blank



Star

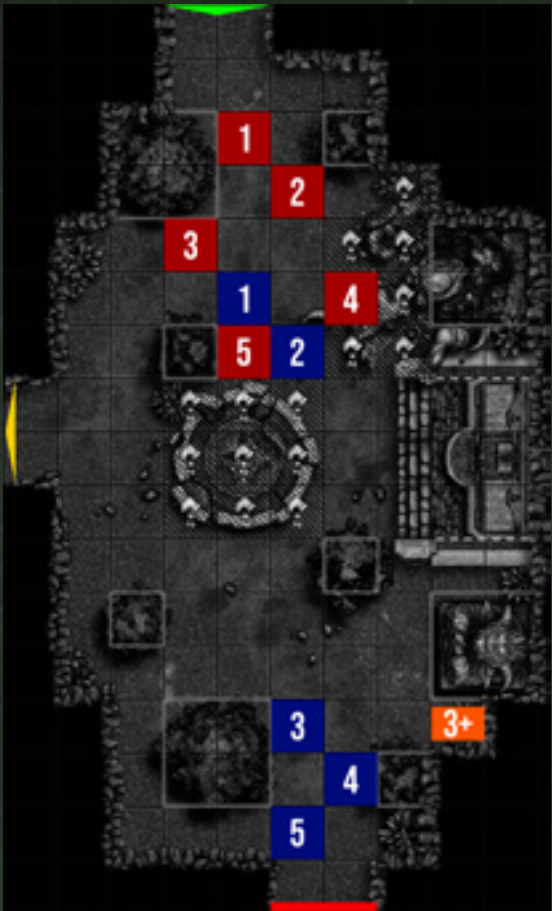


LEYFOREST RELIC SITE

1-3



Plus



Blank



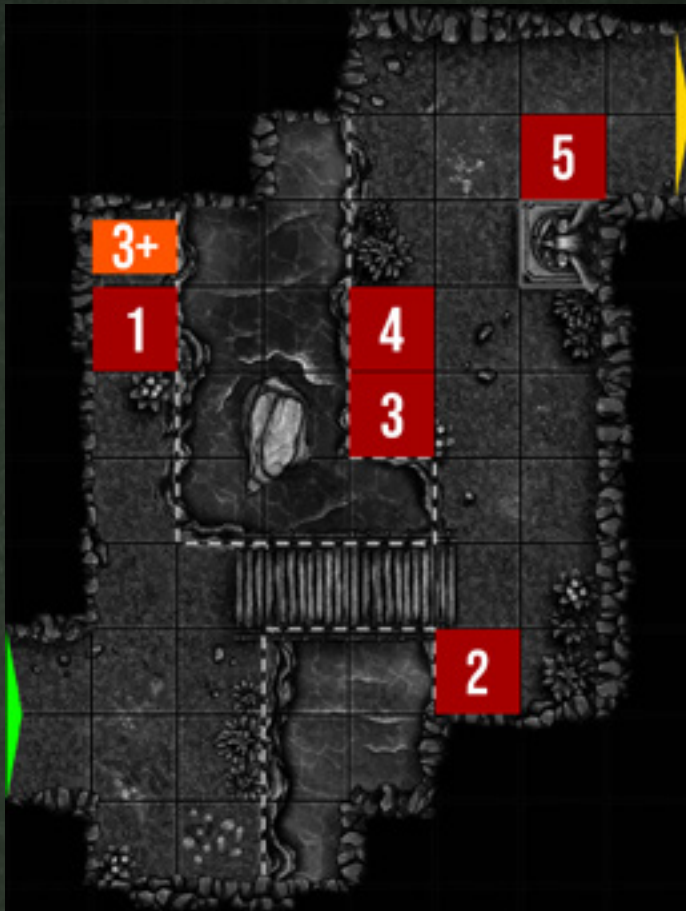
Star



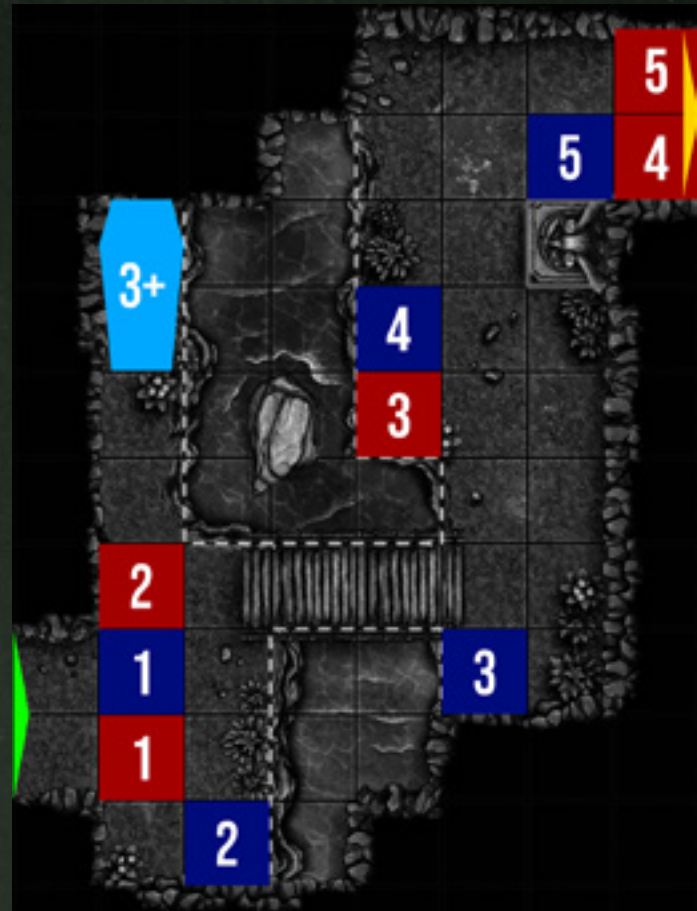
LEYFOREST RIVER BRIDGE

31

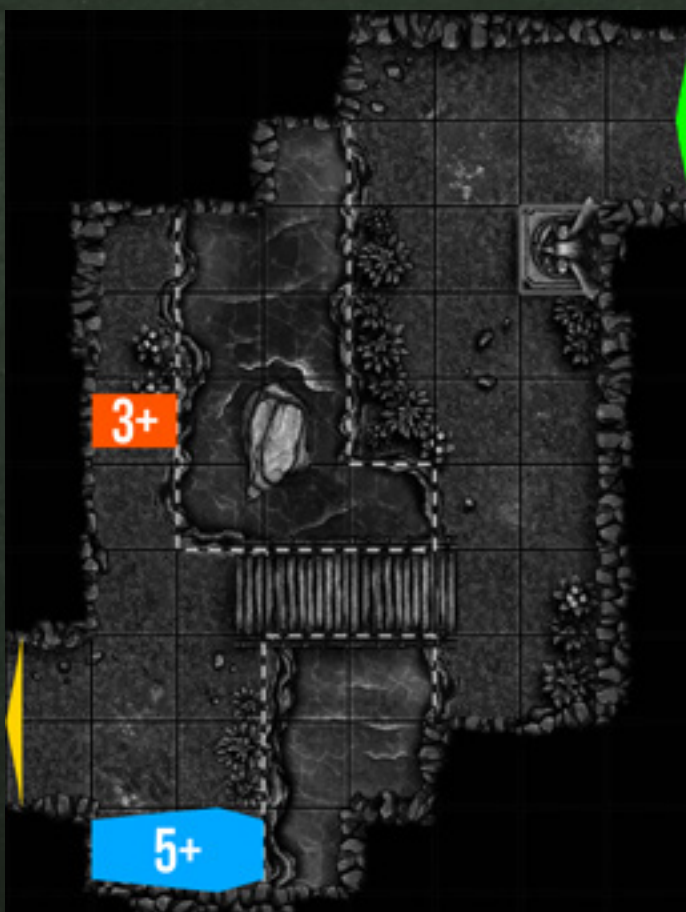
1-3



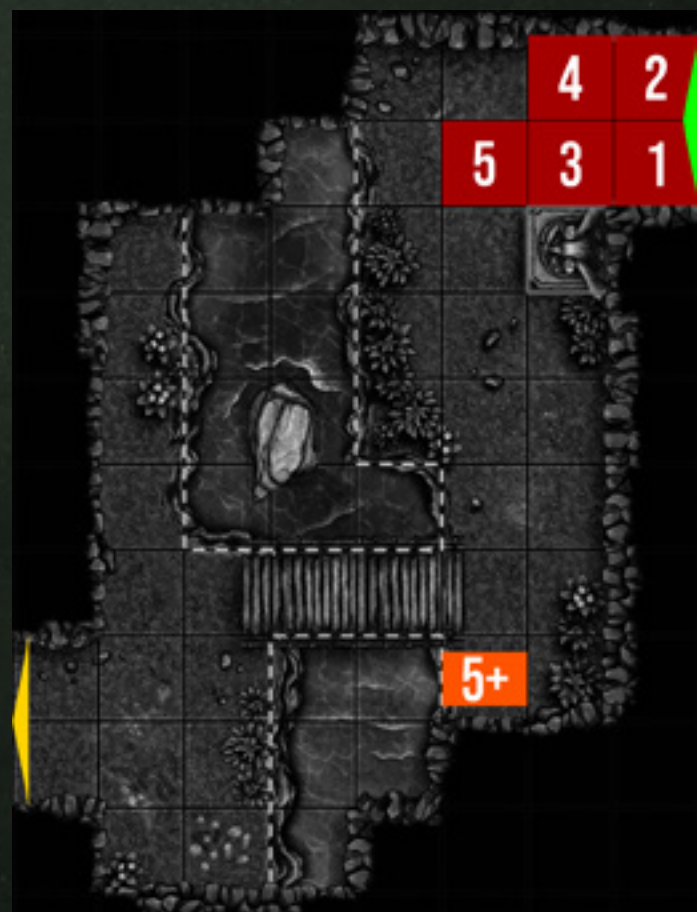
Plus



Blank



Star



LEYFOREST SHALLOW WATER

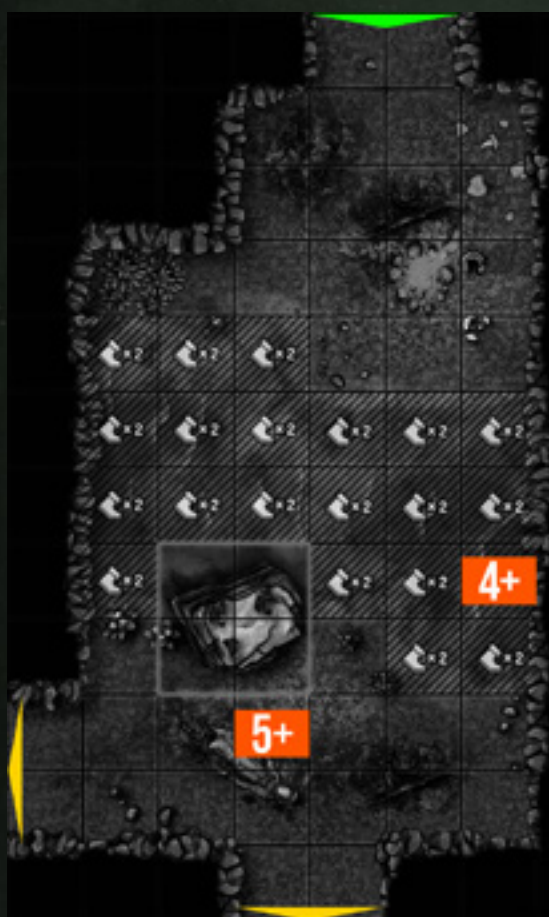
1-3



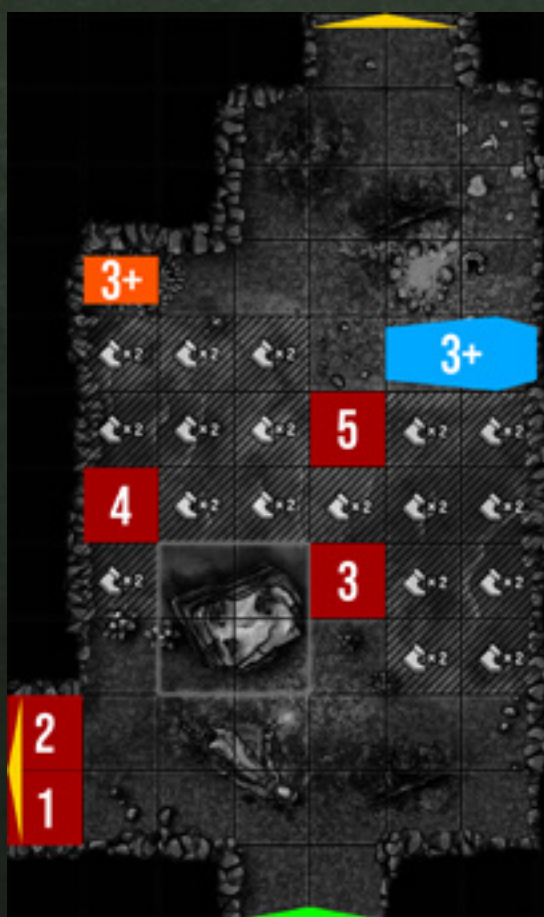
Plus



Blank



Star



A 5x5 grid map of a cave section. The grid is composed of dark grey squares. The top edge is bordered by a red bar. The right edge is bordered by a grey stone wall. The bottom edge is bordered by a grey stone wall. The left edge is bordered by a green path. The grid contains several numbered red squares: 1 (bottom-left), 2 (middle-right), 3 (top-right), 4 (middle-right), and 5 (bottom-right). A green path starts at the top-left corner and moves right, then down, then right again, ending at the bottom-right corner. The path is marked with a green line. The grid also contains several grey stone wall segments and some small grey rocks.

A 10x10 grid representing a game board. The grid is surrounded by a stone border. Numbers are placed on specific tiles: 5 (red) at (1,8), 4 (red) at (2,7), 5 (blue) at (2,8), 4+ (orange) at (3,1), 4 (blue) at (3,9), 3 (blue) at (4,2), 3 (red) at (5,2), 2 (blue) at (5,7), 1 (blue) at (6,5), 2 (red) at (7,2), and 1 (red) at (8,3). There are also some decorative elements like flowers and a small structure.

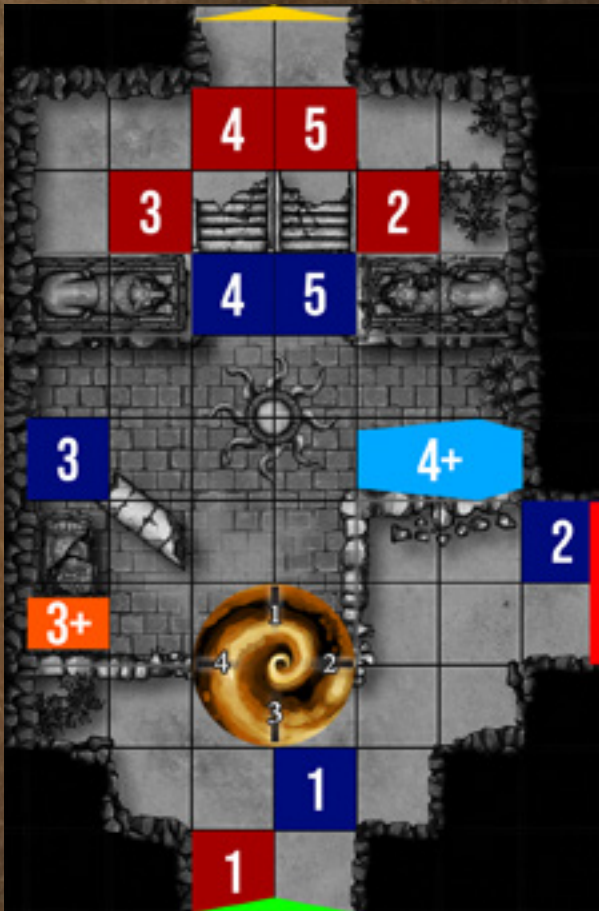
A 5x5 grid map of a dungeon floor. The grid is composed of dark grey square tiles. The perimeter of the grid is bordered by a rough, stone-like wall. Inside the grid, there are several obstacles: a large, dark, irregular rock formation in the center; a circular, stone-like structure with a spiral pattern in the top-right corner; a circular, stone-like structure with a spiral pattern in the middle-left; a circular, stone-like structure with a spiral pattern in the bottom-left; and a small, dark, irregular rock formation in the center-right. A blue banner with the text '3+' is located in the bottom-right corner of the grid.

A 10x10 grid map of a game level. The grid is composed of dark gray squares. A path is marked with numbered red and orange squares. The path starts at a yellow arrow on the left edge, pointing right. It goes right to a red square with the number '2'. From there, it goes right to a red square with the number '1'. Then it goes down to a red square with the number '3'. From there, it goes right to a red square with the number '4'. Then it goes right to a red square with the number '5+'. From there, it goes right to a red square with the number '3+'. Finally, it goes down to a red square with the number '5'. The grid contains various terrain features: a small structure with a spiral pattern in the top right, a small structure with a spiral pattern in the middle left, a small structure with a spiral pattern in the bottom left, and several small bushes and rocks scattered throughout. The grid is bordered by a dark gray border on the top, bottom, and right sides, and a yellow arrow on the left side.



SHAKUM ABANDONED TEMPLE

1-3



Plus



Blank



Star

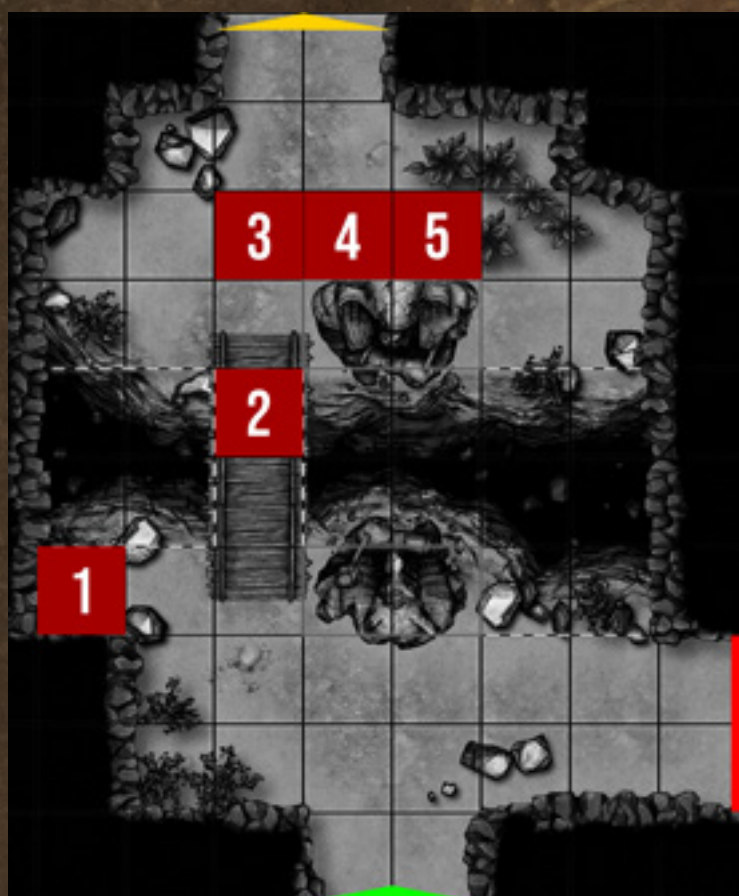


SHAKUM CANYON BRIDGE

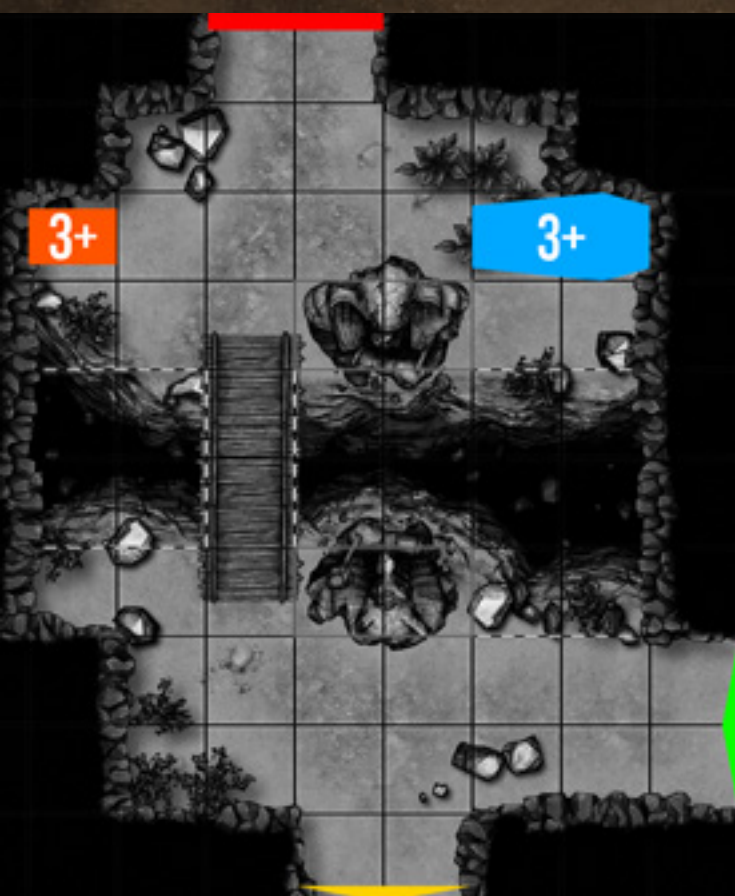
1-3



Plus



Blank



Star



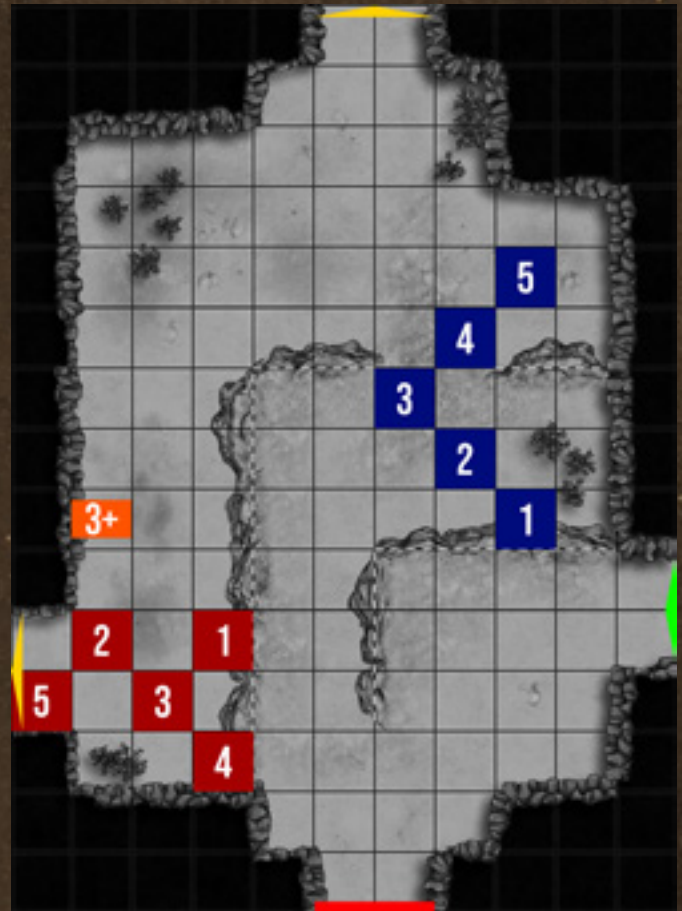
SHAKUM CLIFF PASS

37

1-3



Plus



Blank

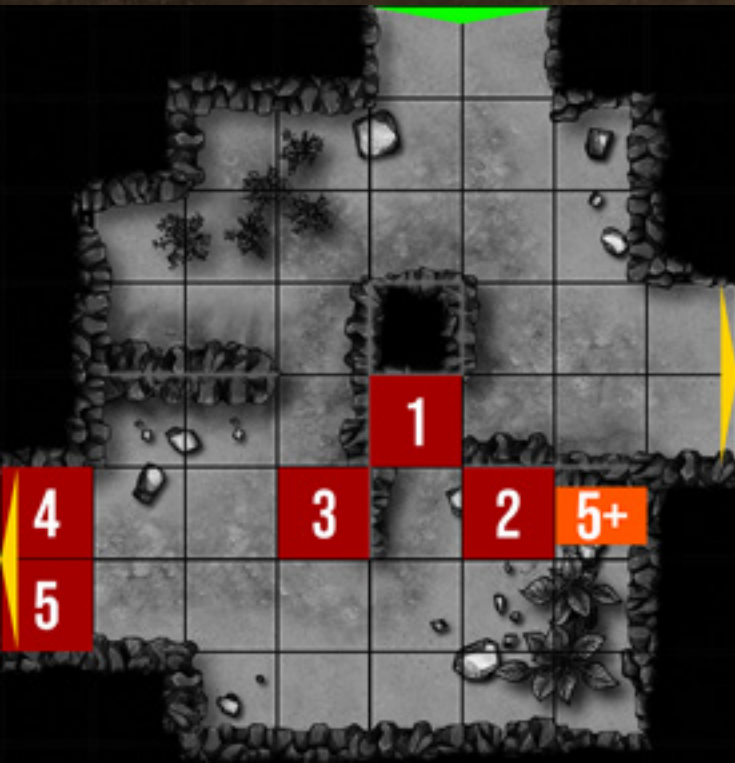


Star

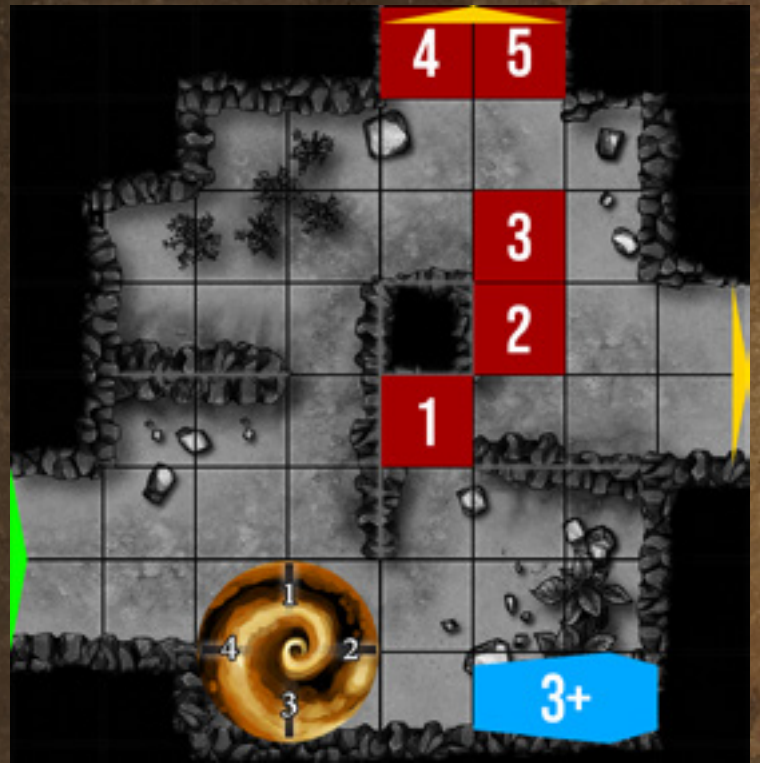


SHAKUM CLIFFS

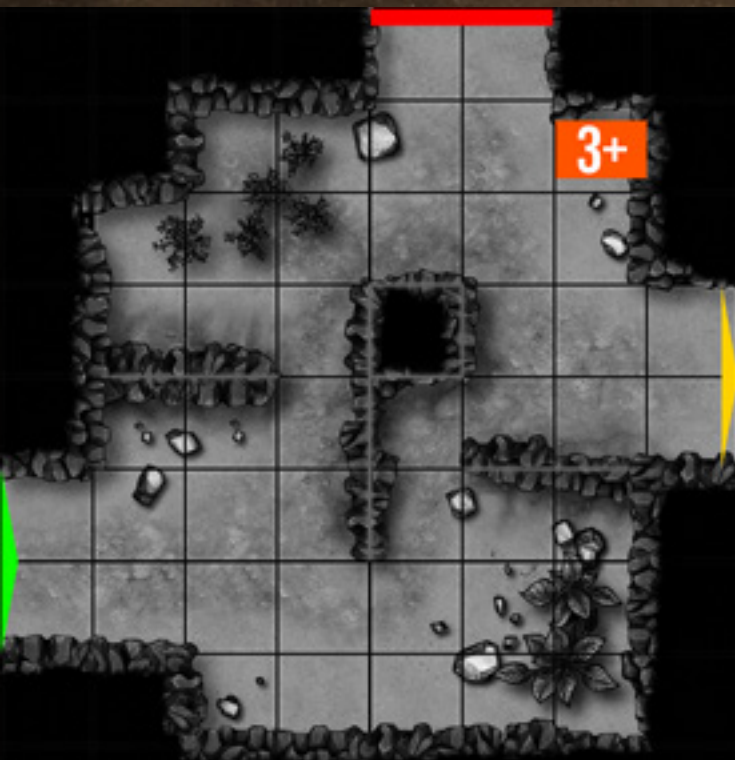
1-3



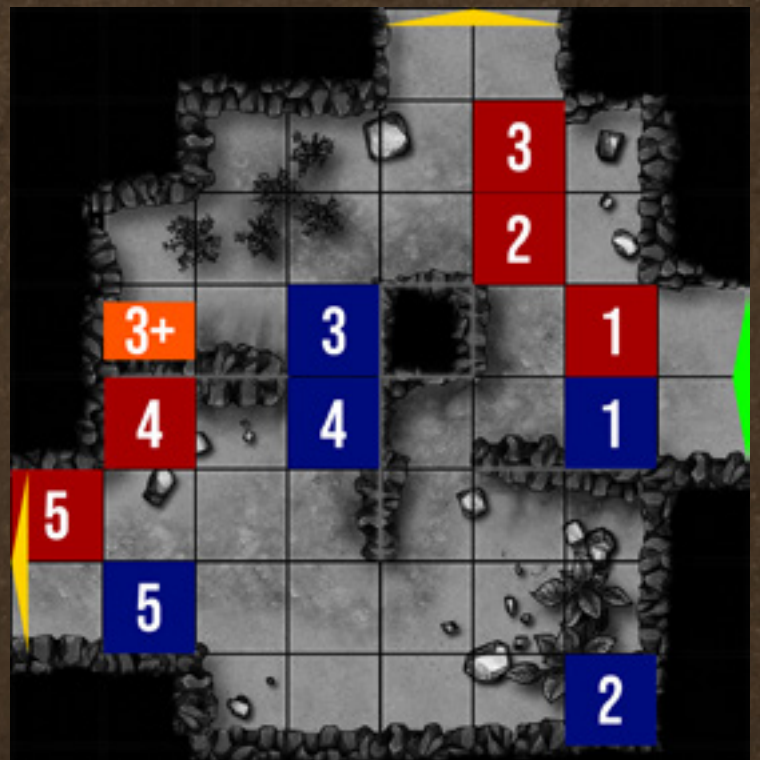
Plus



Blank



Star



SHAKUM OASIS

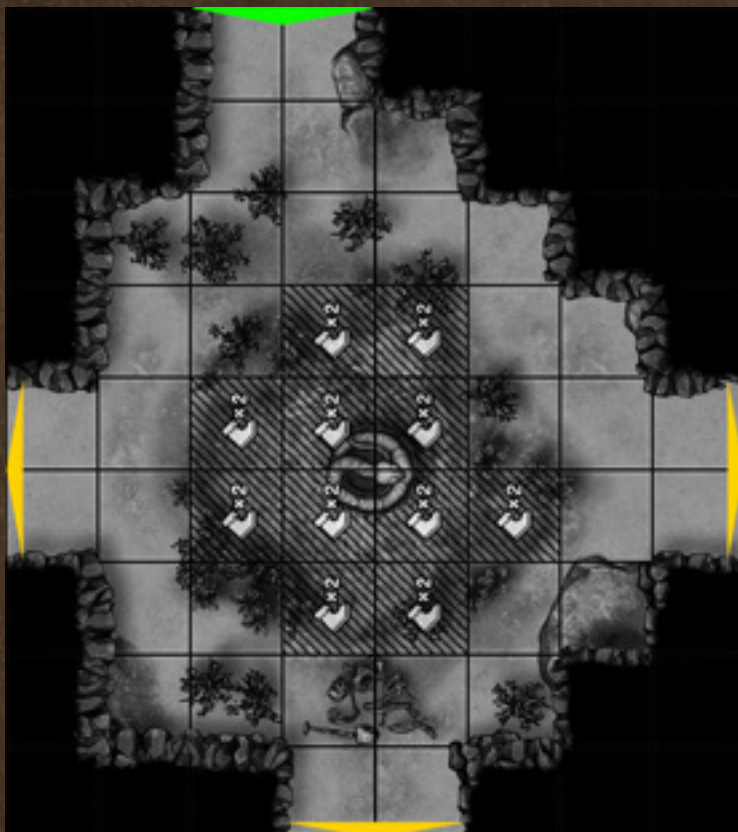
1-3



Plus



Blank

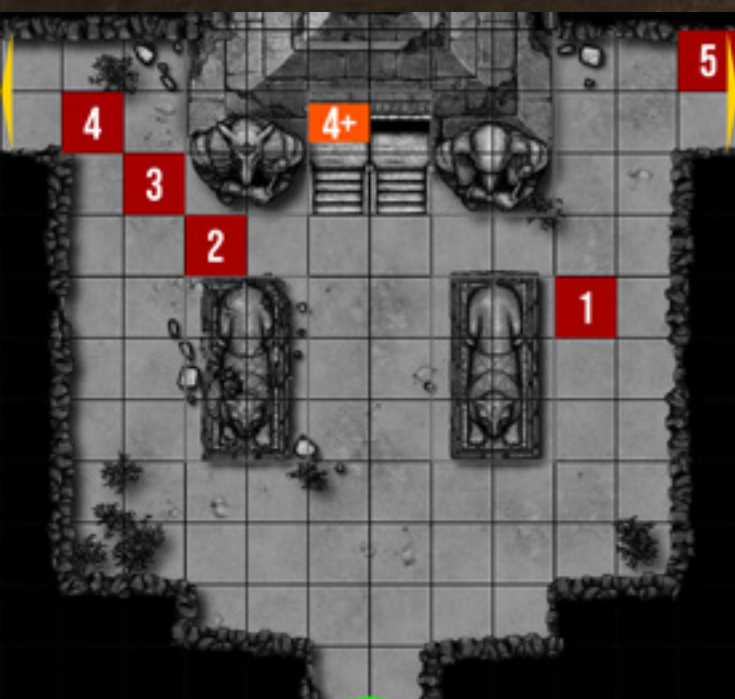


Star

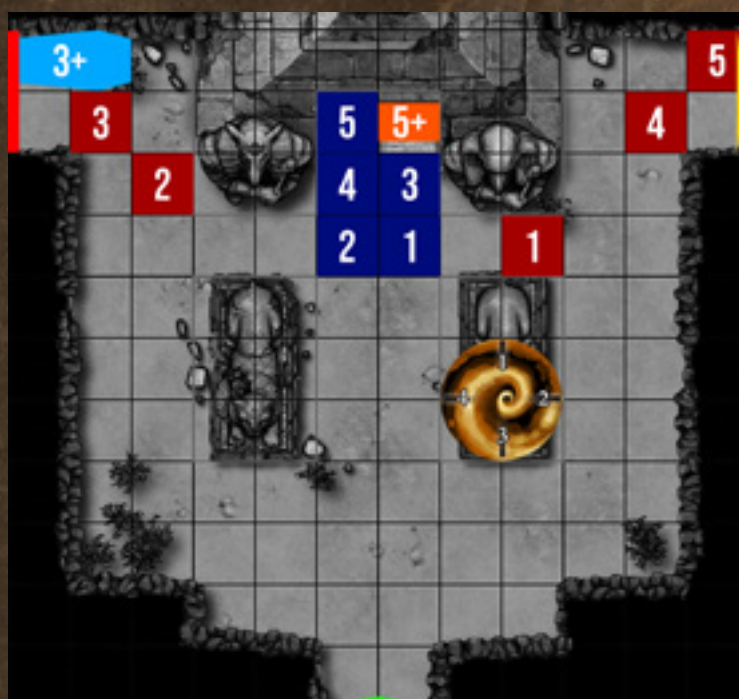


SHAKUM PYRAMID ENTRANCE

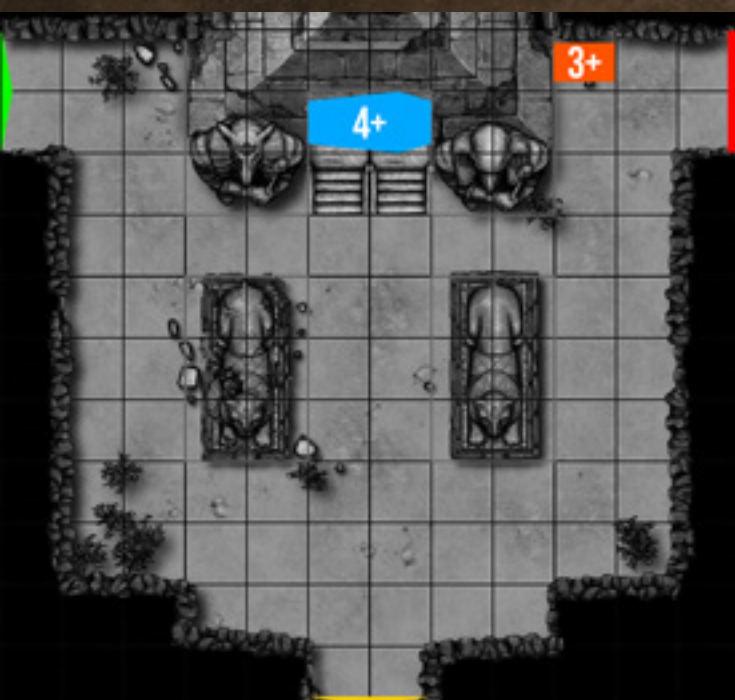
1-3



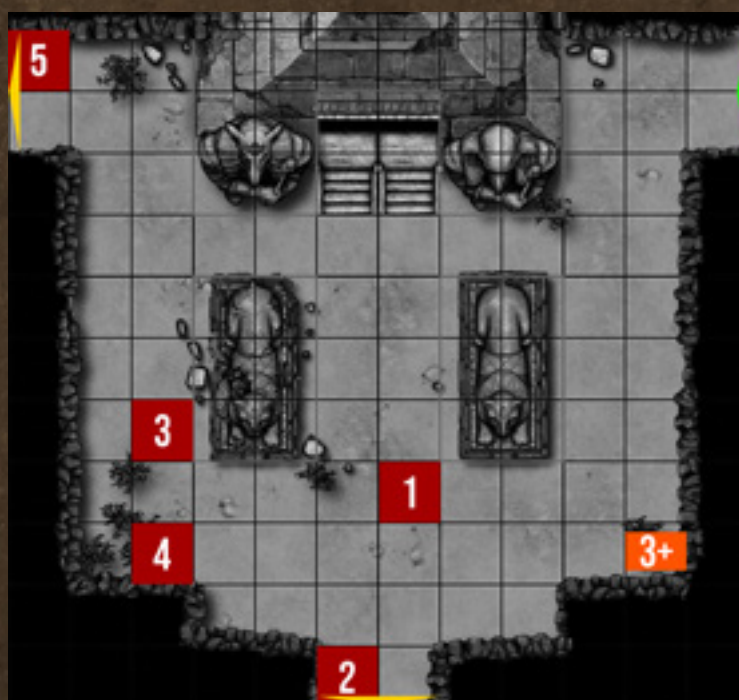
Plus



Blank



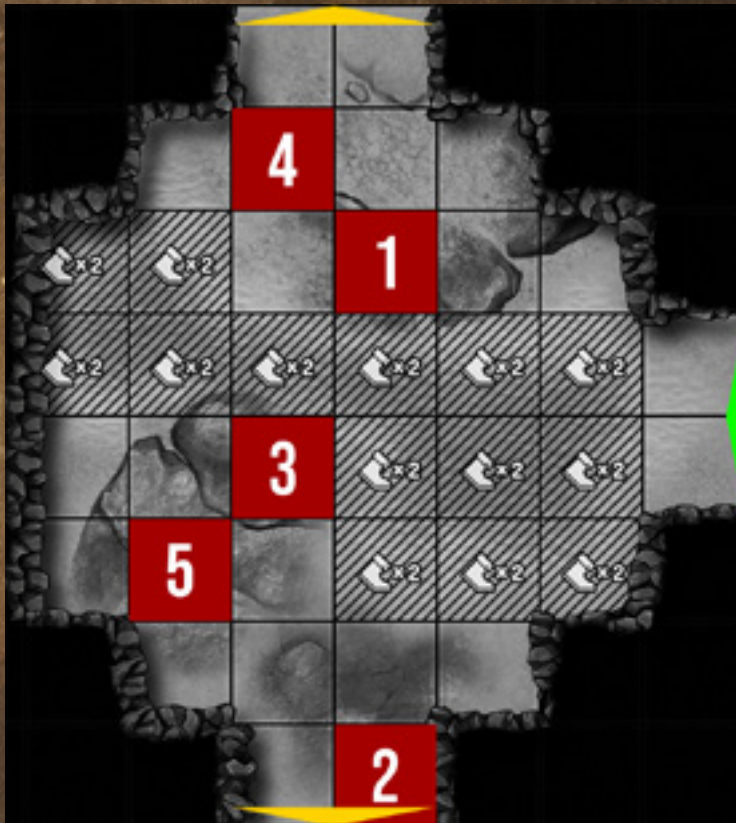
Star



SHAKUM QUICKSAND

41

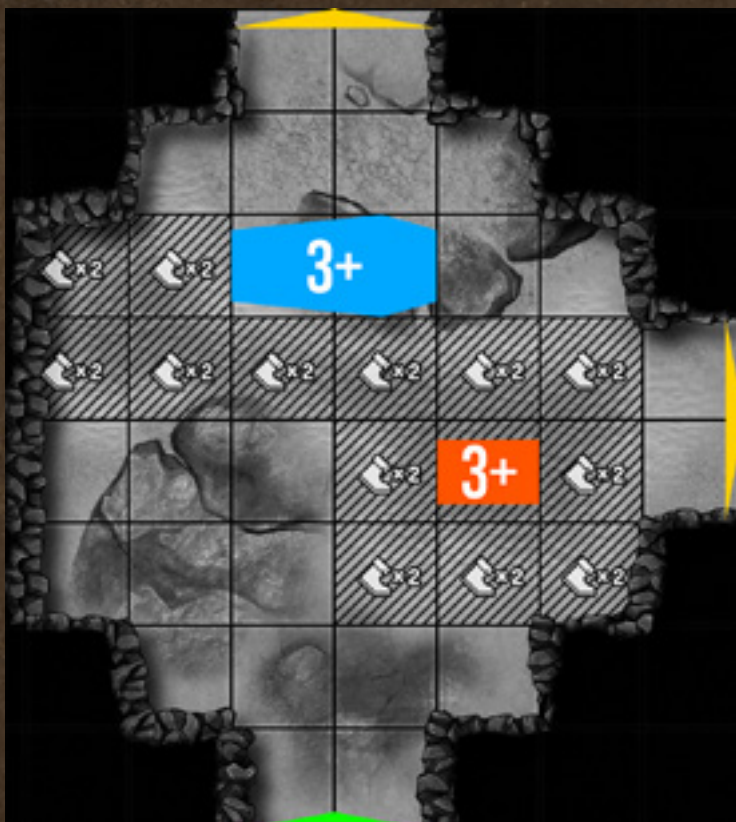
1-3



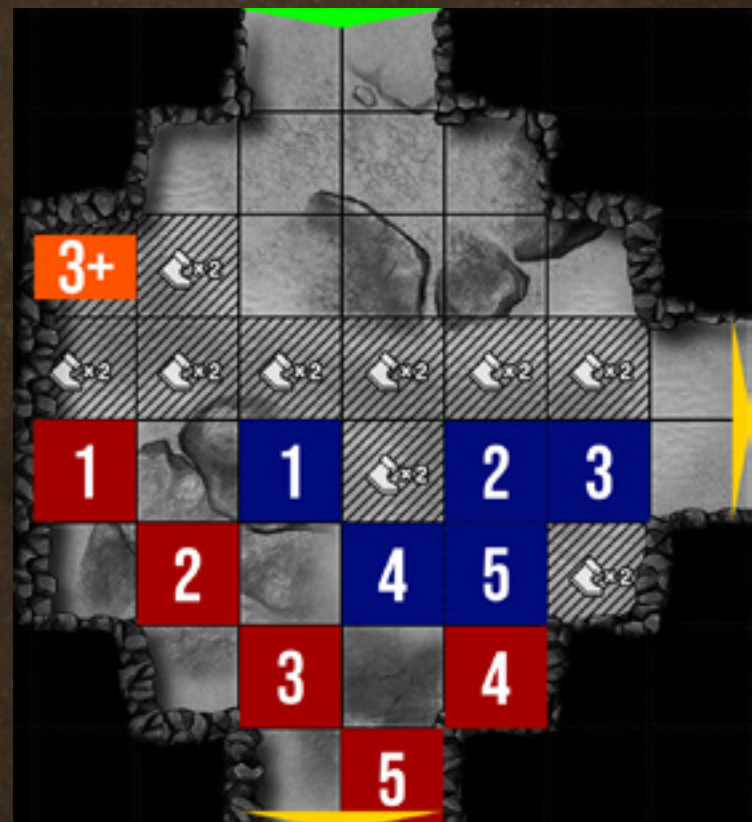
Plus



Blank



Star

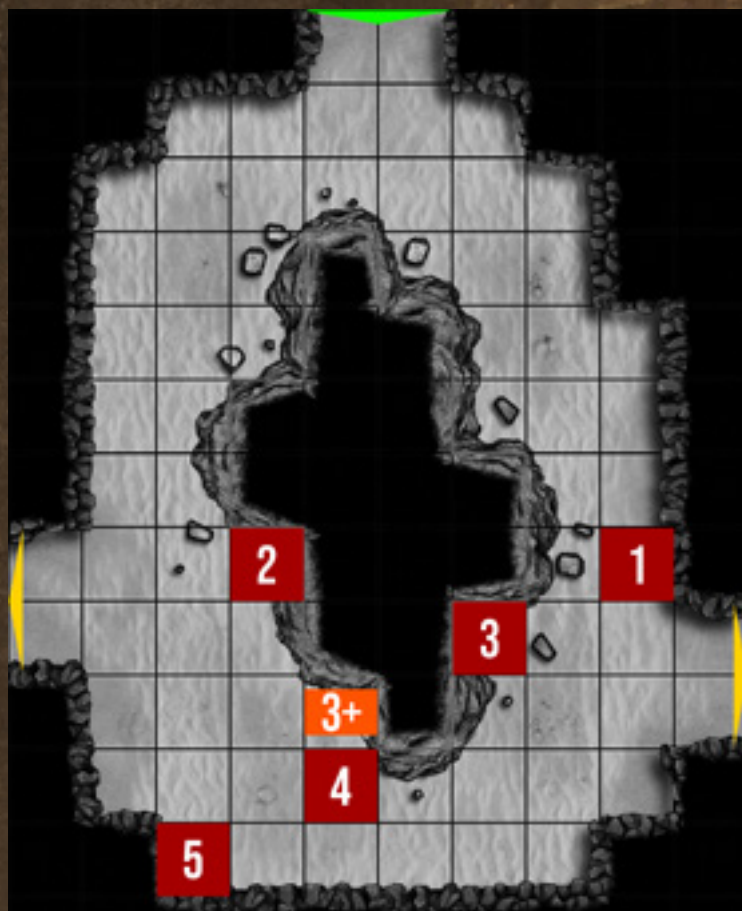


SHAKUM ROCKY HILL

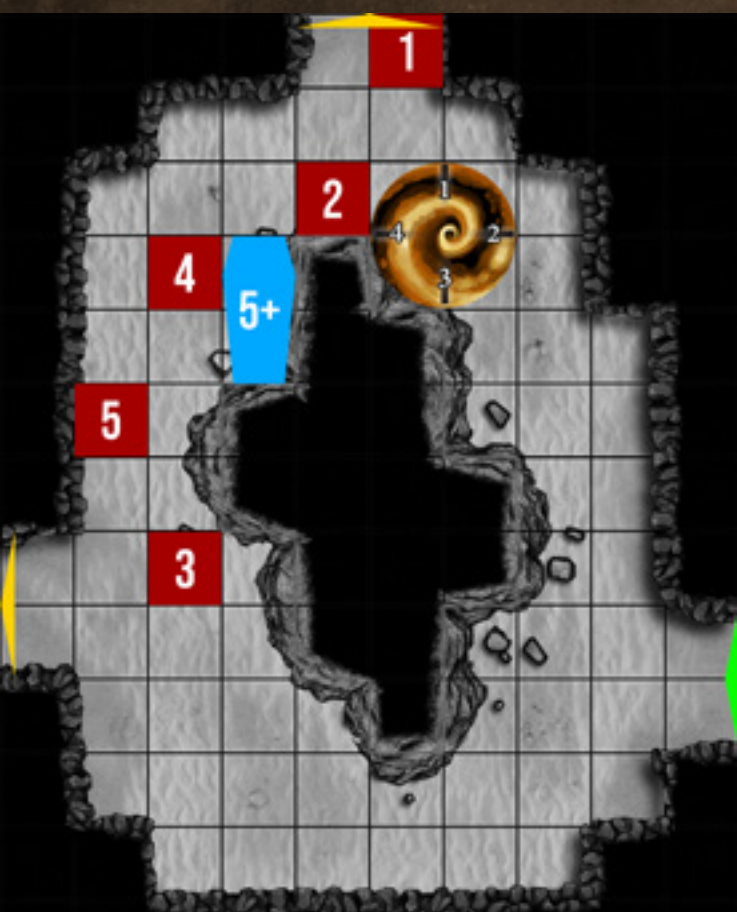
1-3



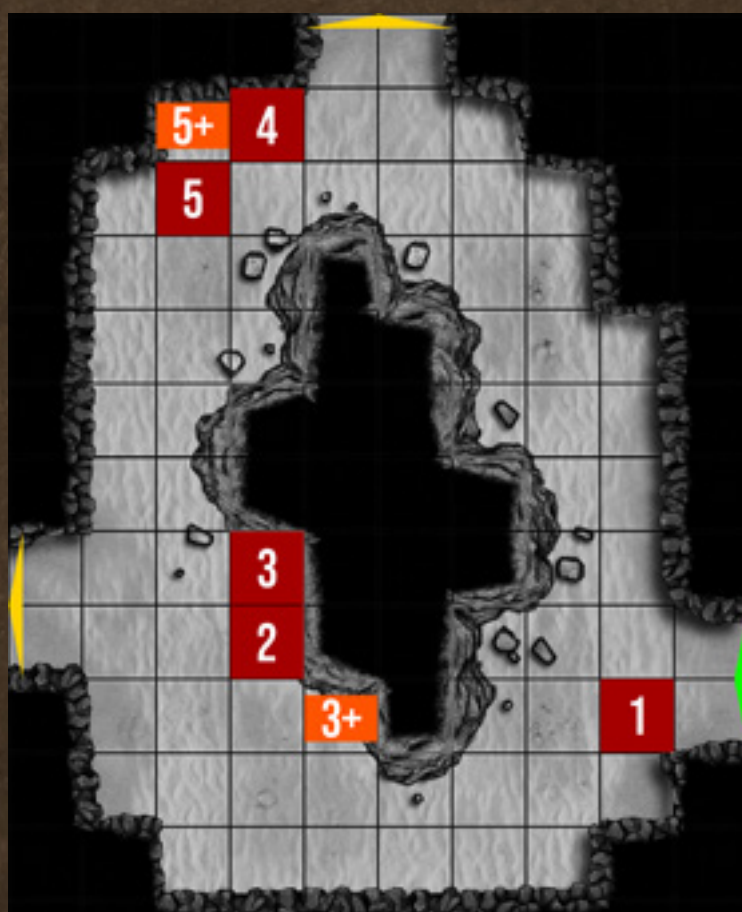
Plus



Blank

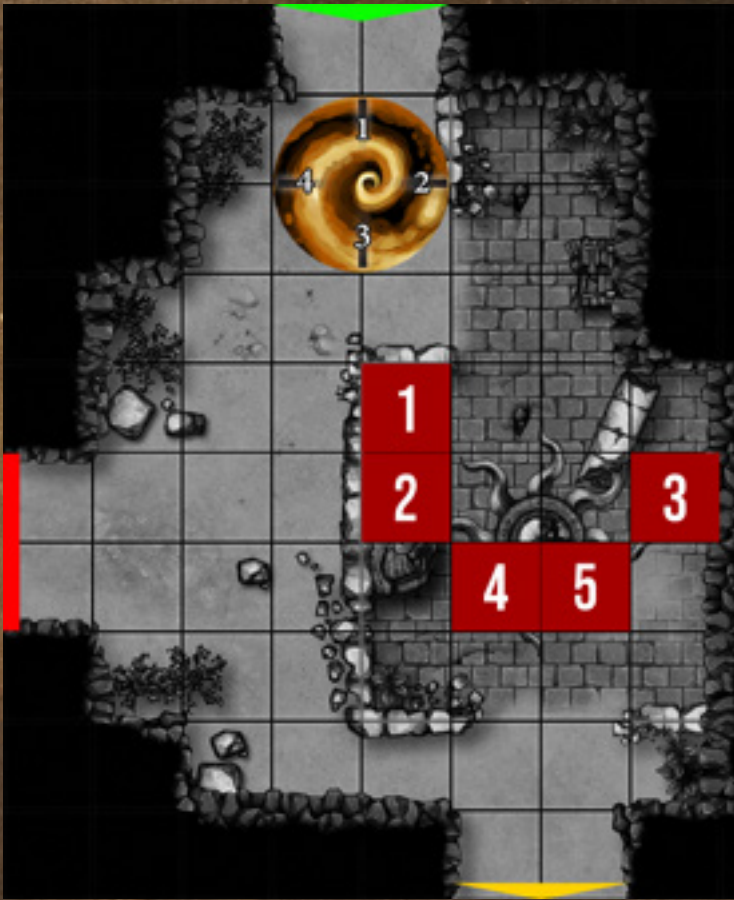


Star



SHAKUM RUINS

1-3



Plus



Blank



Star

