

BOOK OF
EXPLORATION

v2.0

TABLE OF CONTENT

01	Table of Content	Leyforest
02	Legend	25 Camp
Nathender		26 Chasm
03	Altar	27 Glade
04	Bedroom	28 Orc Camp
05	Bridge	29 Ravine
06	Canal	30 Relic Site
07	Conference	31 River Bridge
08	Crossing	32 Shallow Water
09	Crypt	33 Valley
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	

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.

1

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.

1

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.

3+

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).

3+

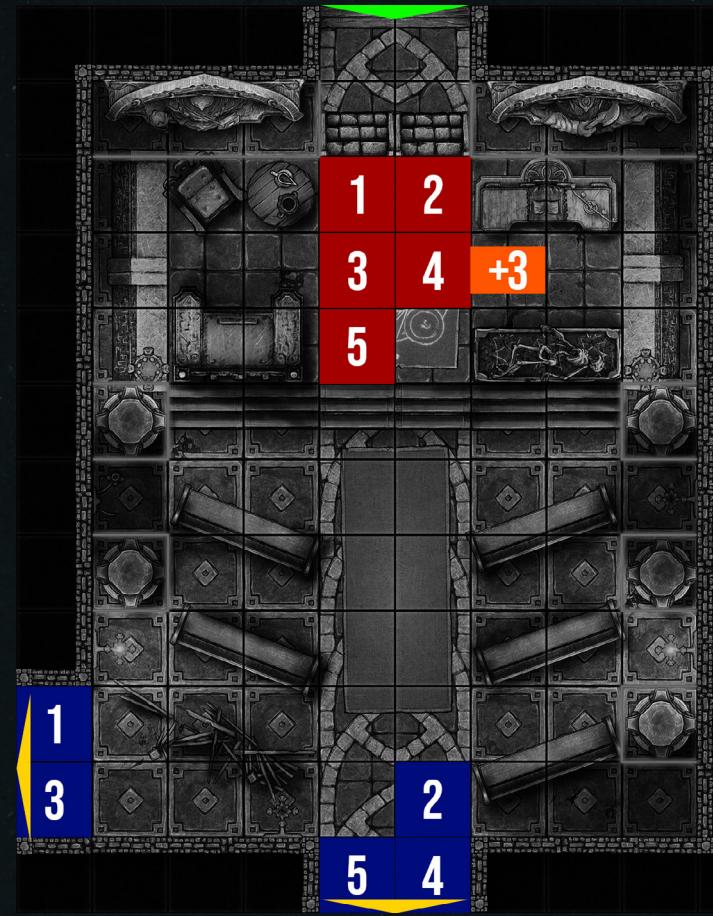
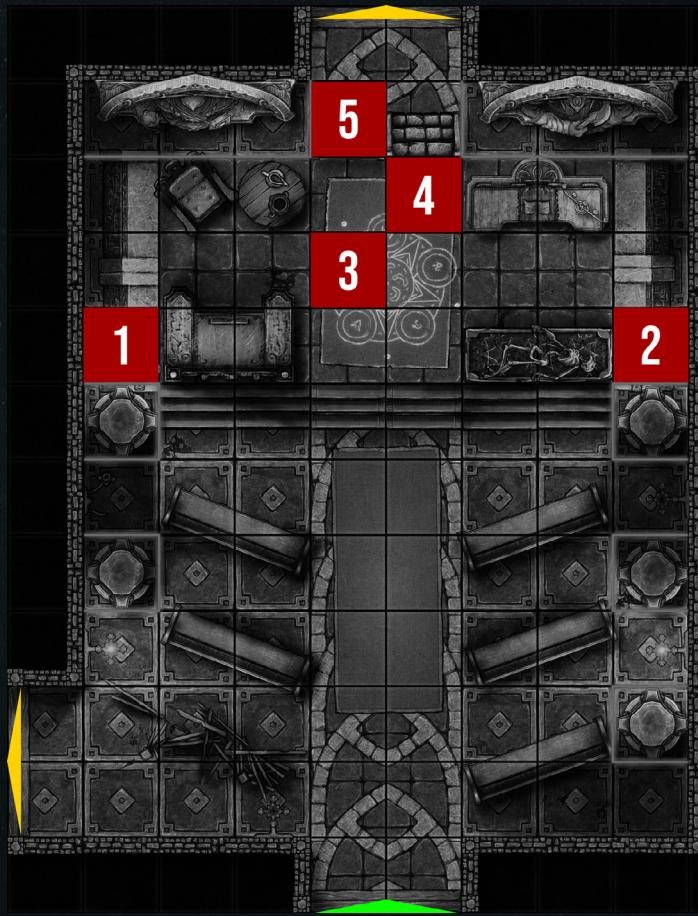
Treasure

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

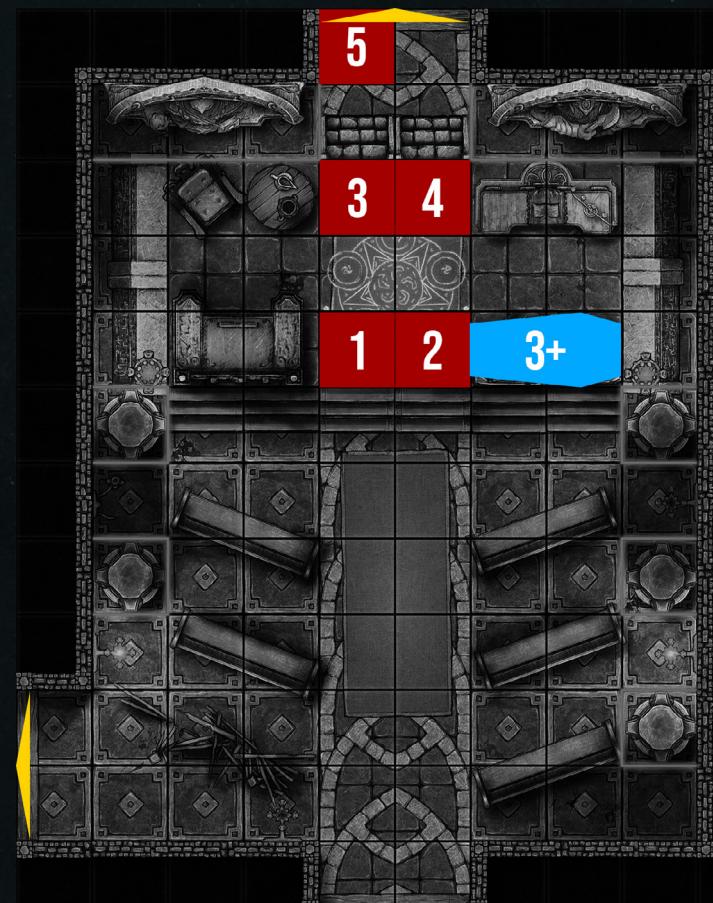
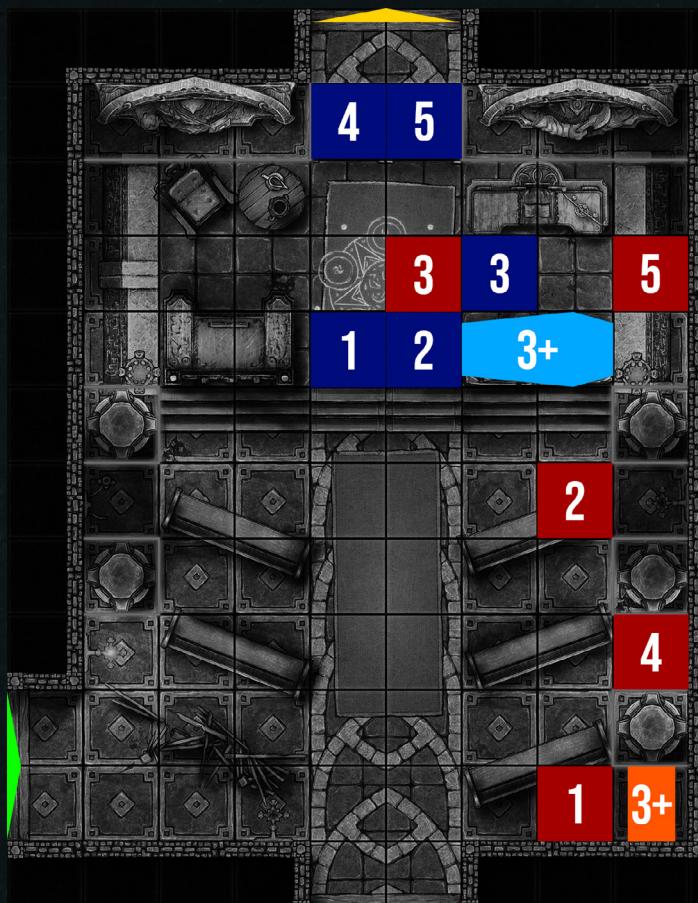
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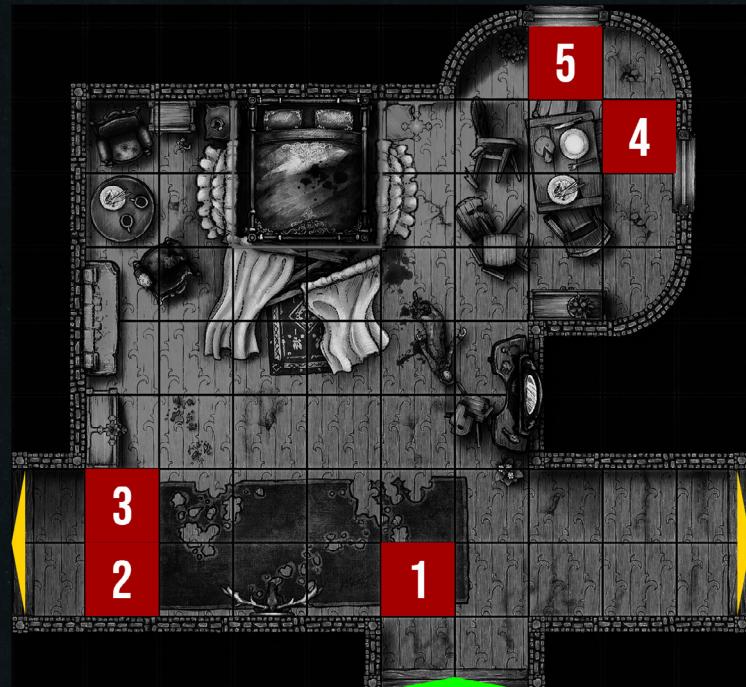
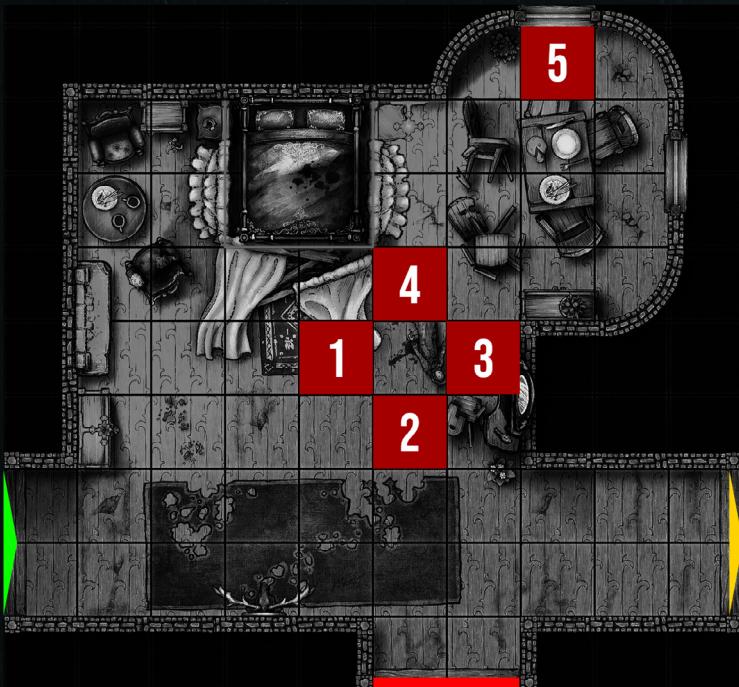
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NATHENDER BEDROOM

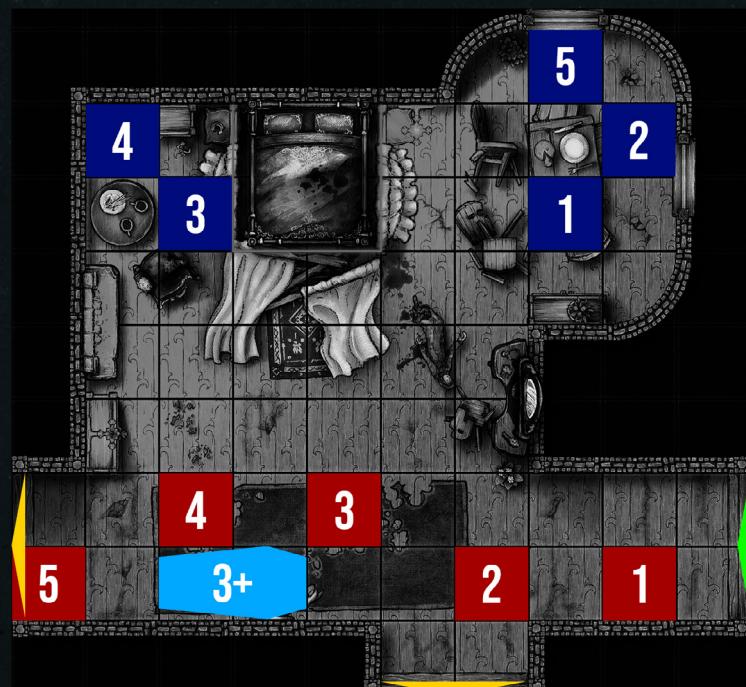
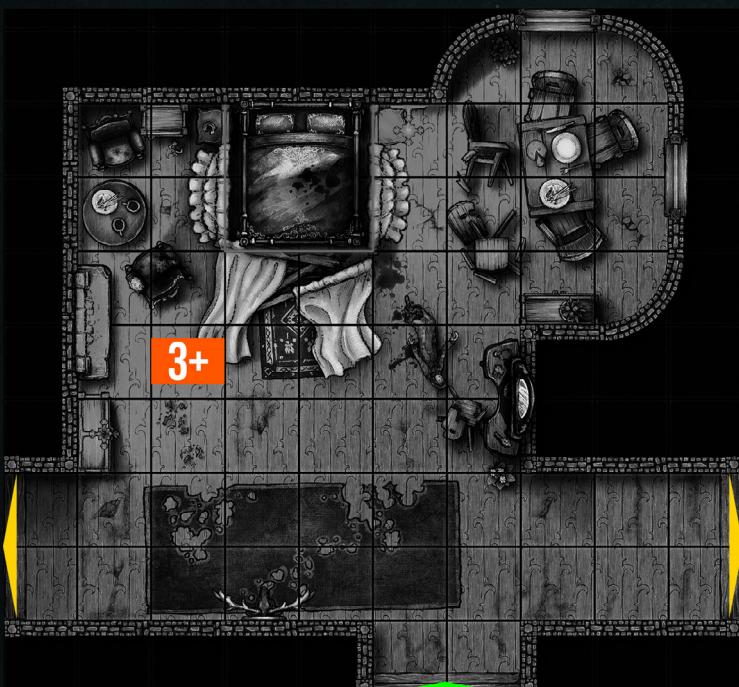
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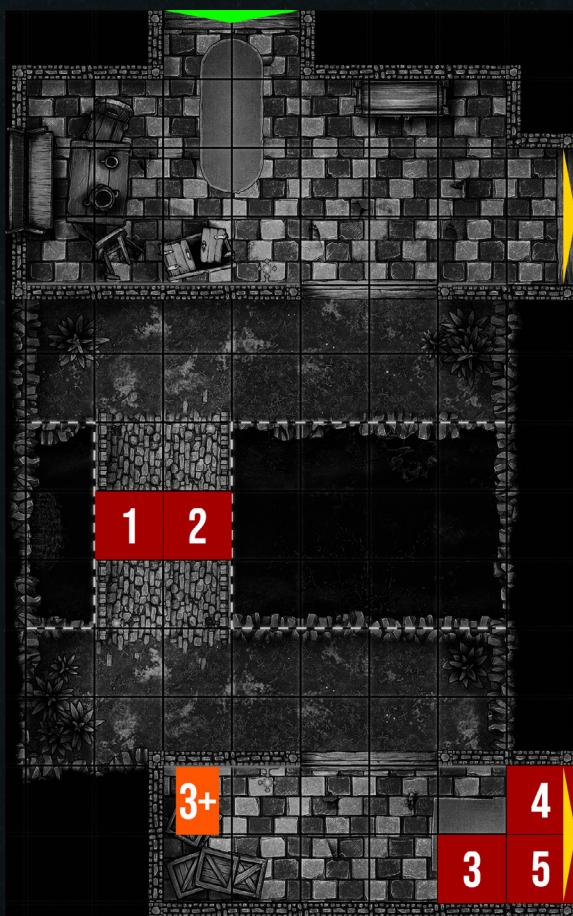
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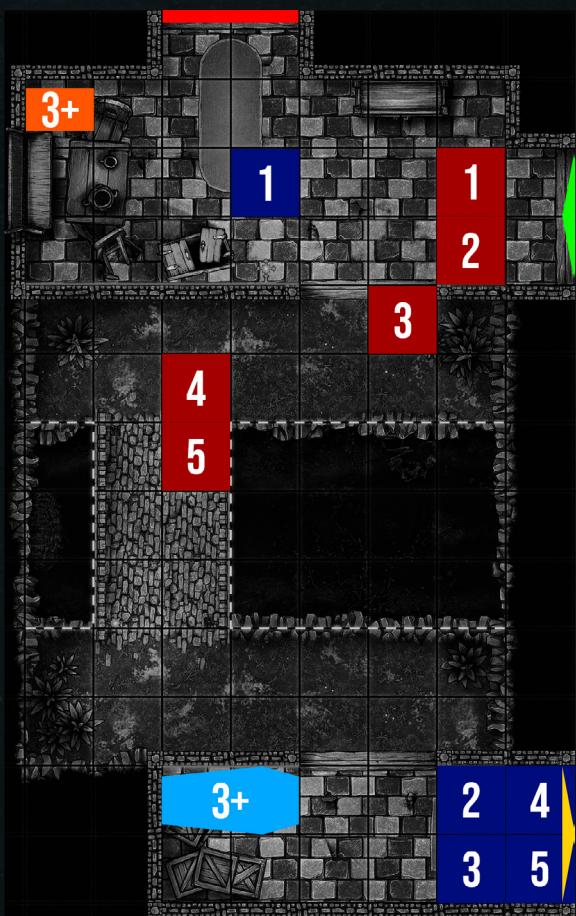


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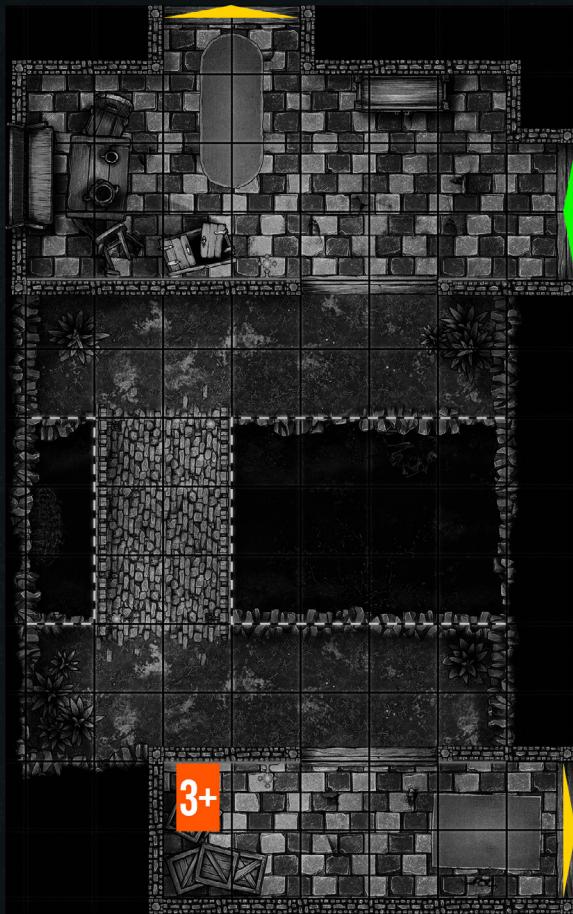
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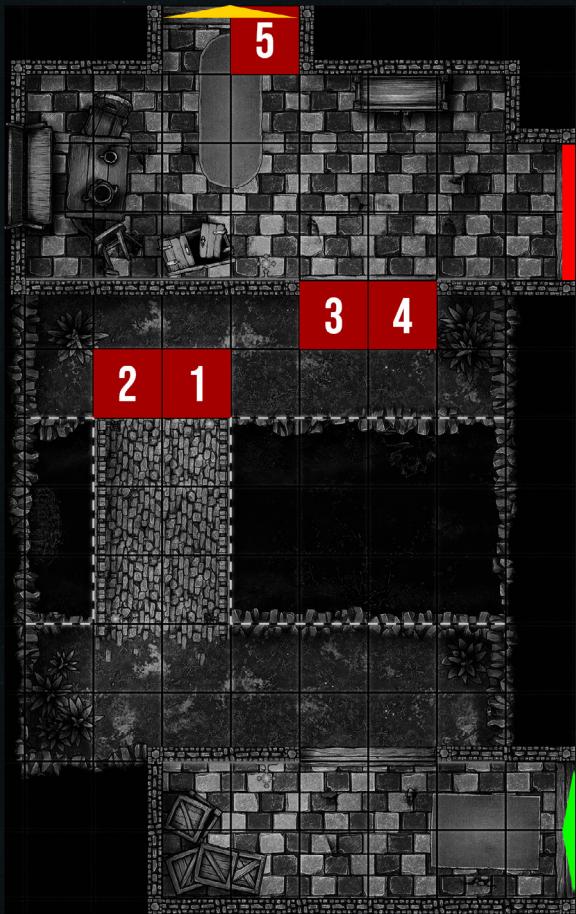
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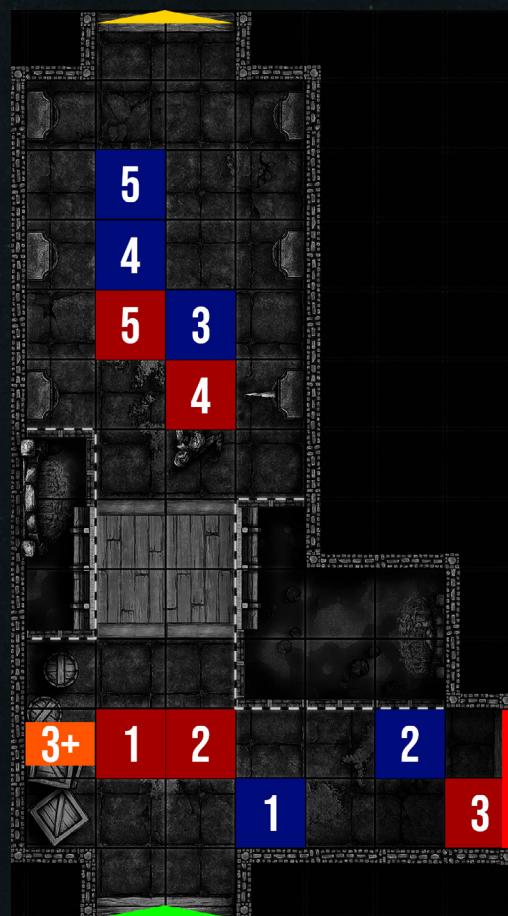
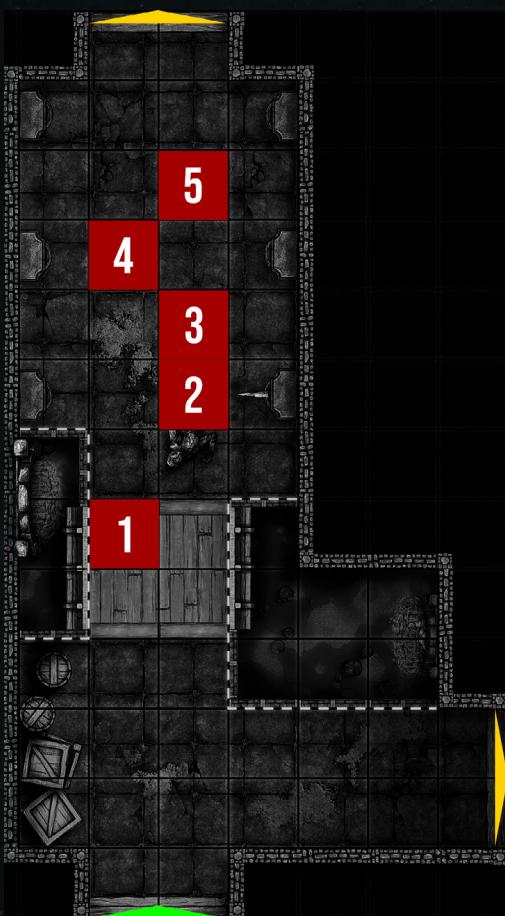
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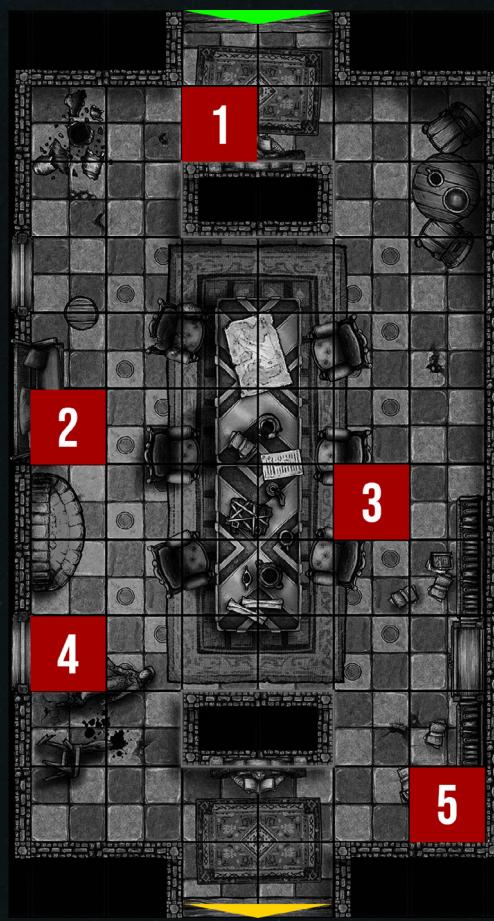
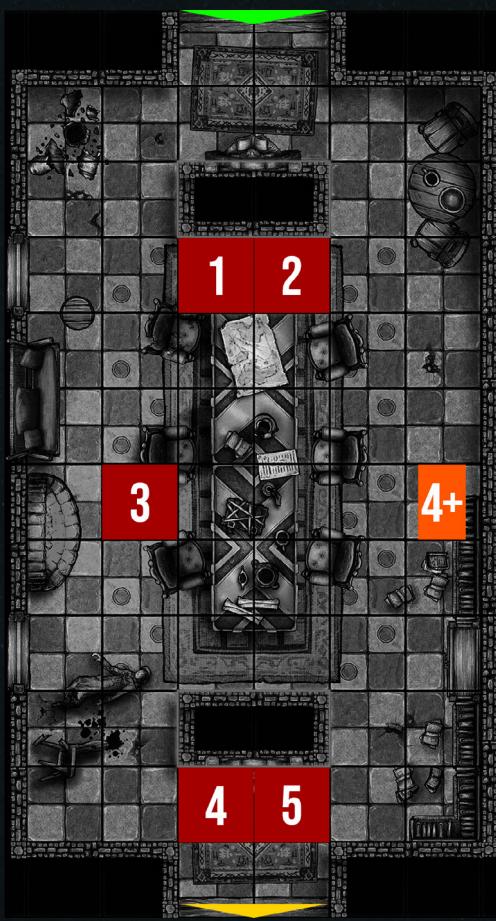
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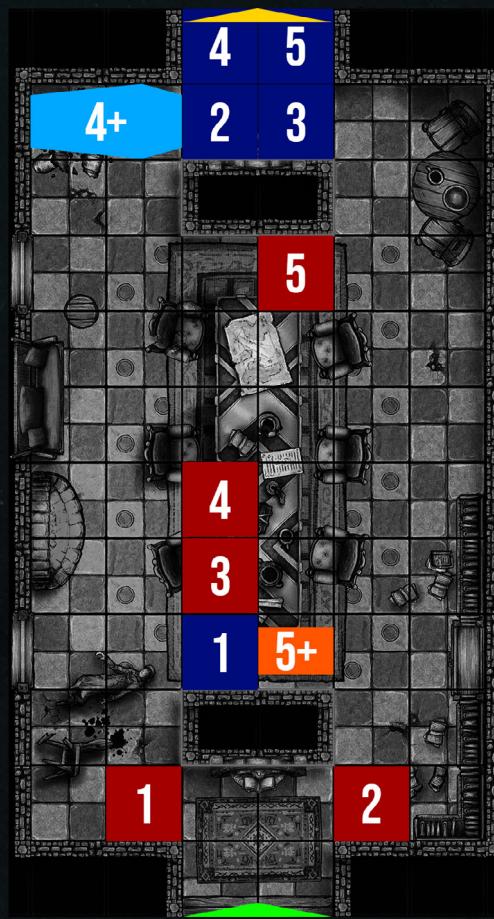
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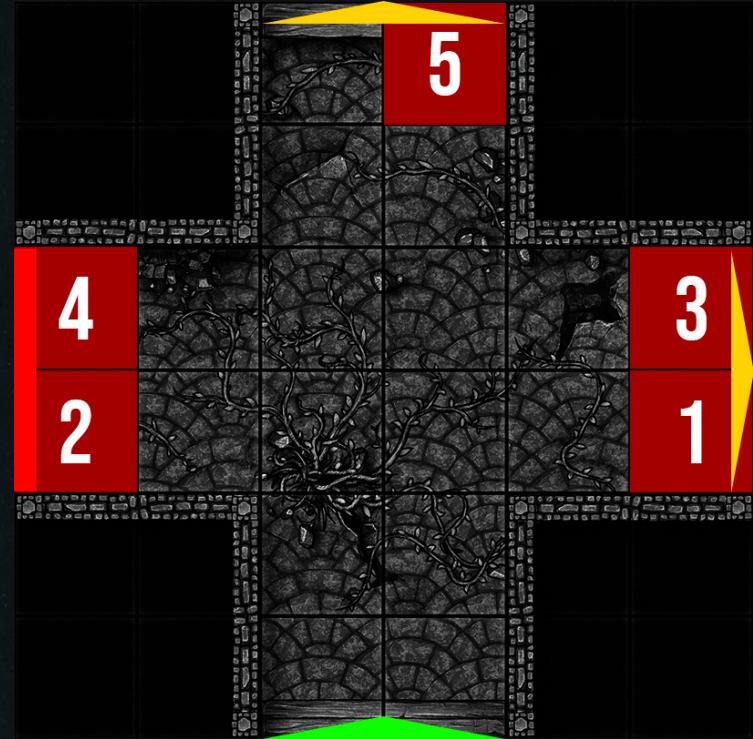
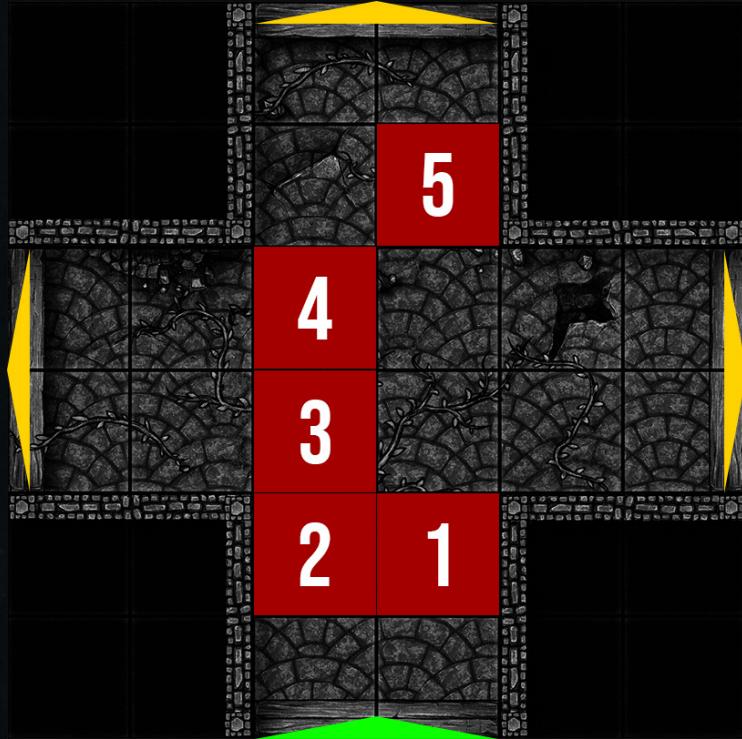
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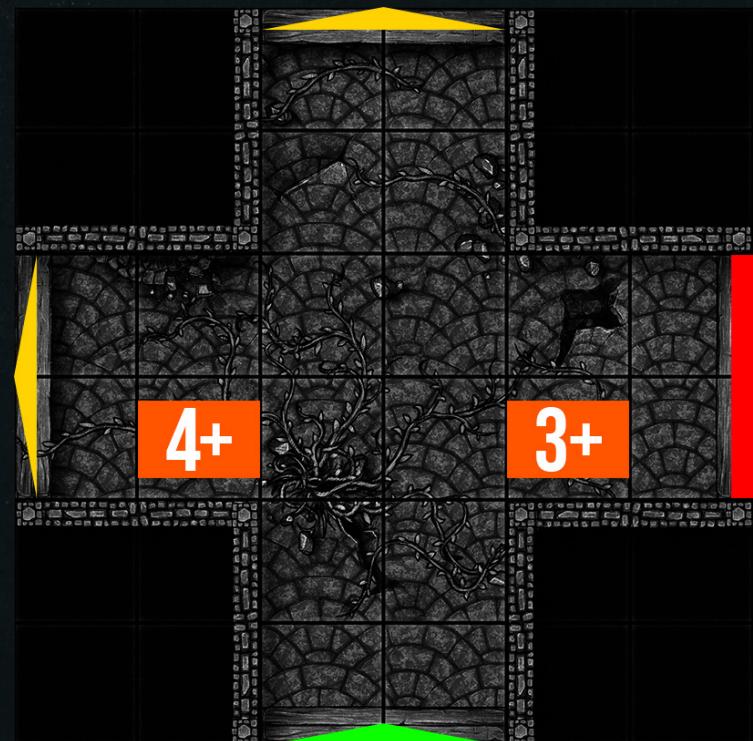
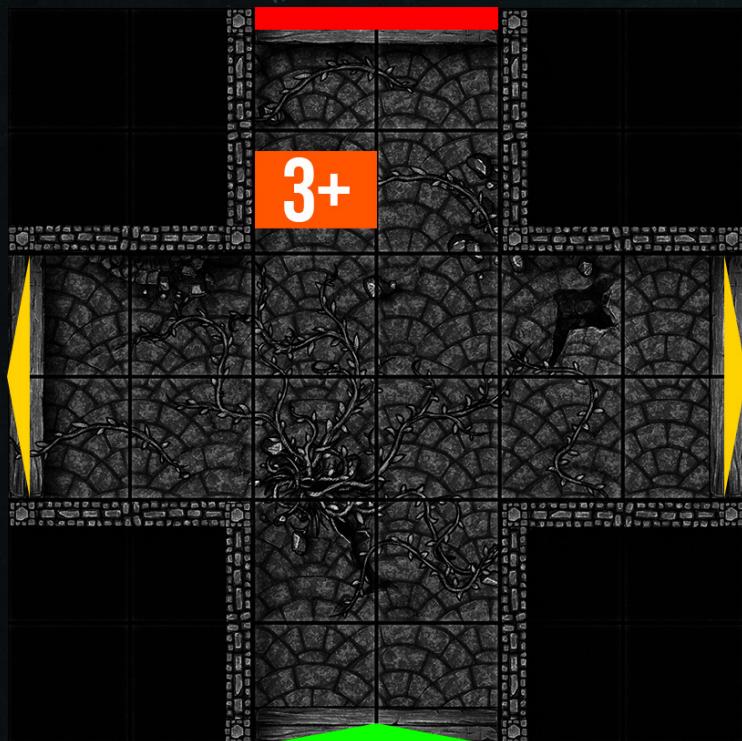
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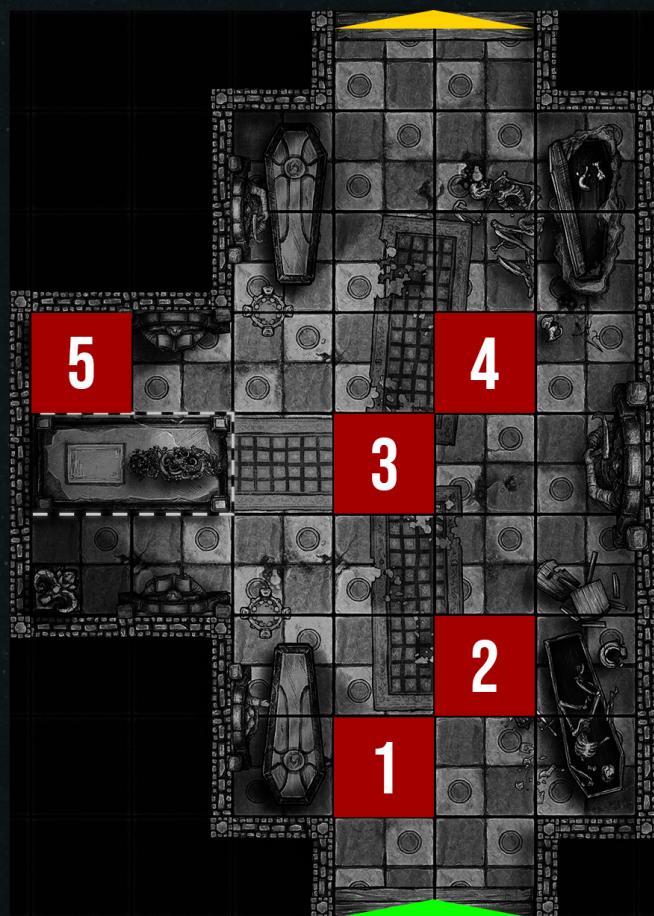
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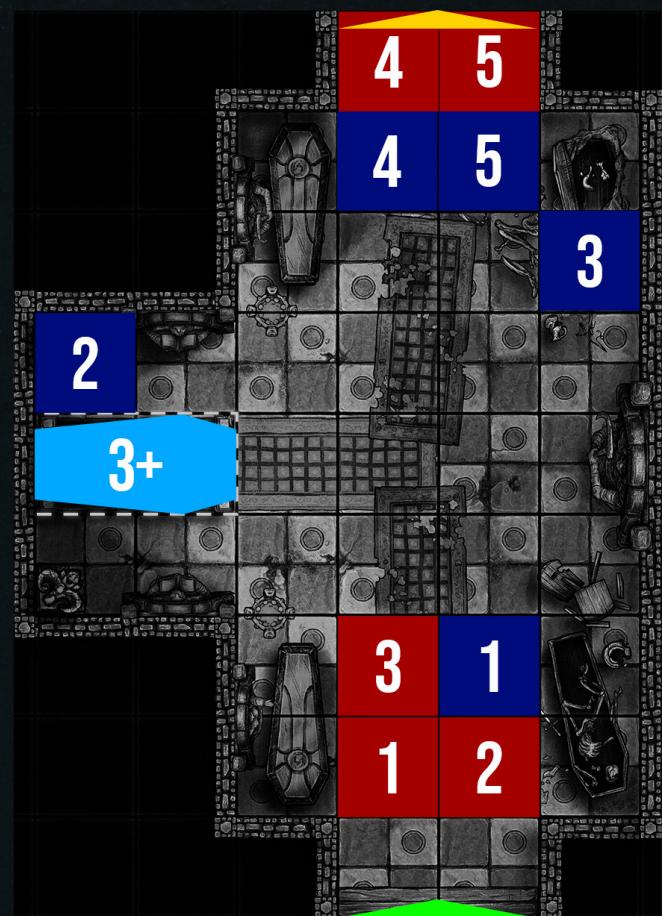


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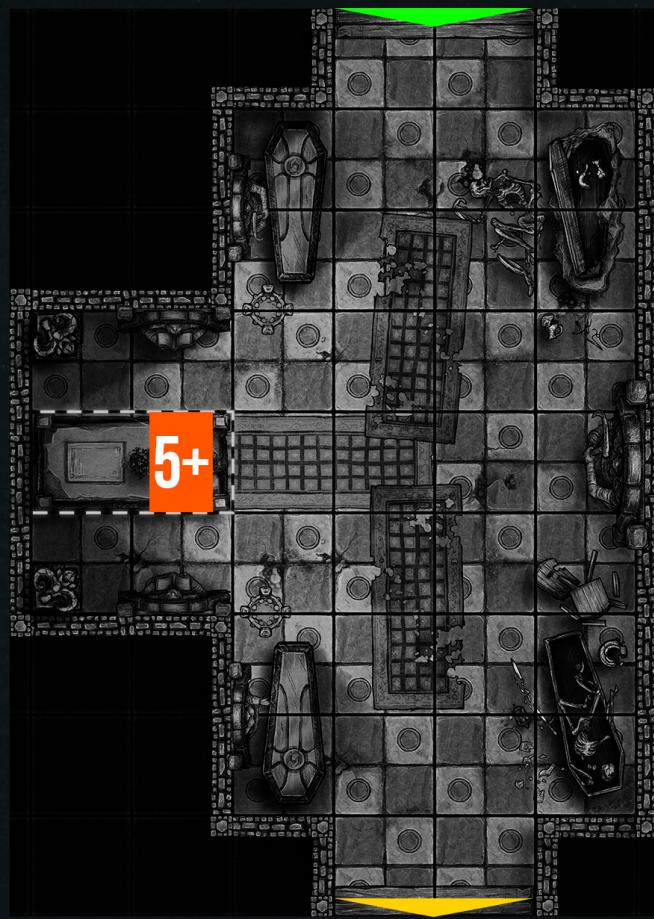
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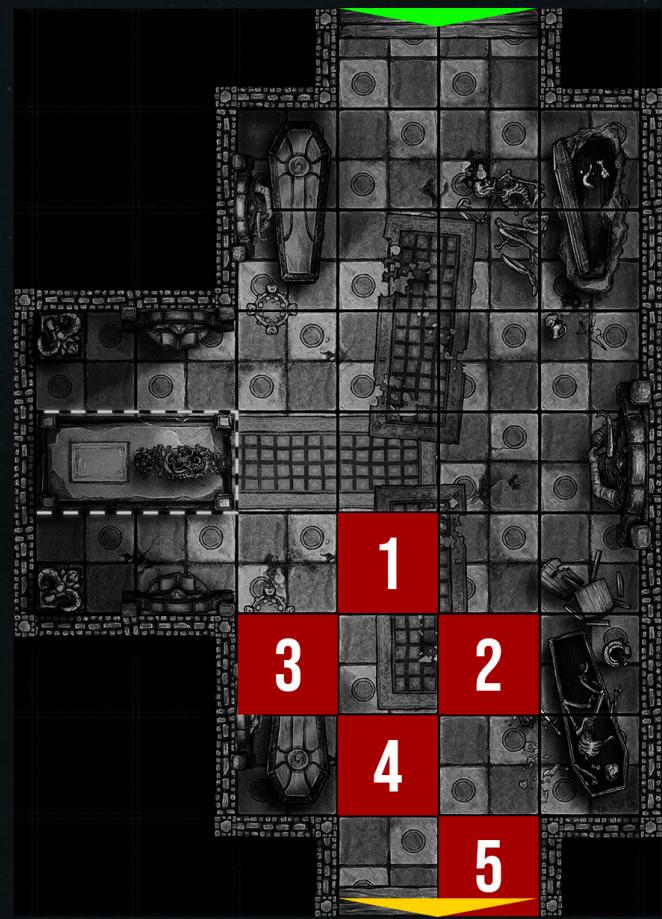
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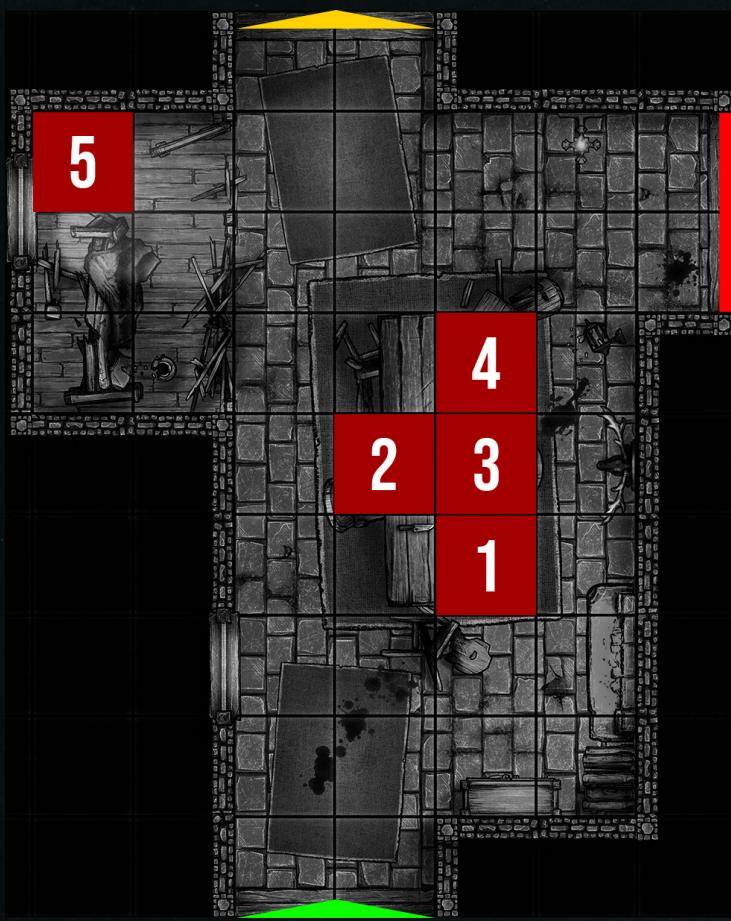


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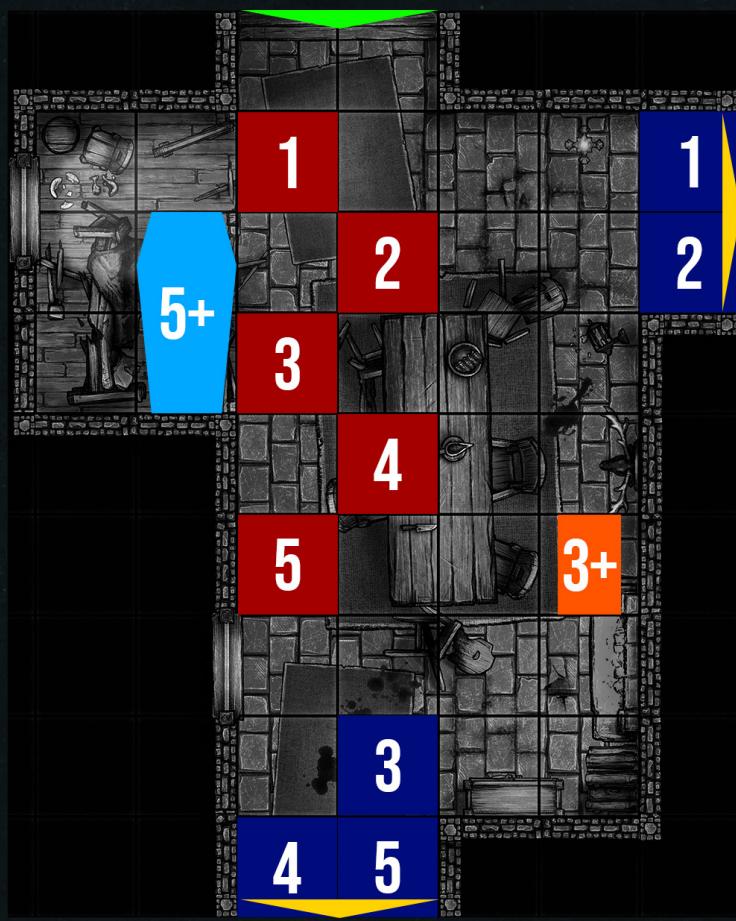


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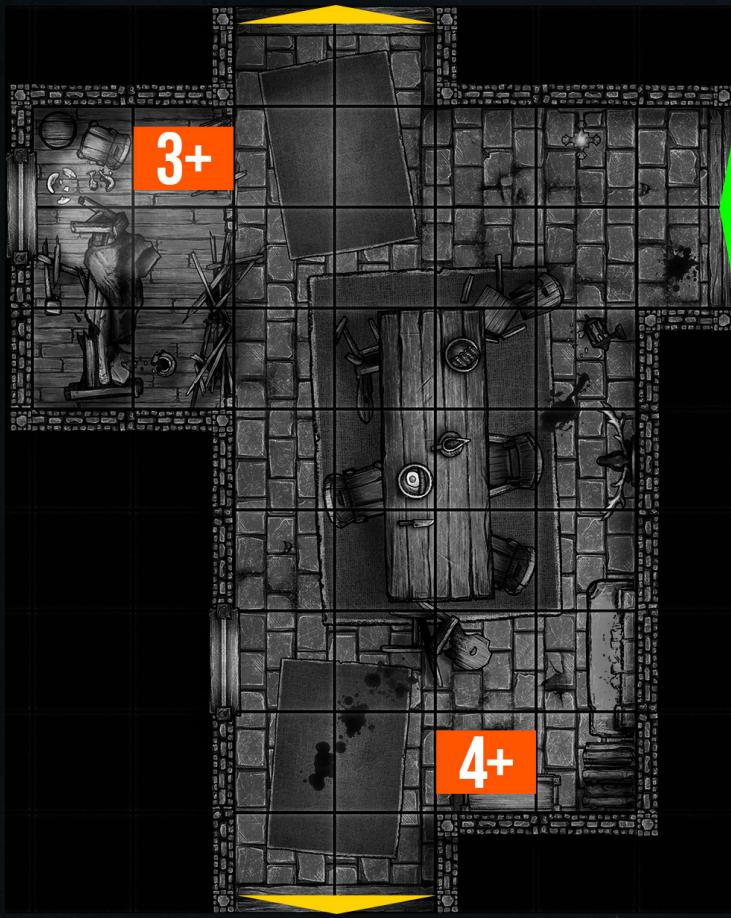
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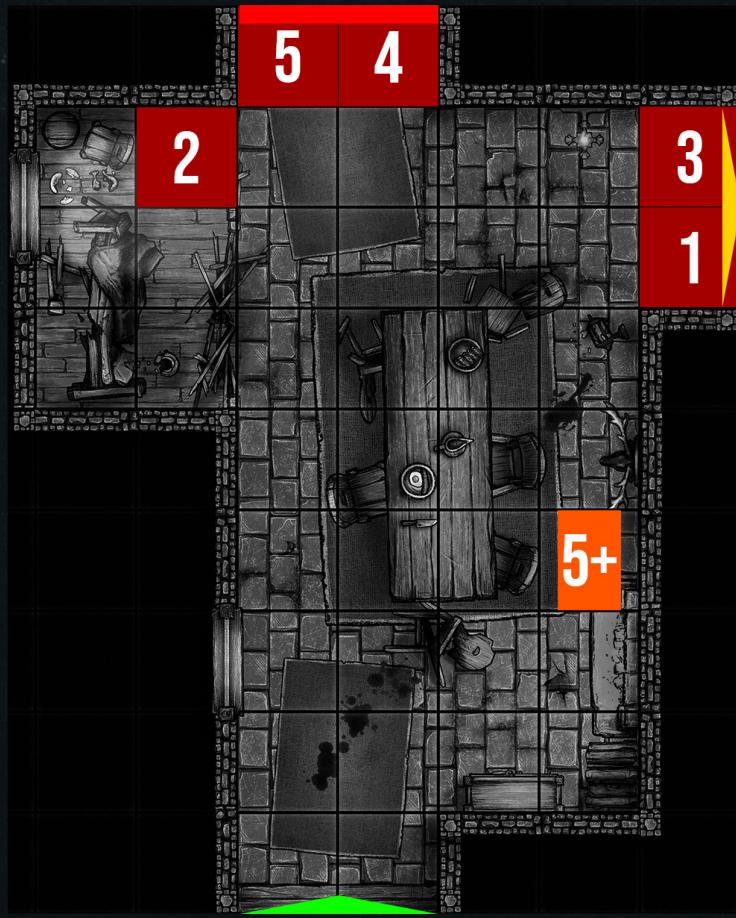
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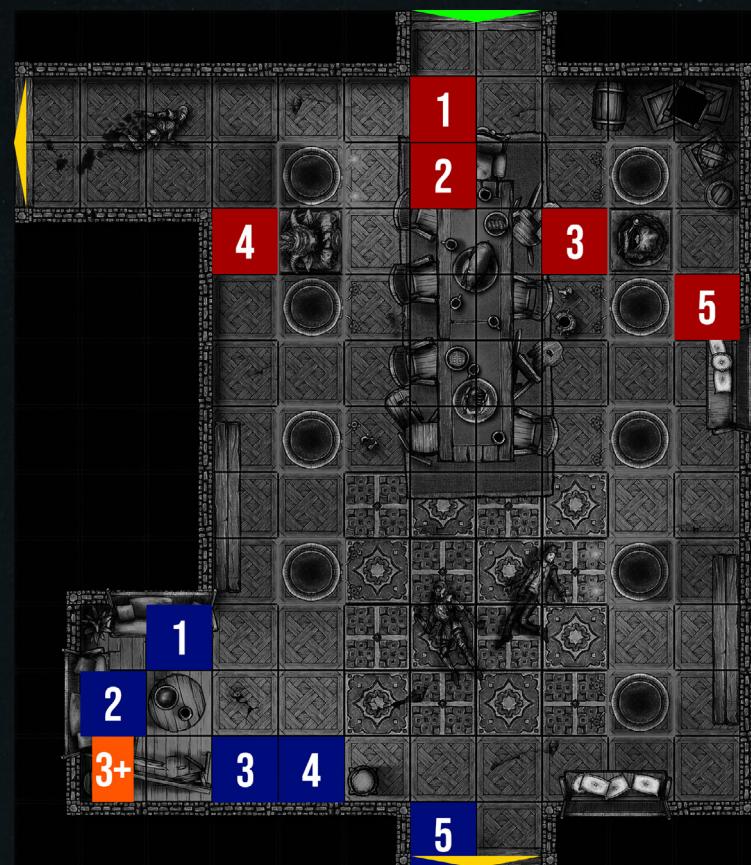
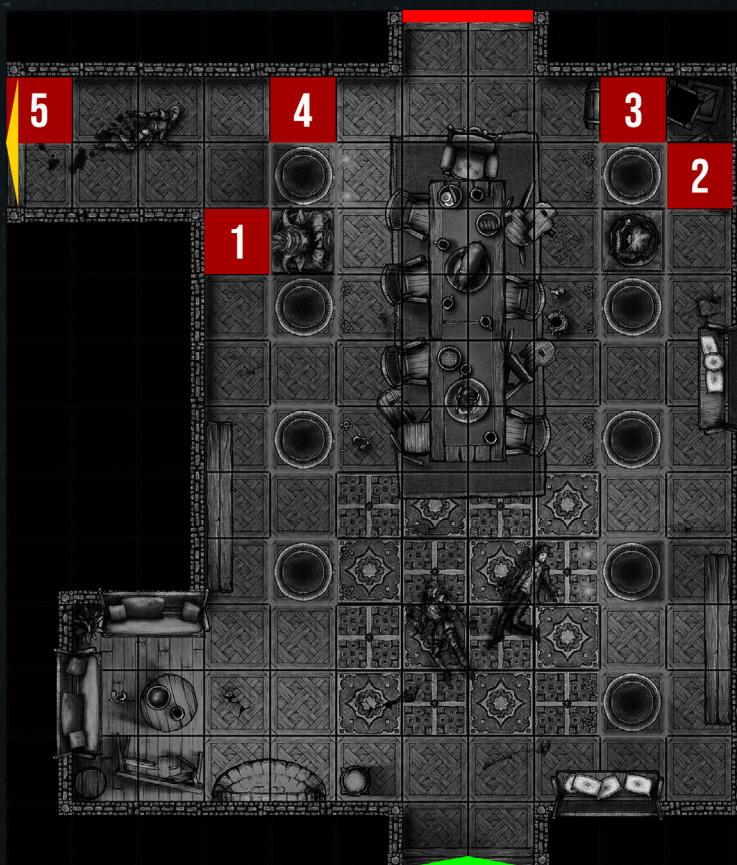
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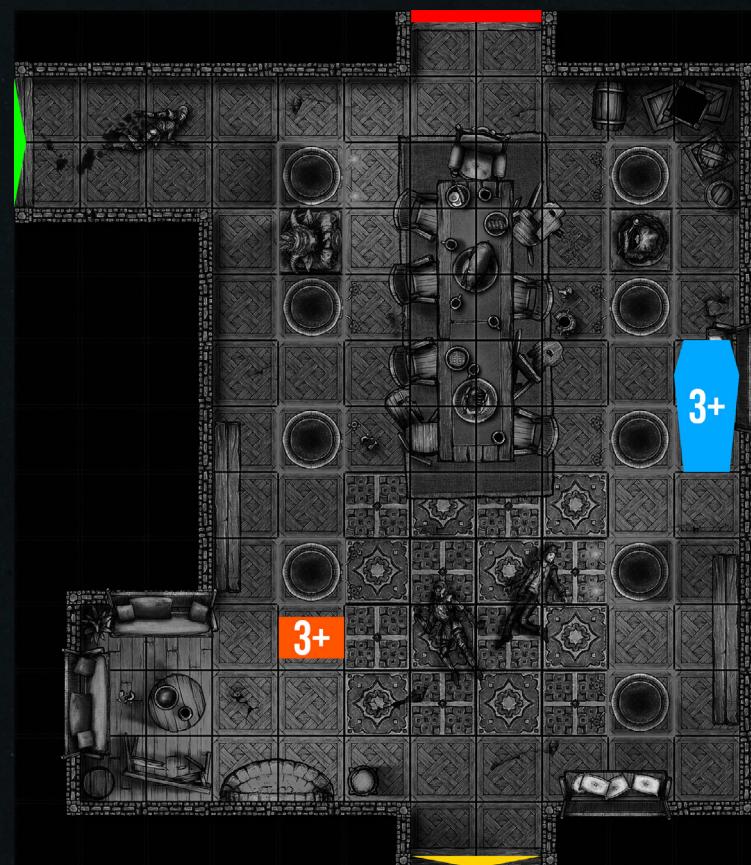
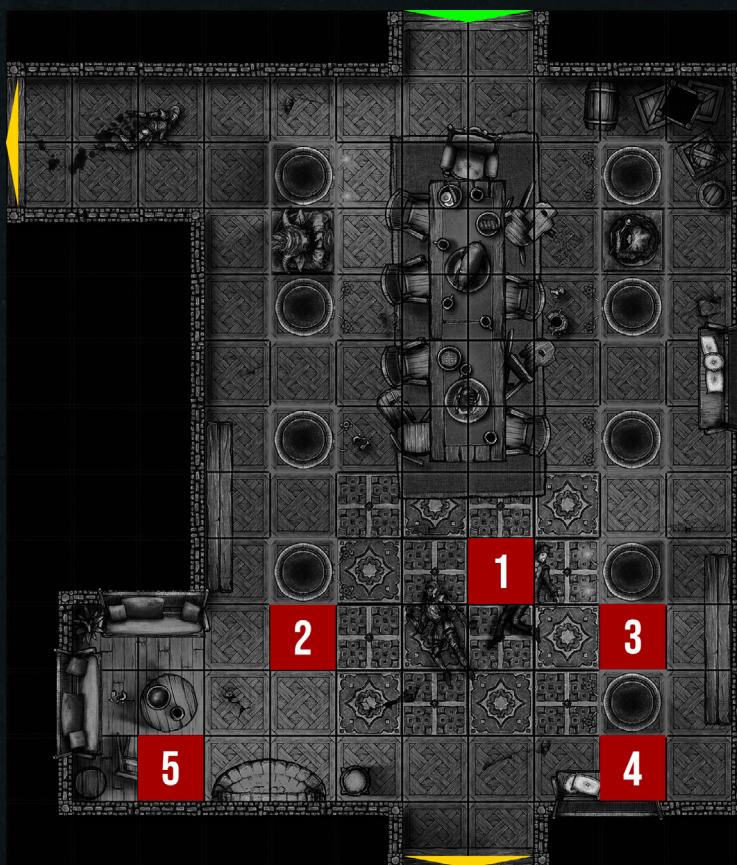
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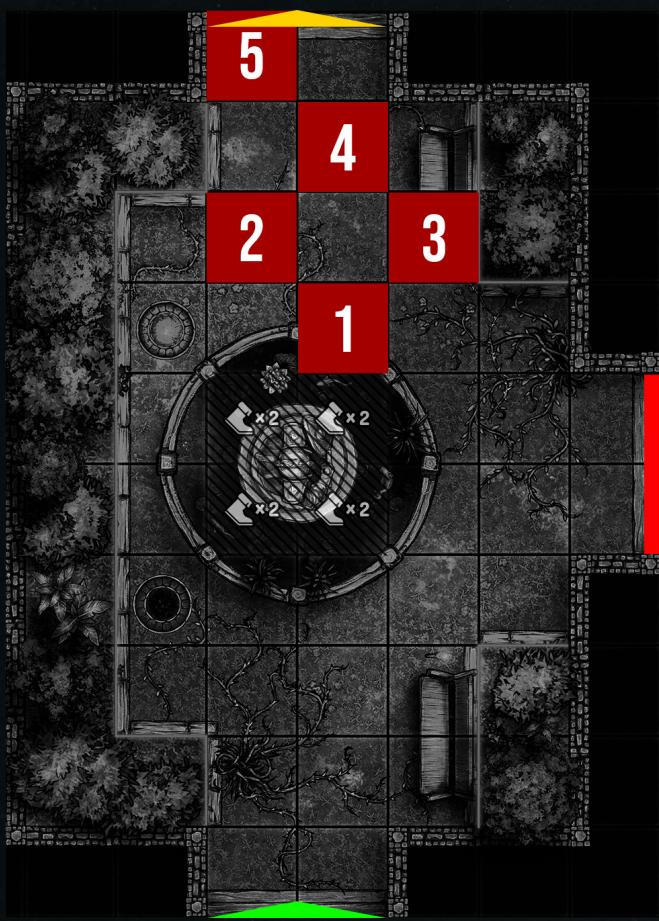
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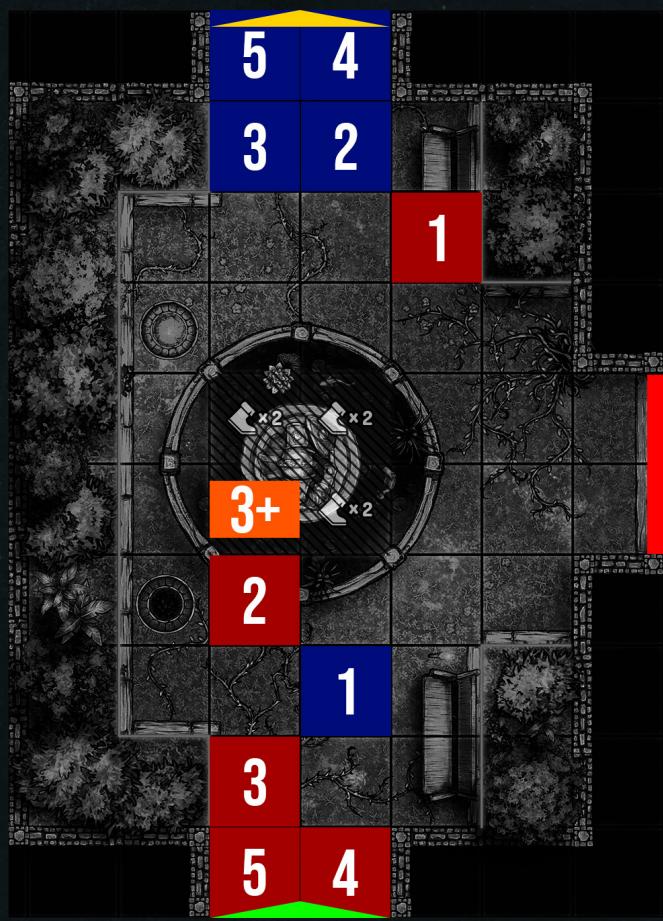


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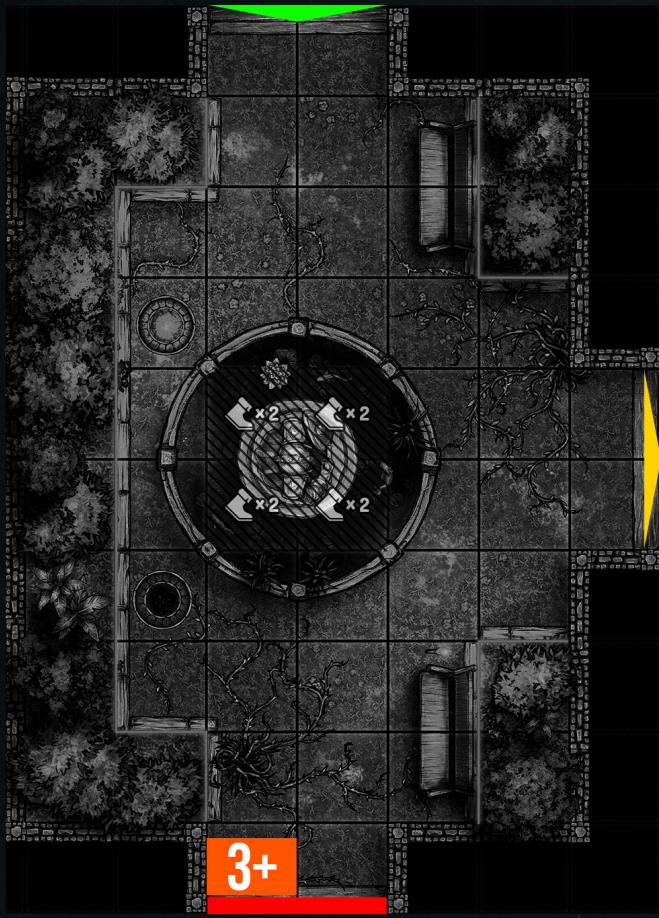
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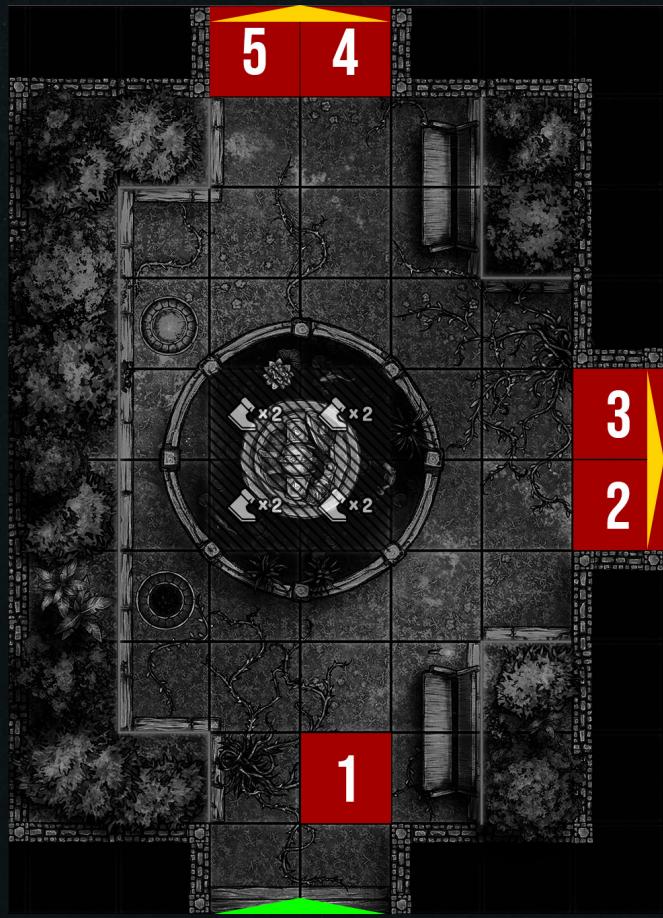
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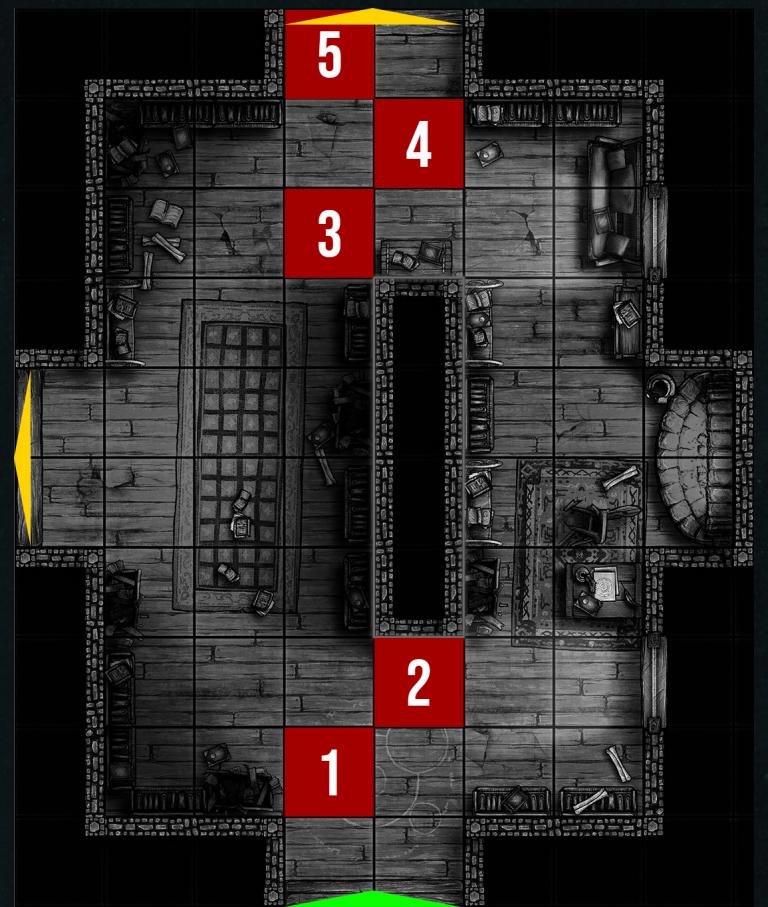
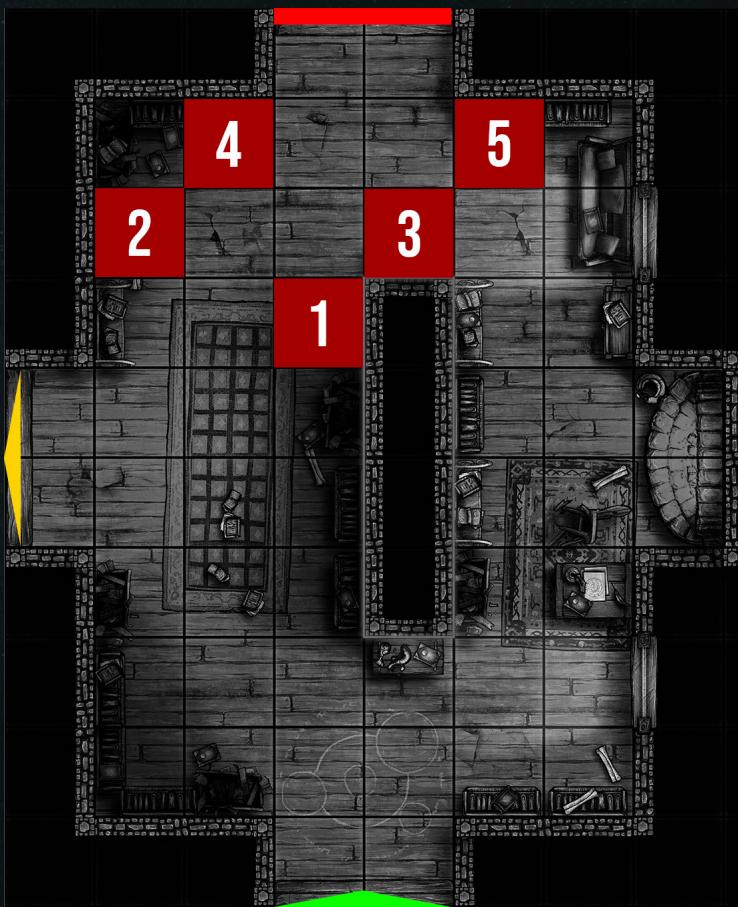
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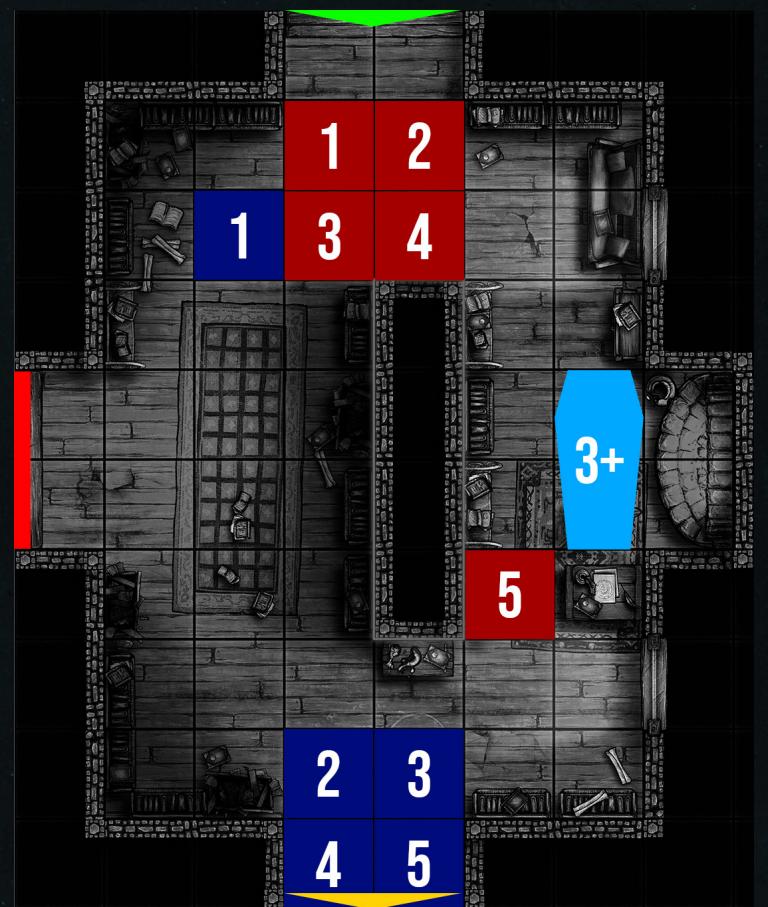
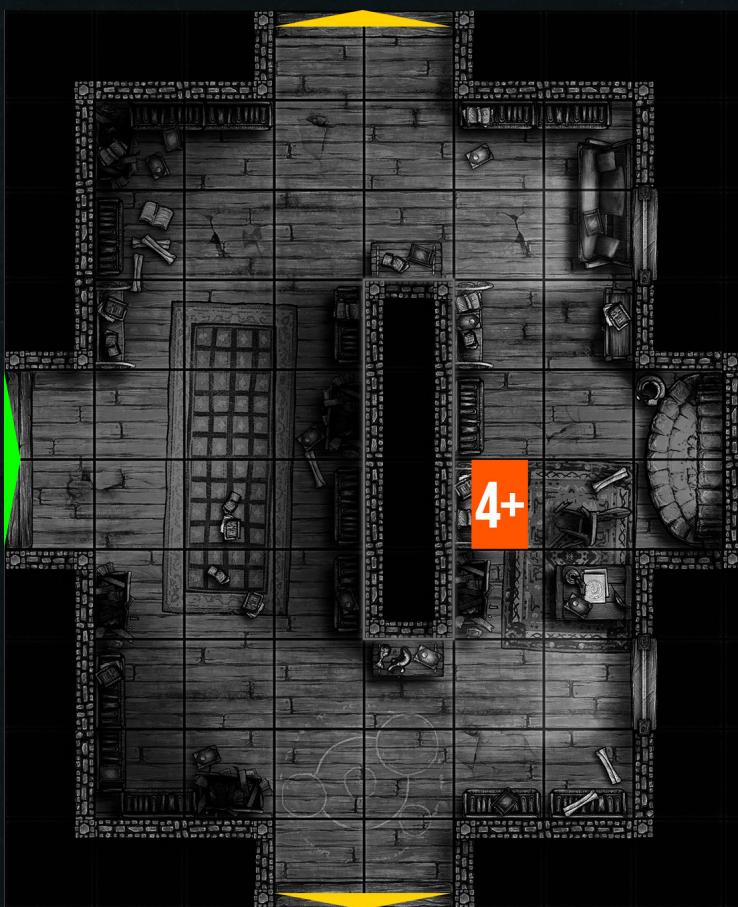
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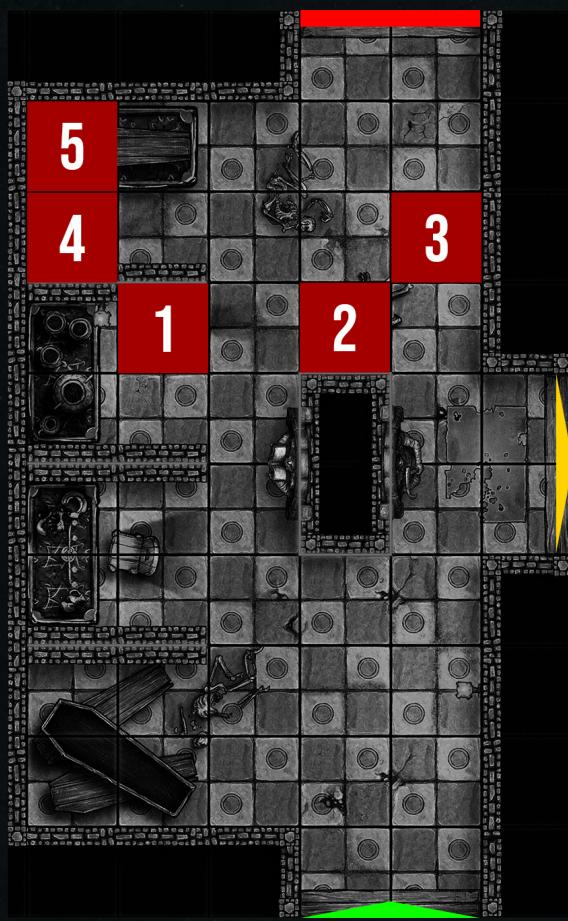
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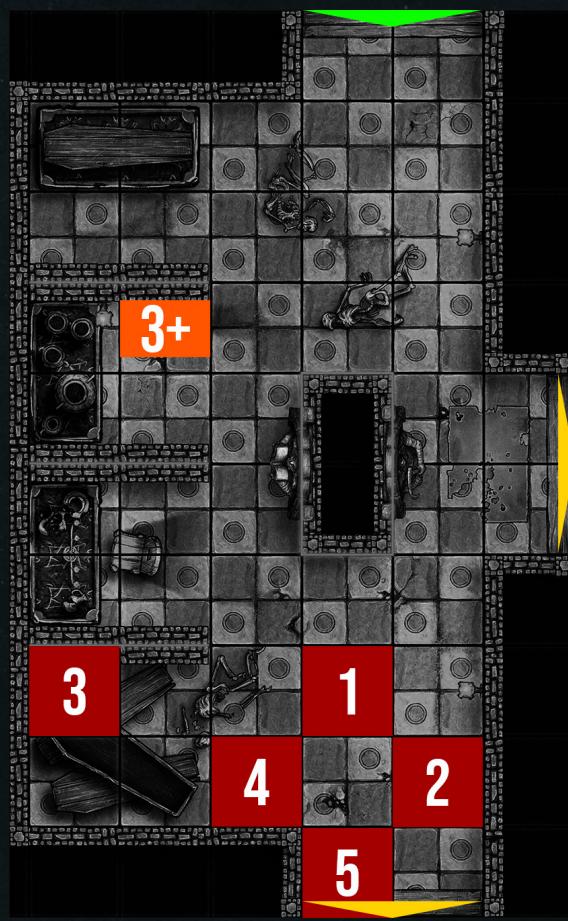


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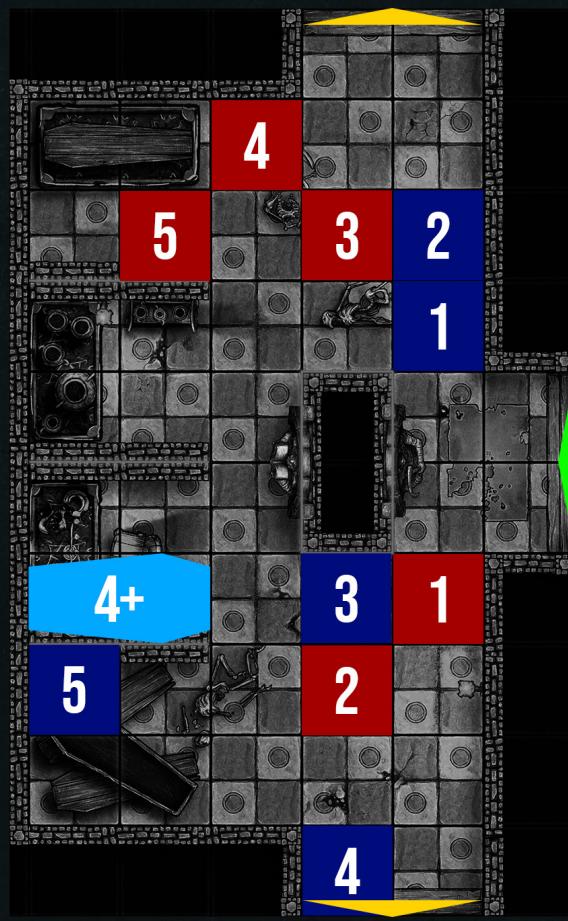
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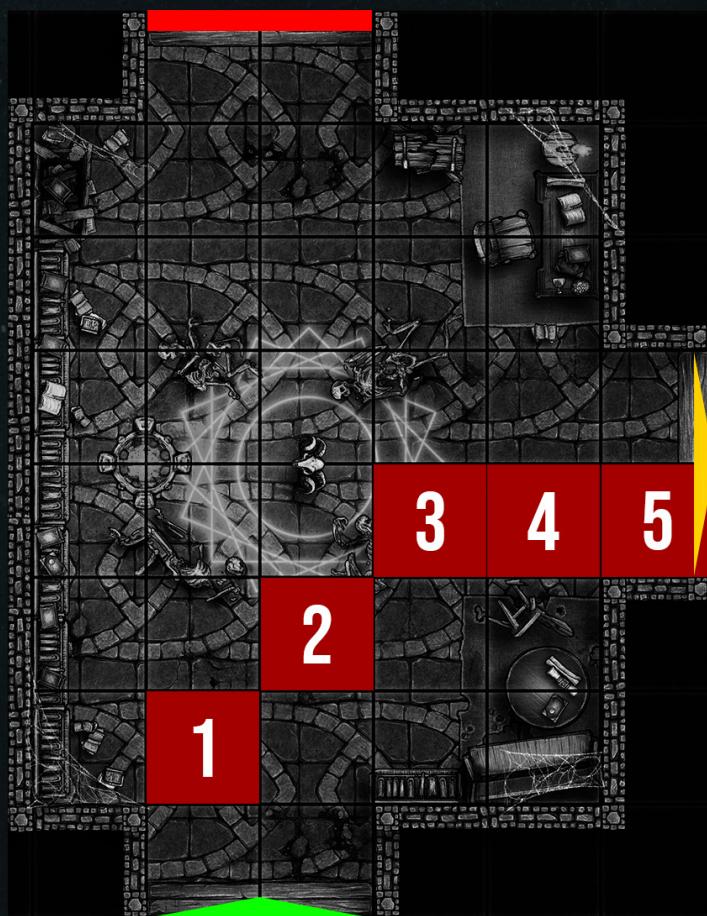


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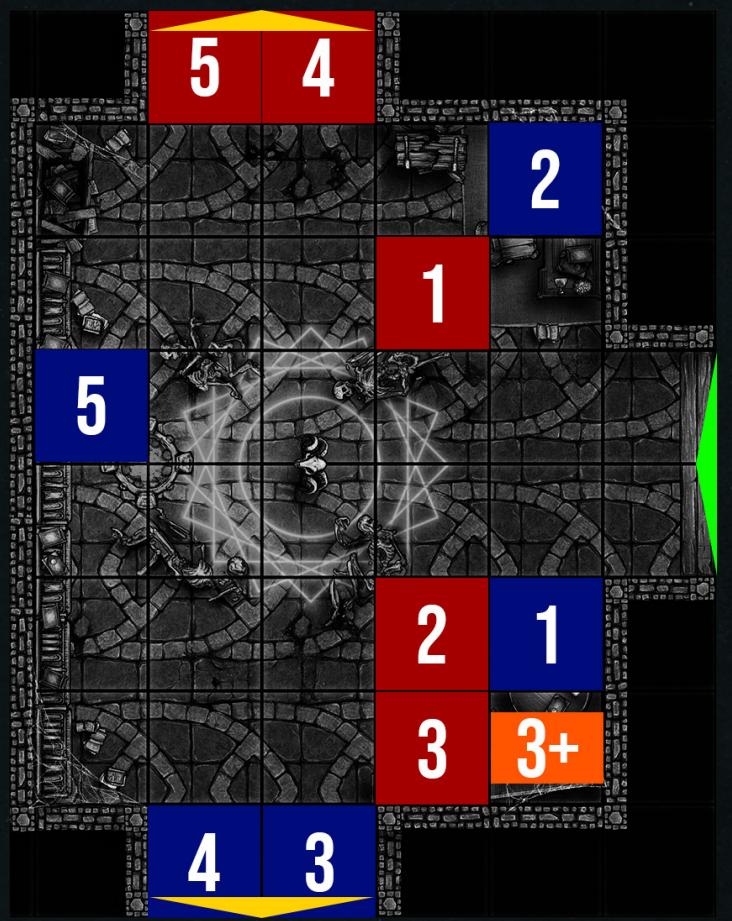


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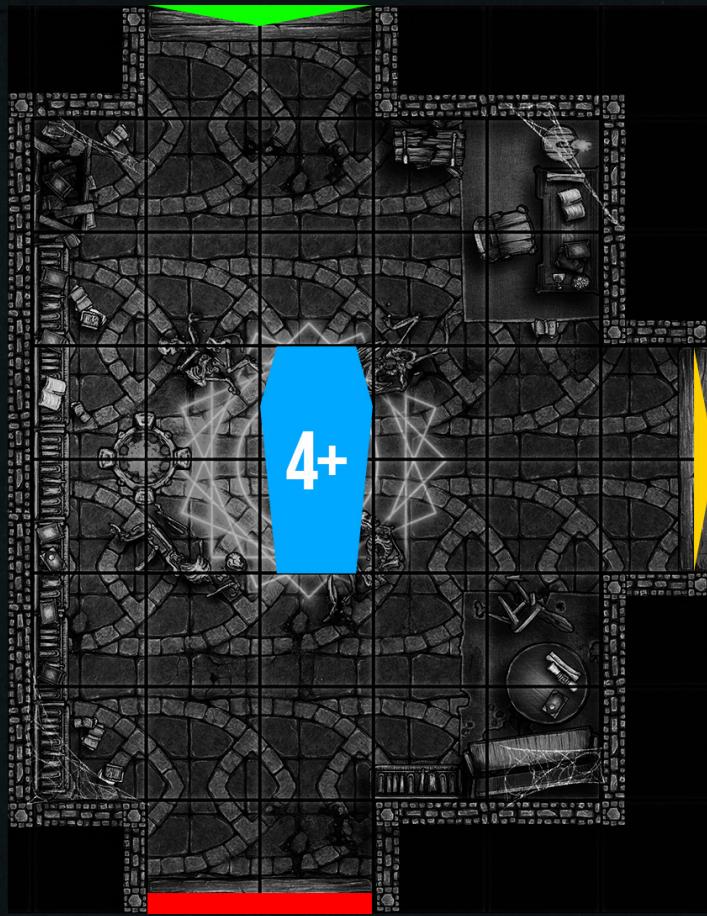
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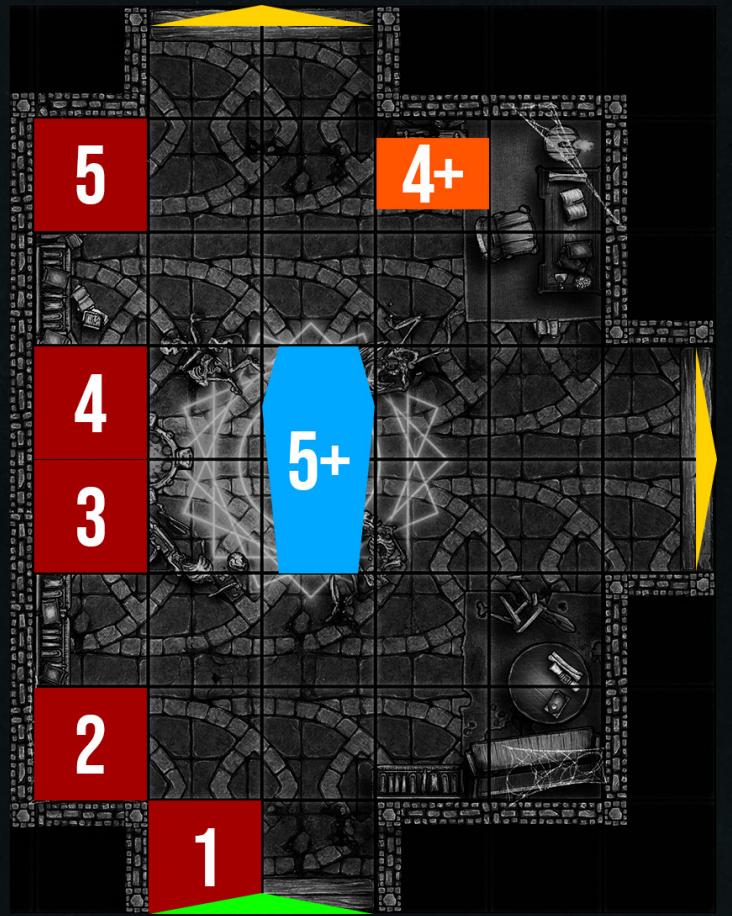
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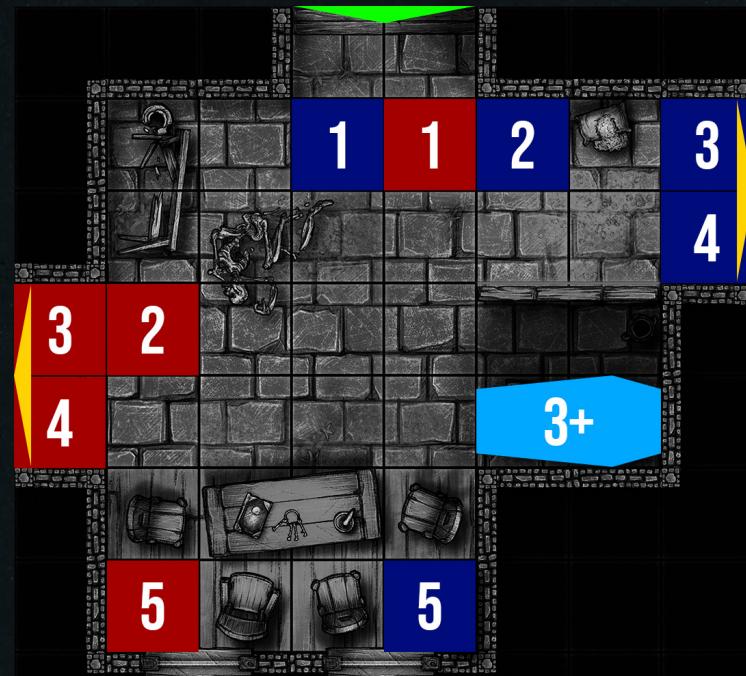
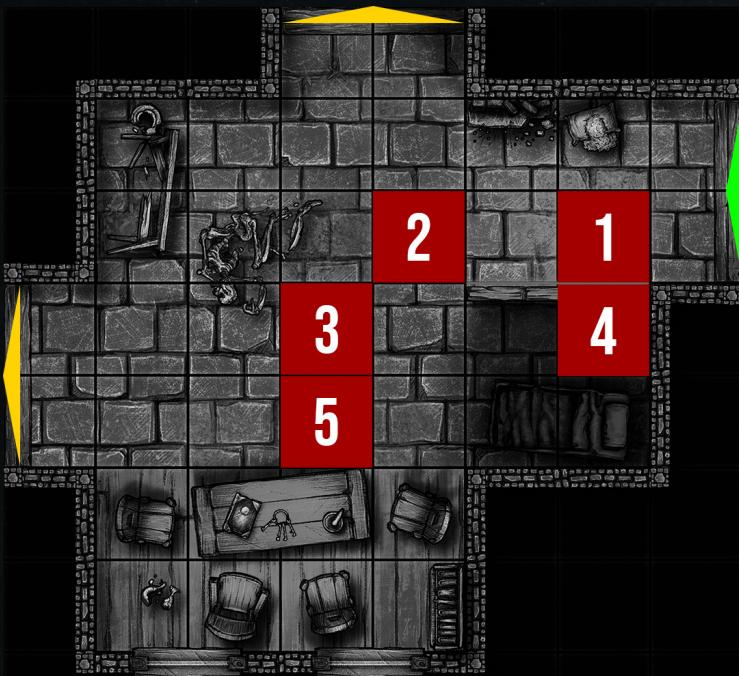
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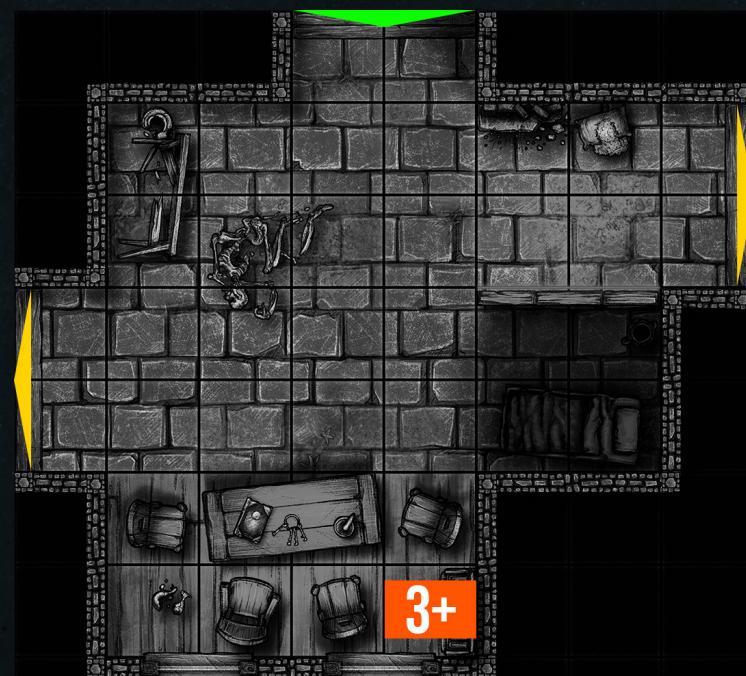
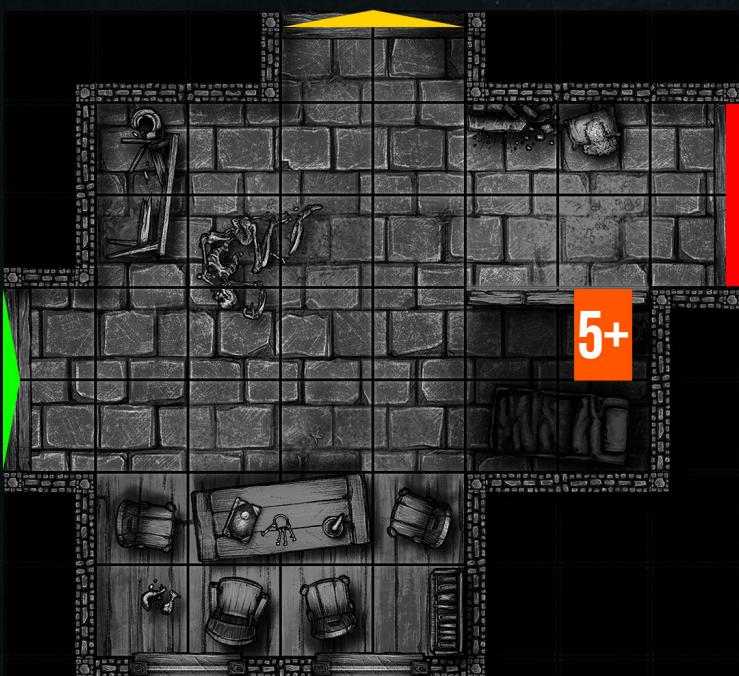
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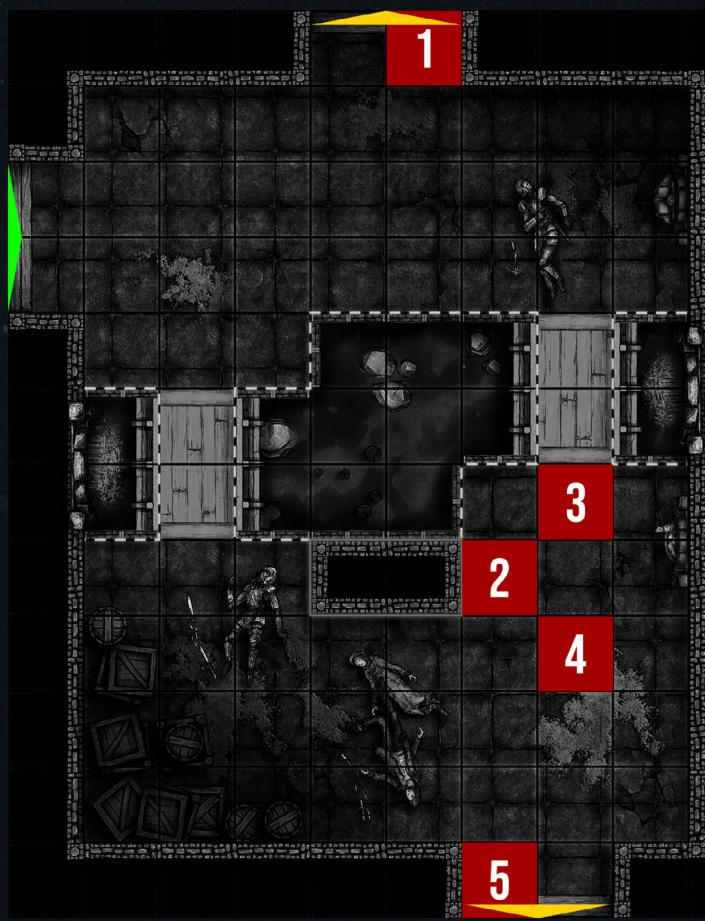
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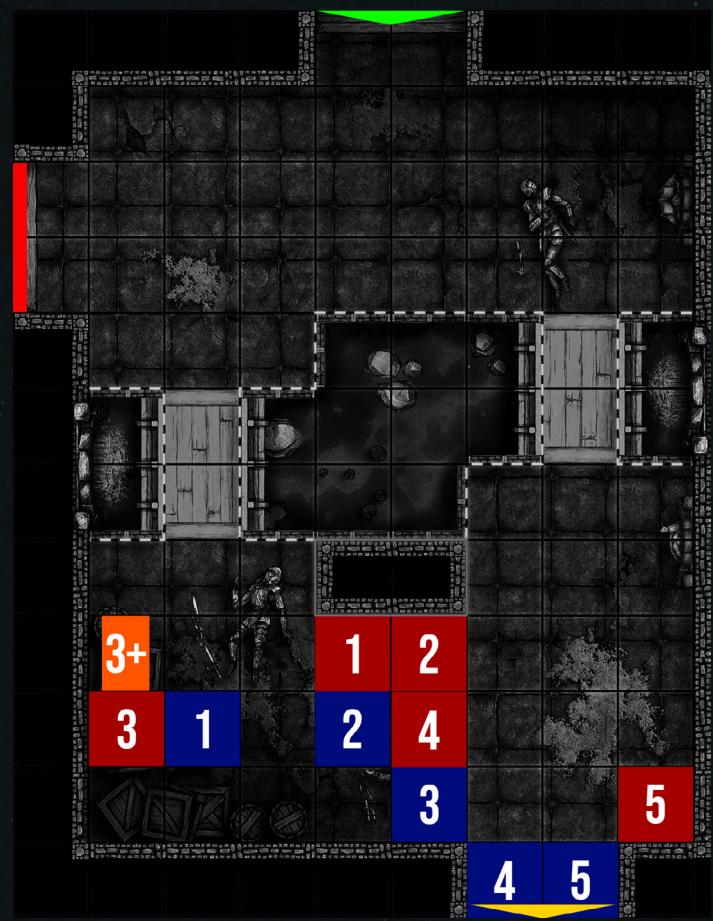


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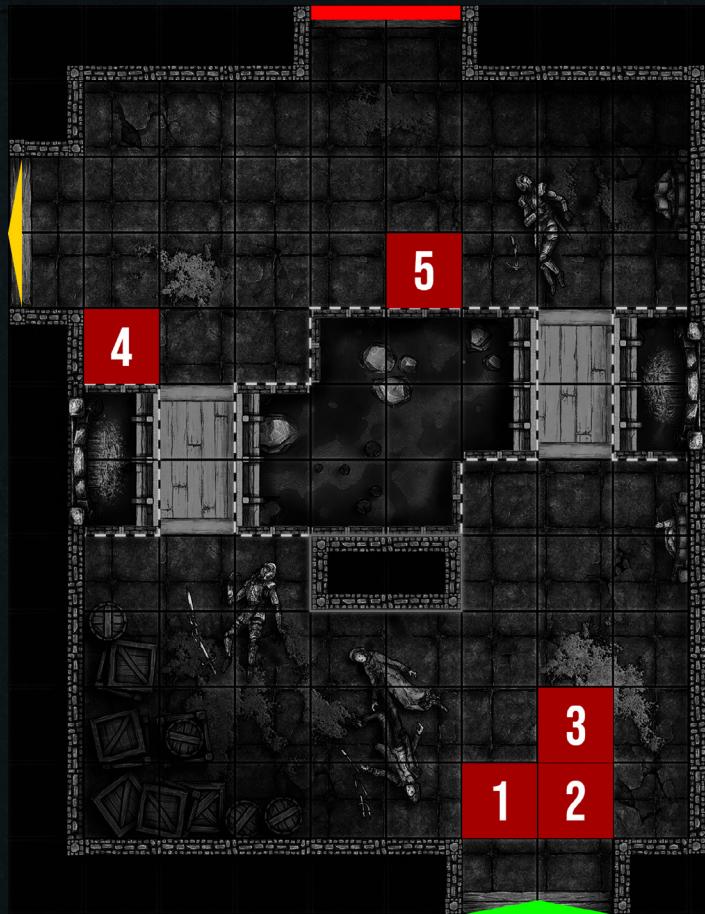
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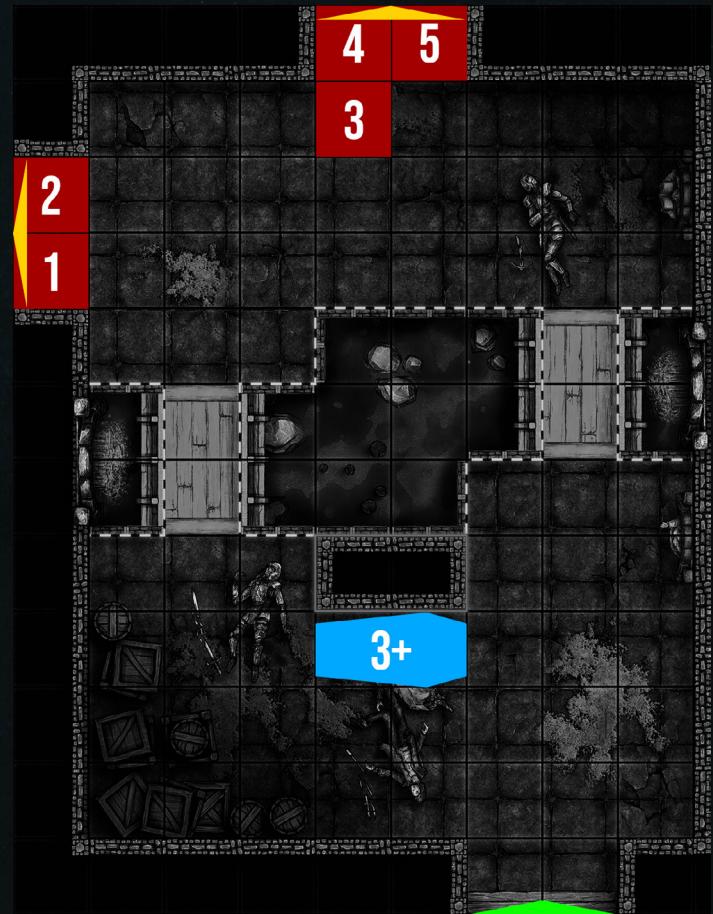
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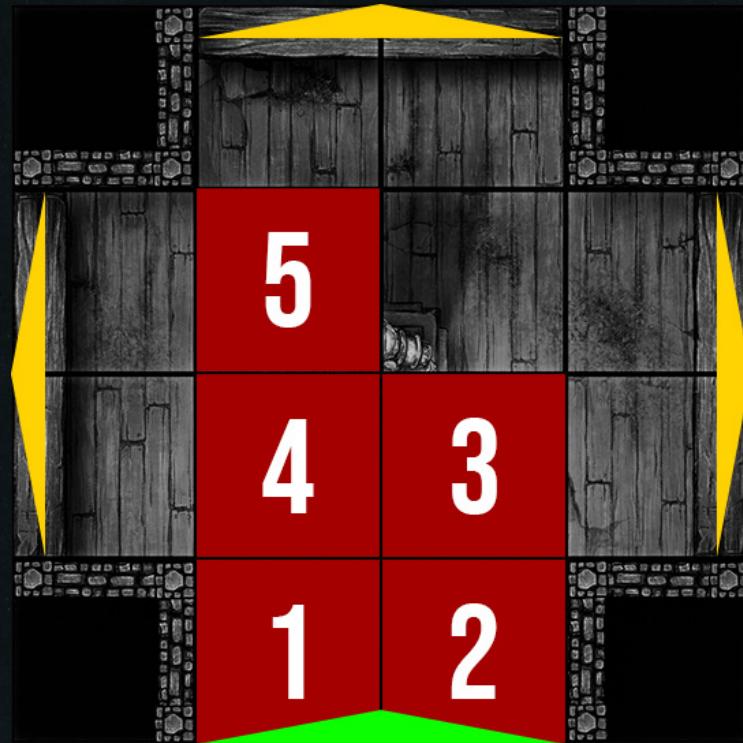
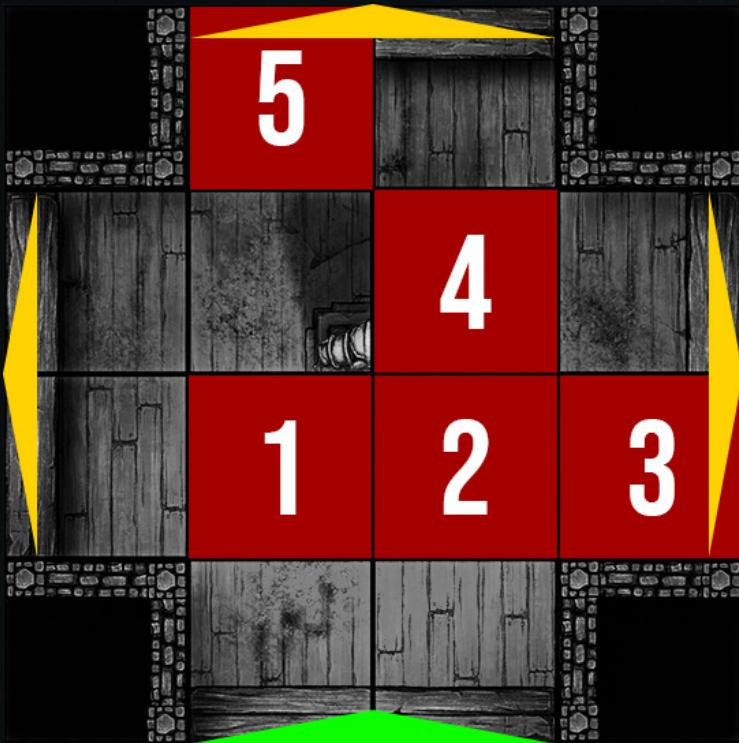
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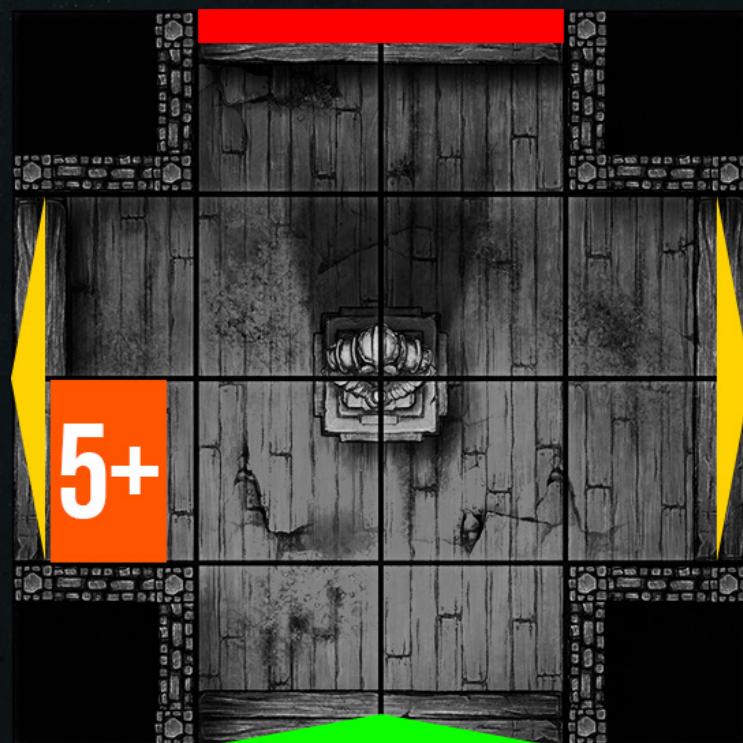
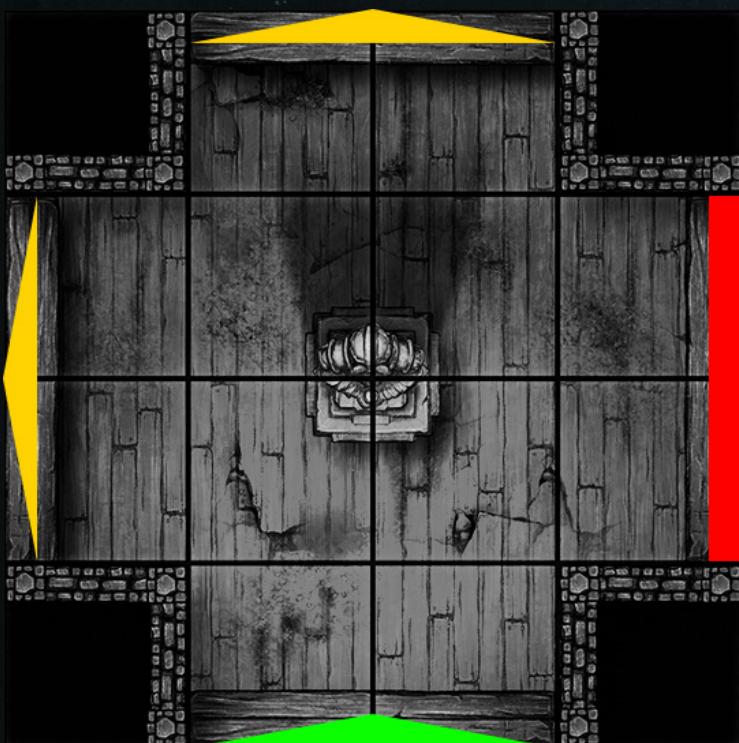
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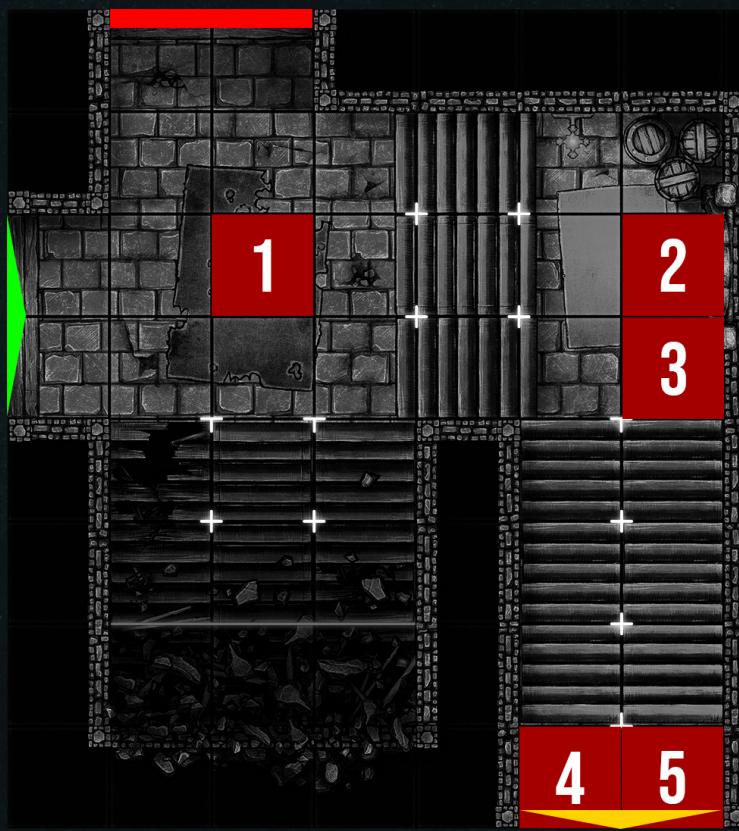
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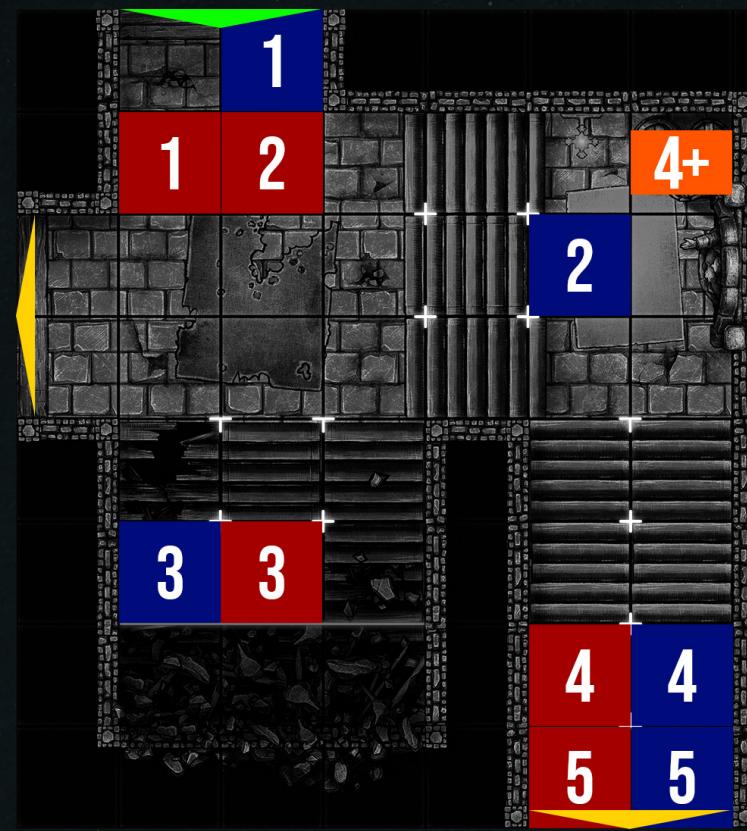


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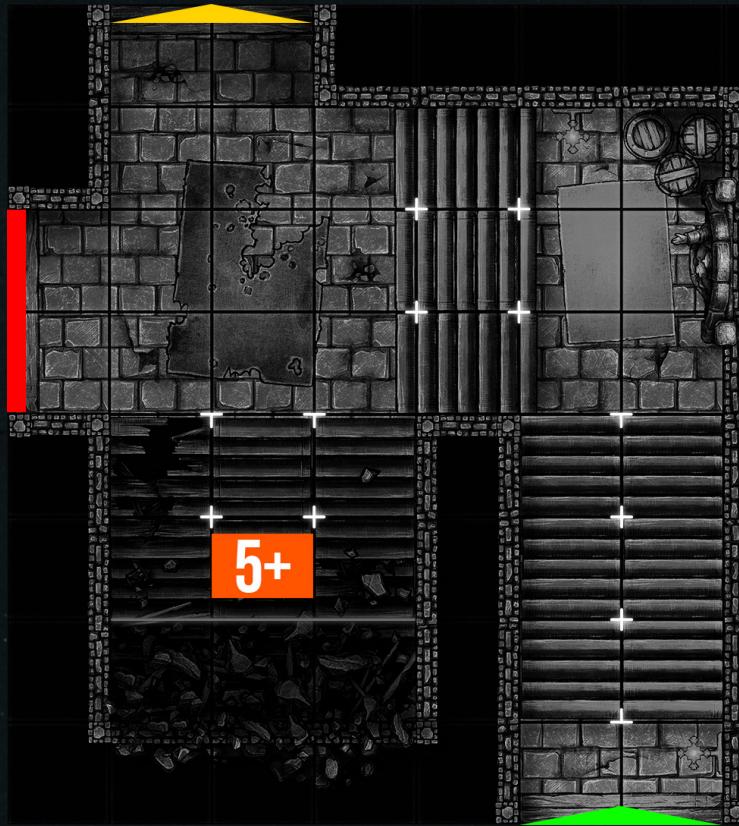
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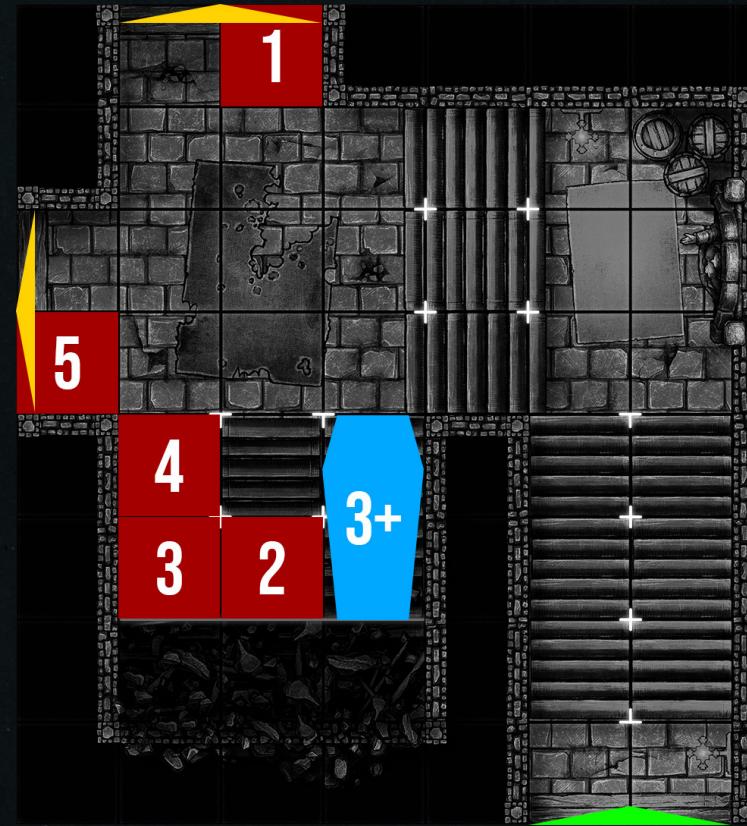
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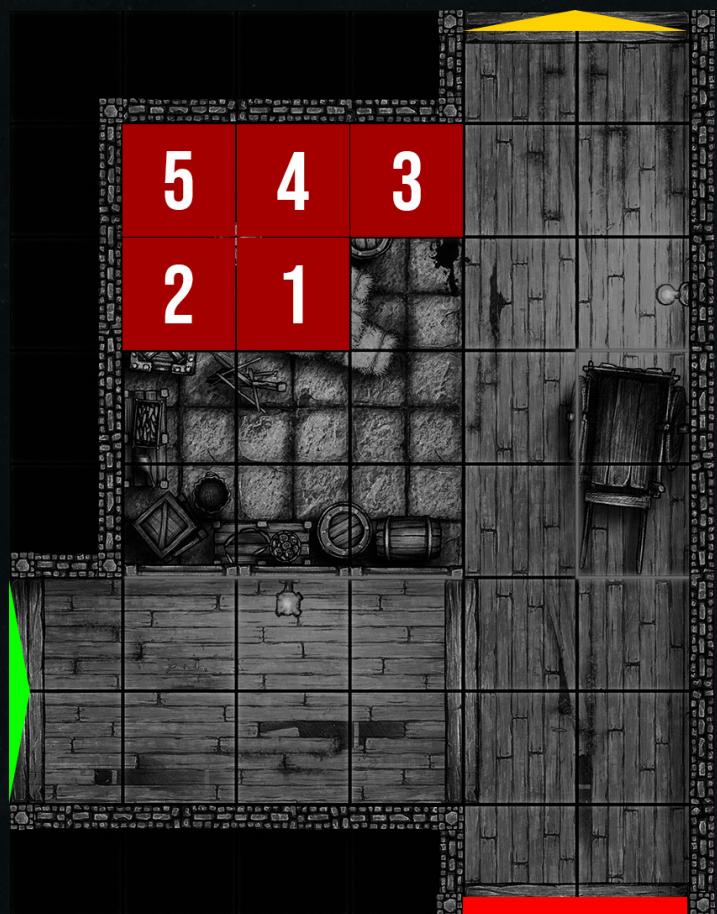


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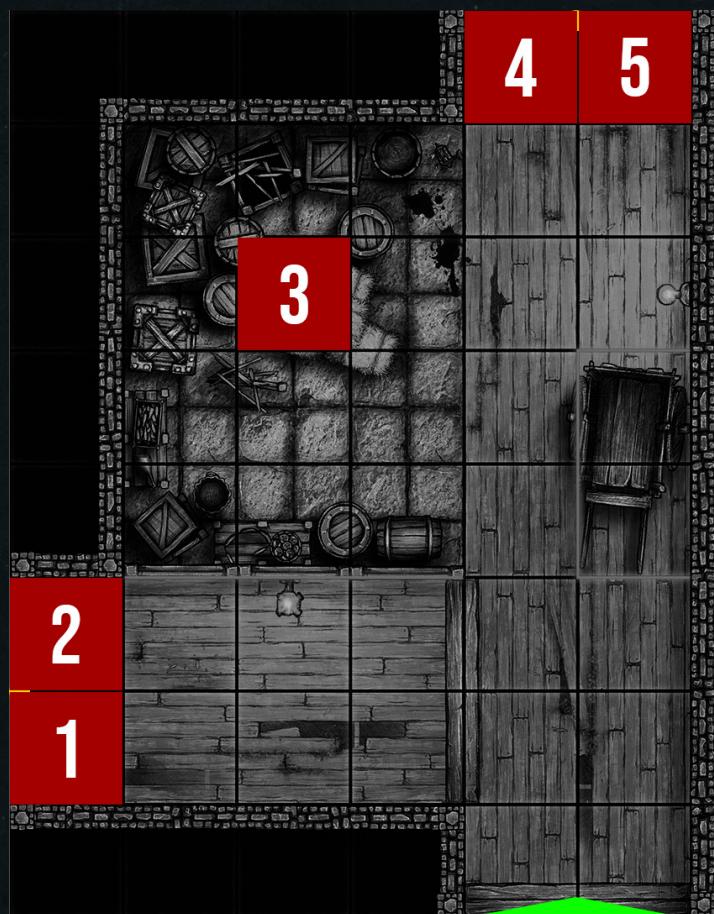


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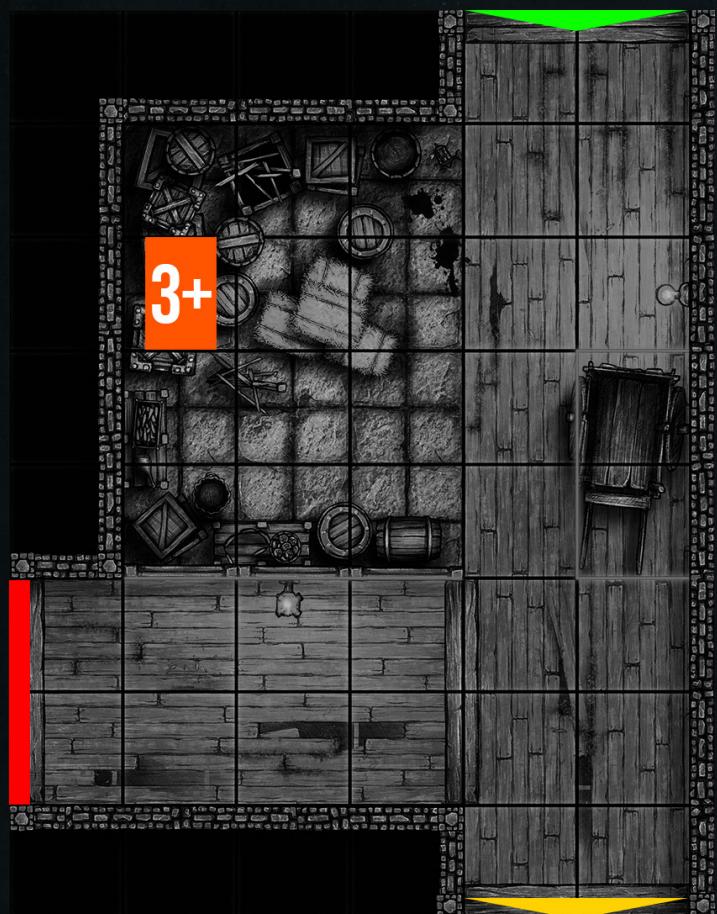
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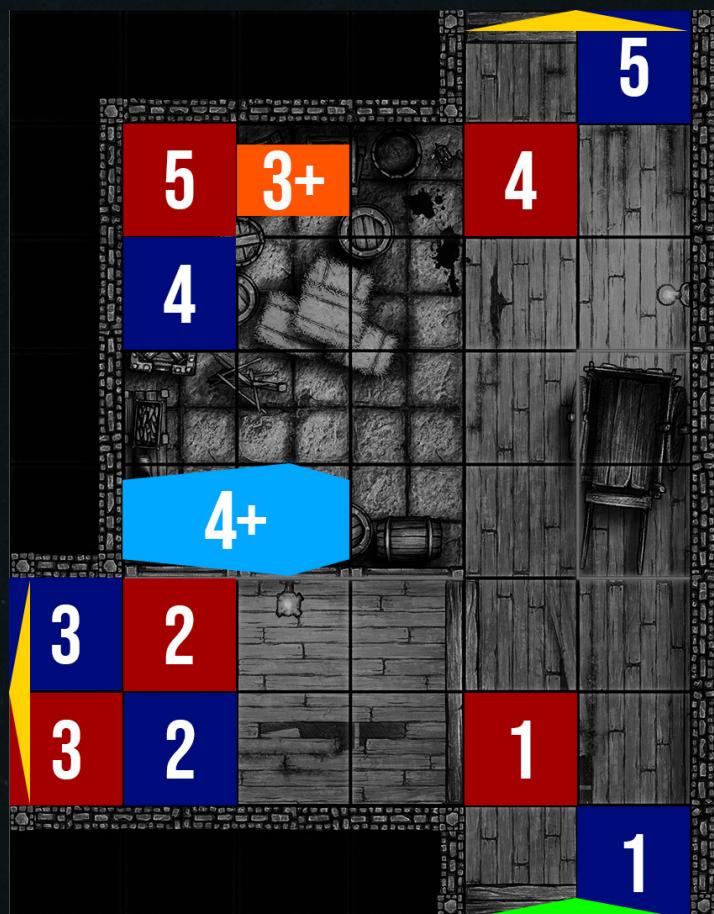
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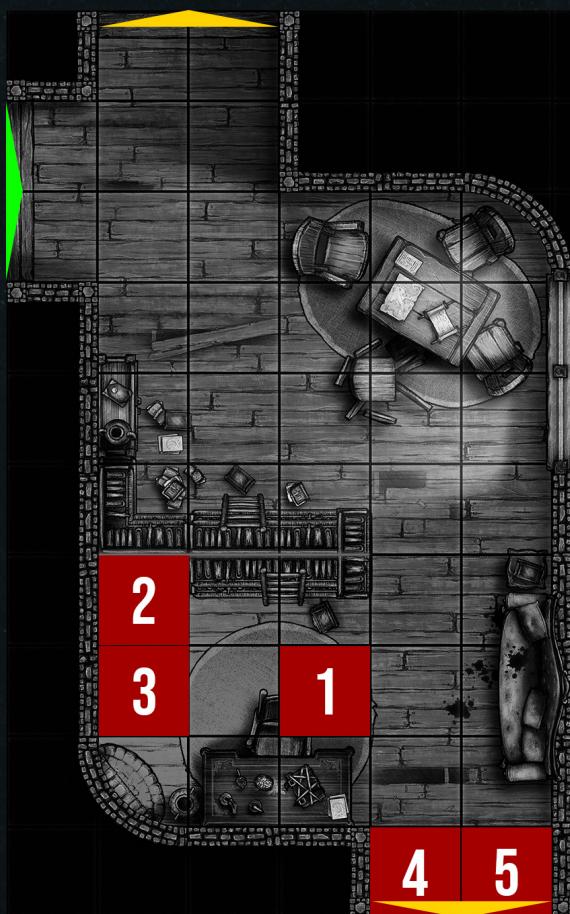


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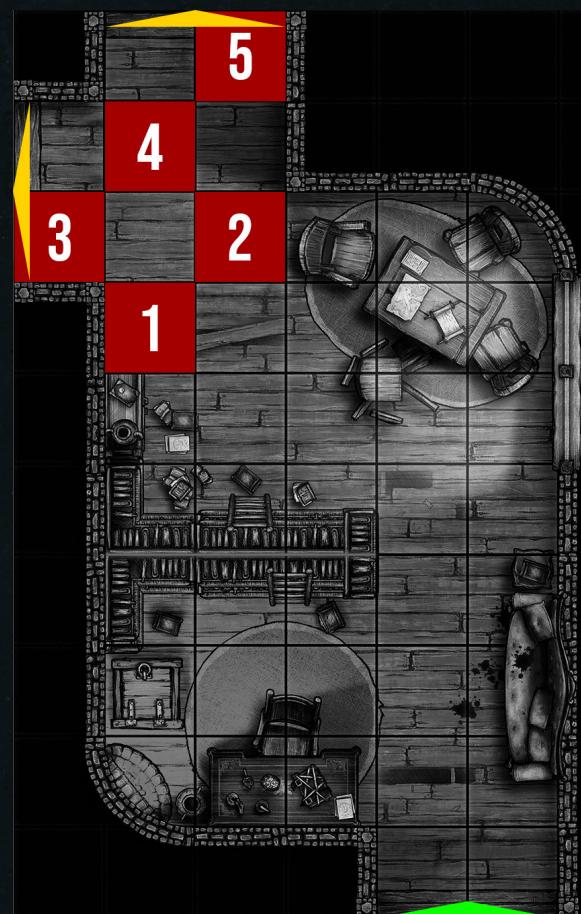


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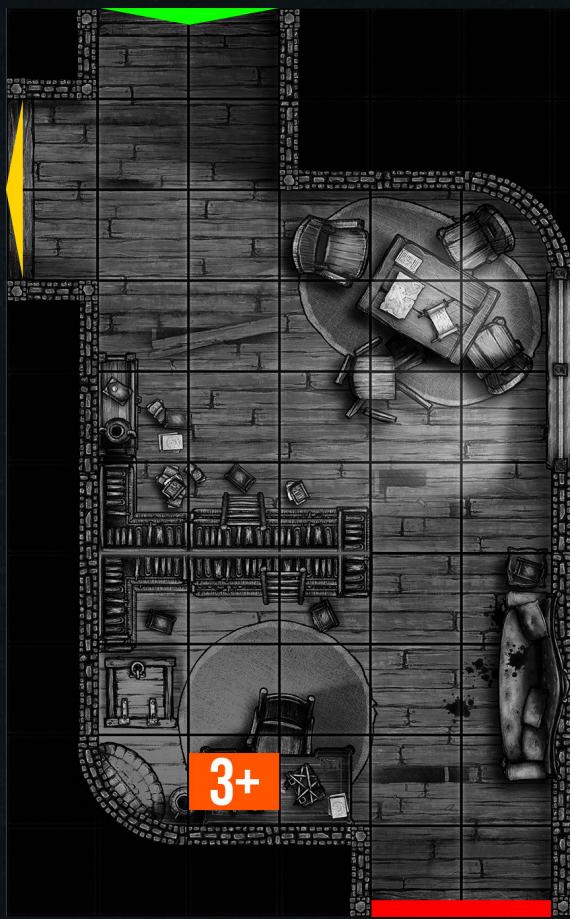
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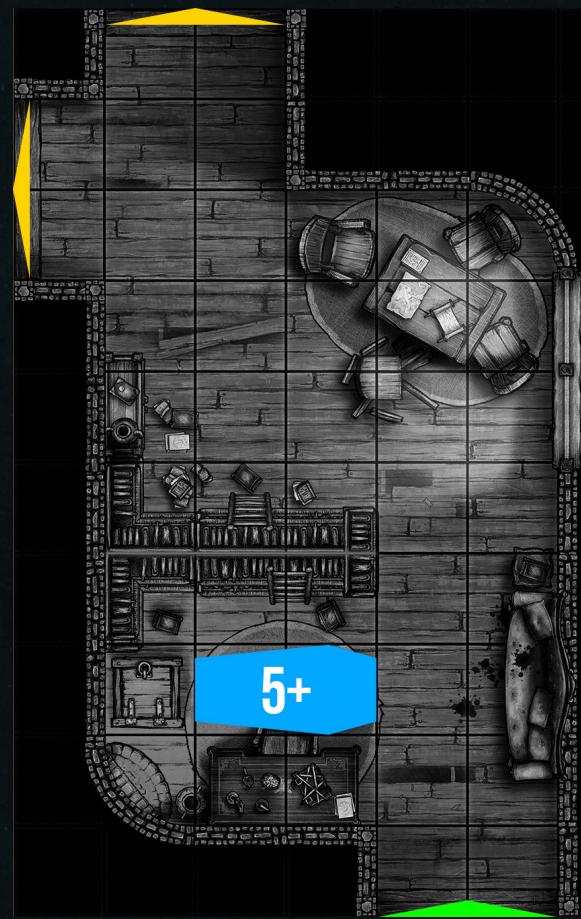
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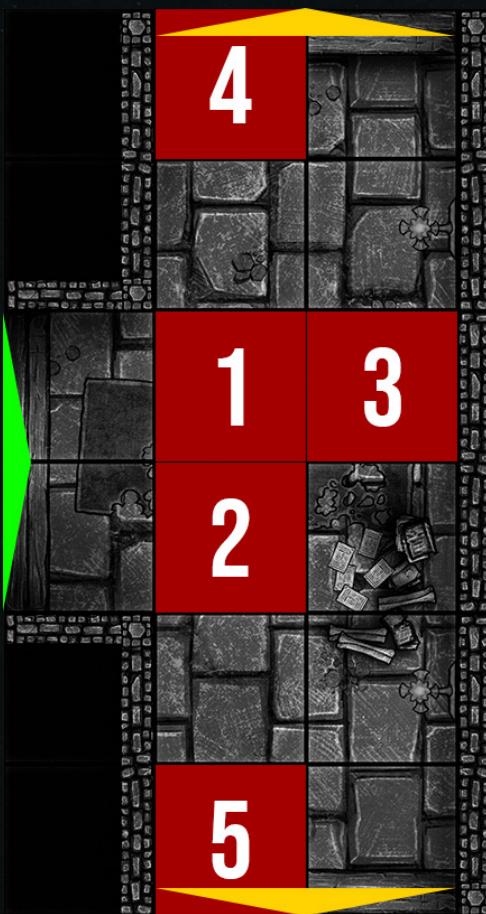


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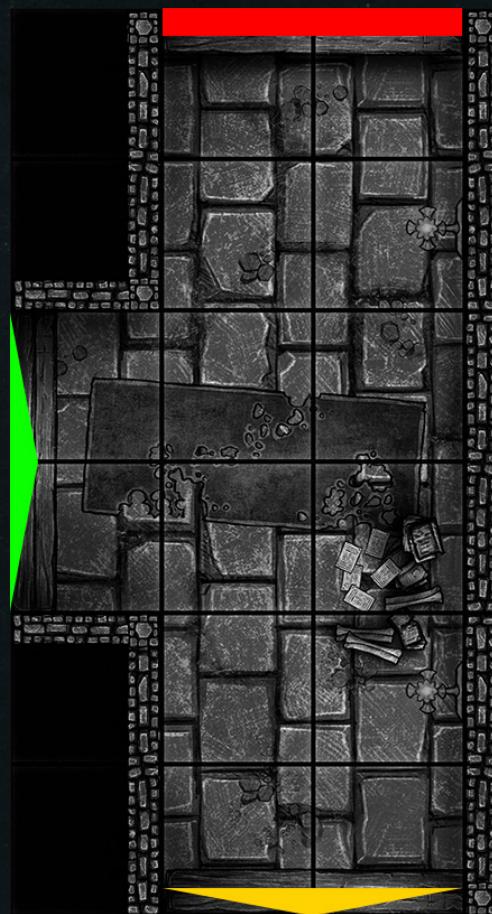


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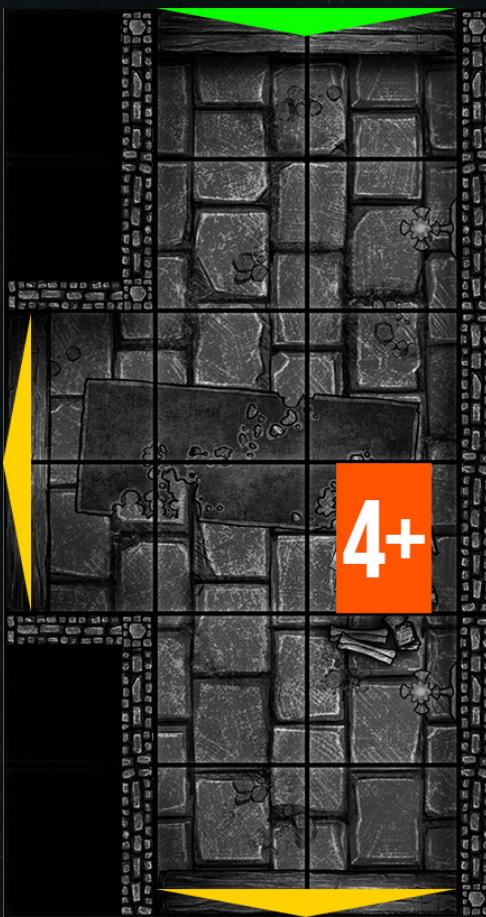
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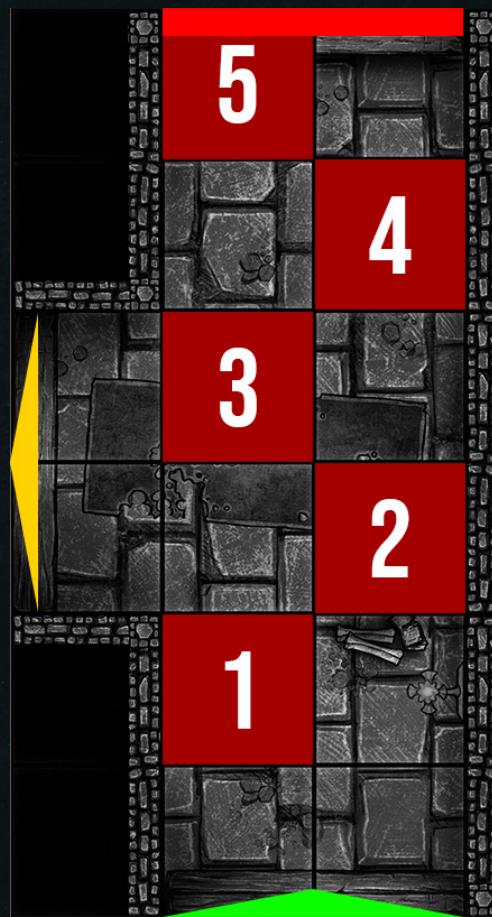
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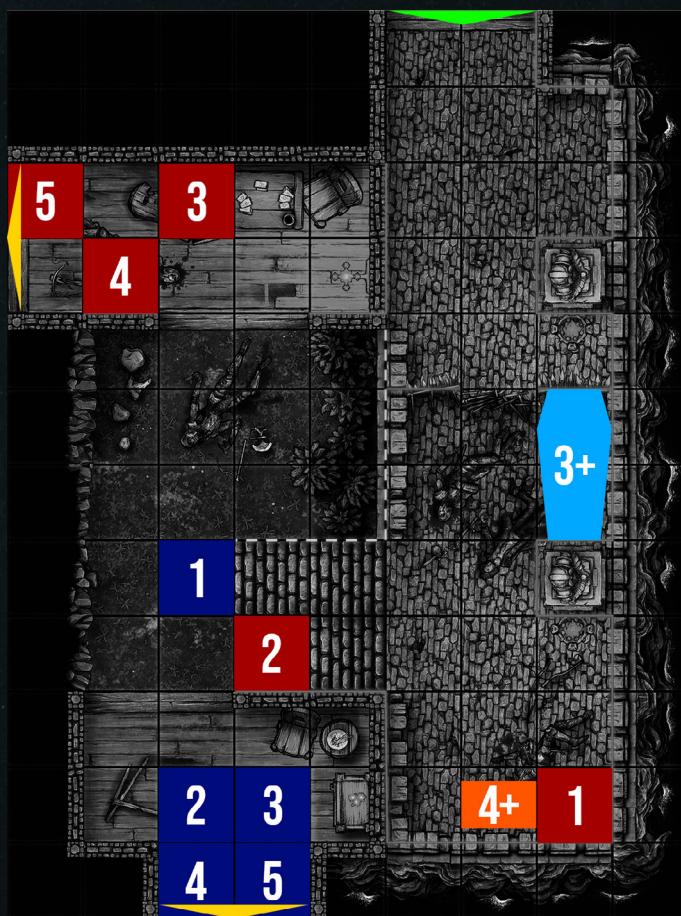


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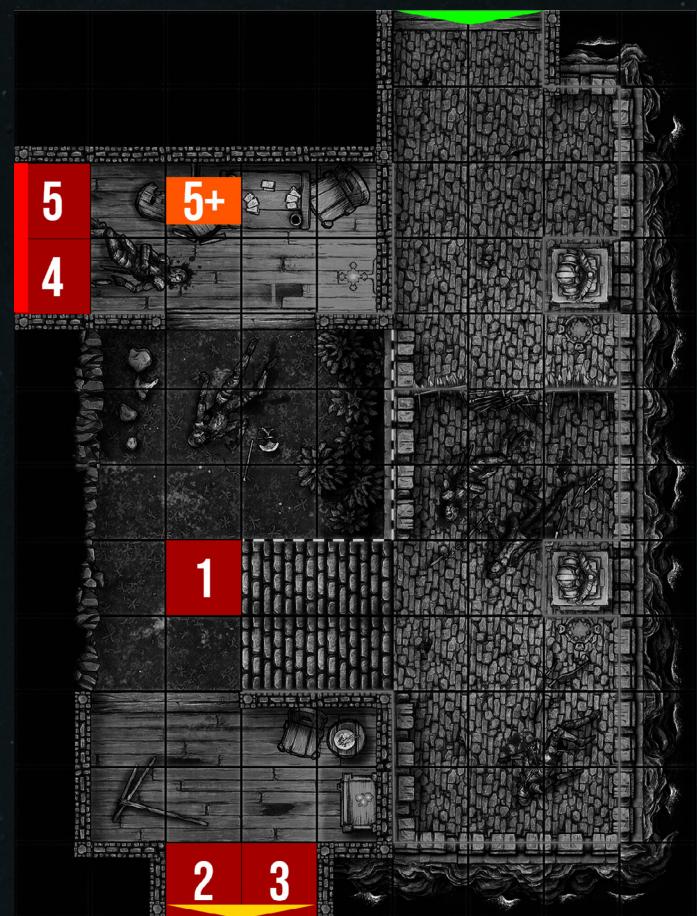


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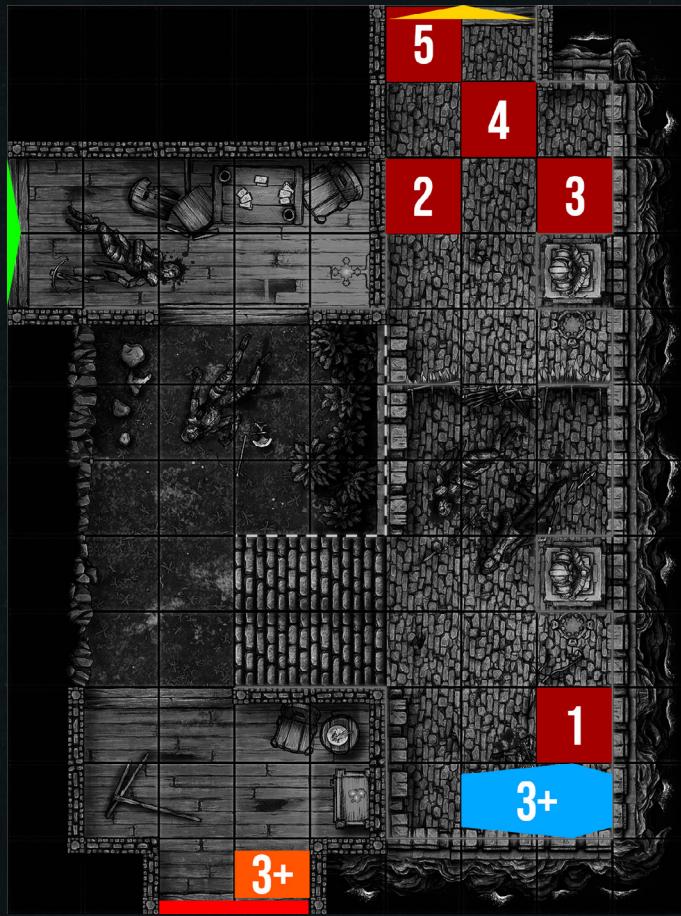
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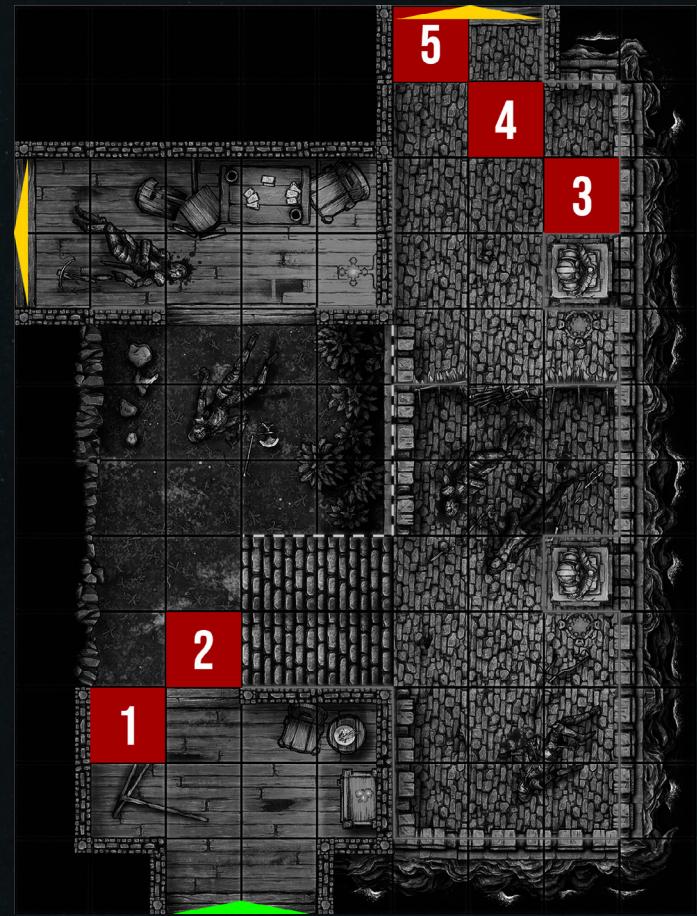
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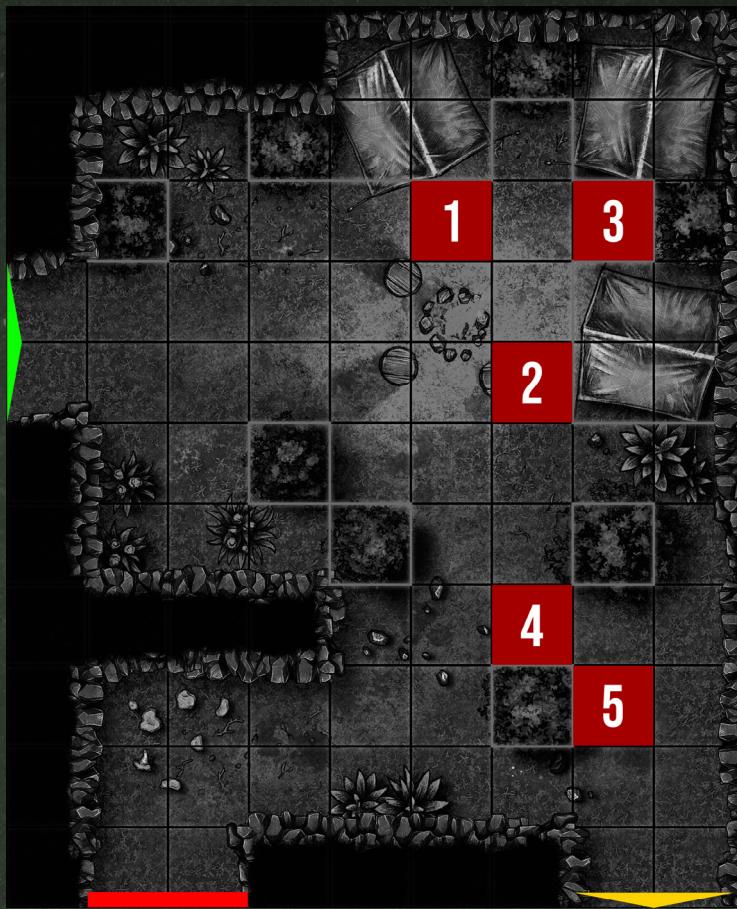




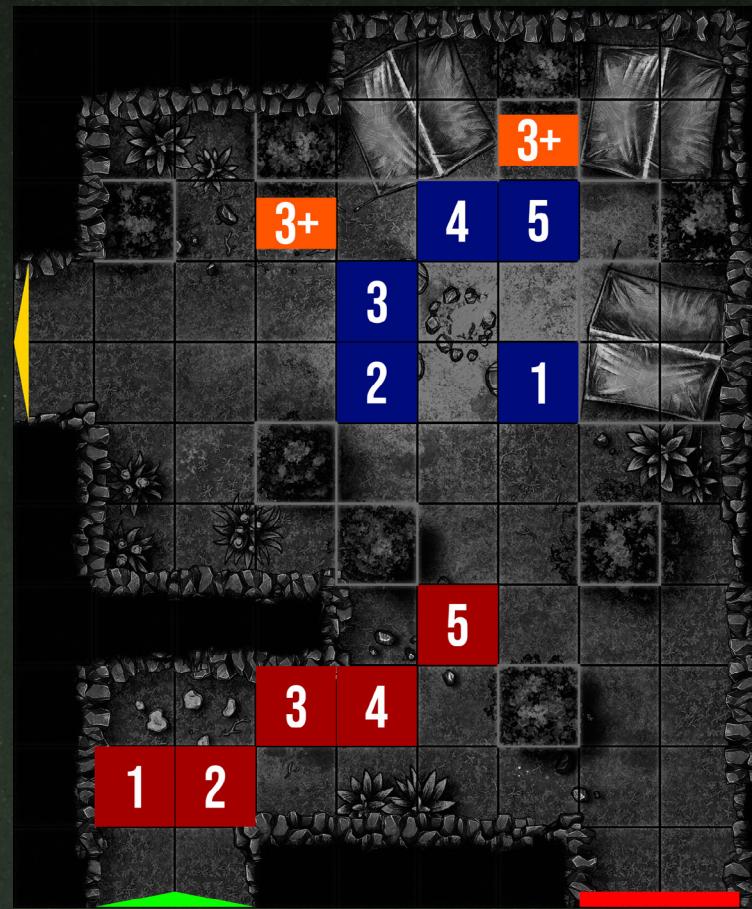
Credit: Stable Diffusion (AI)

LEYFOREST CAMP

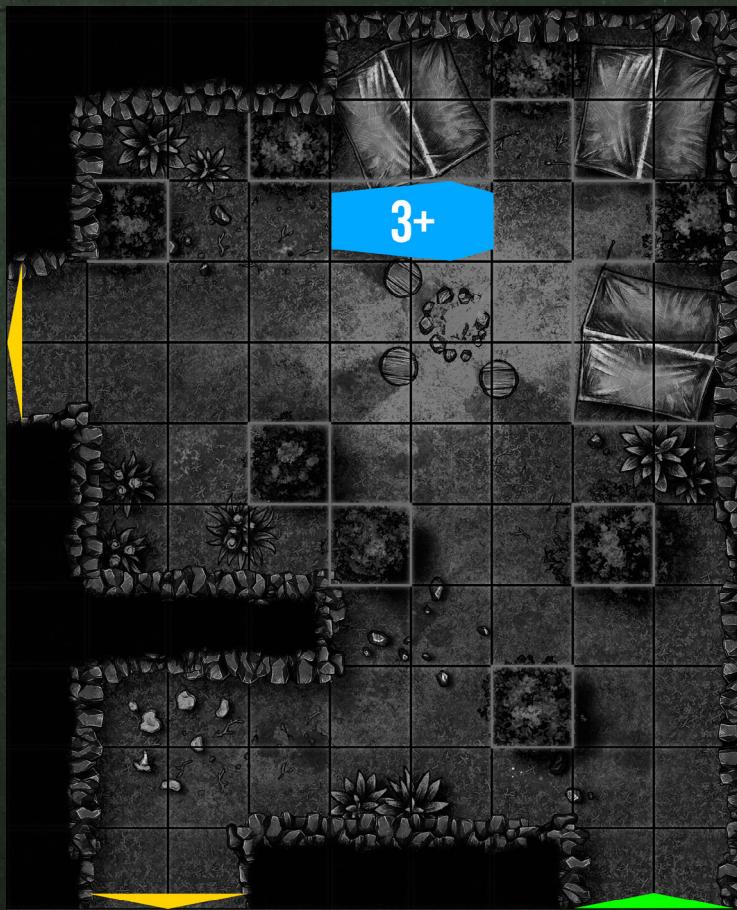
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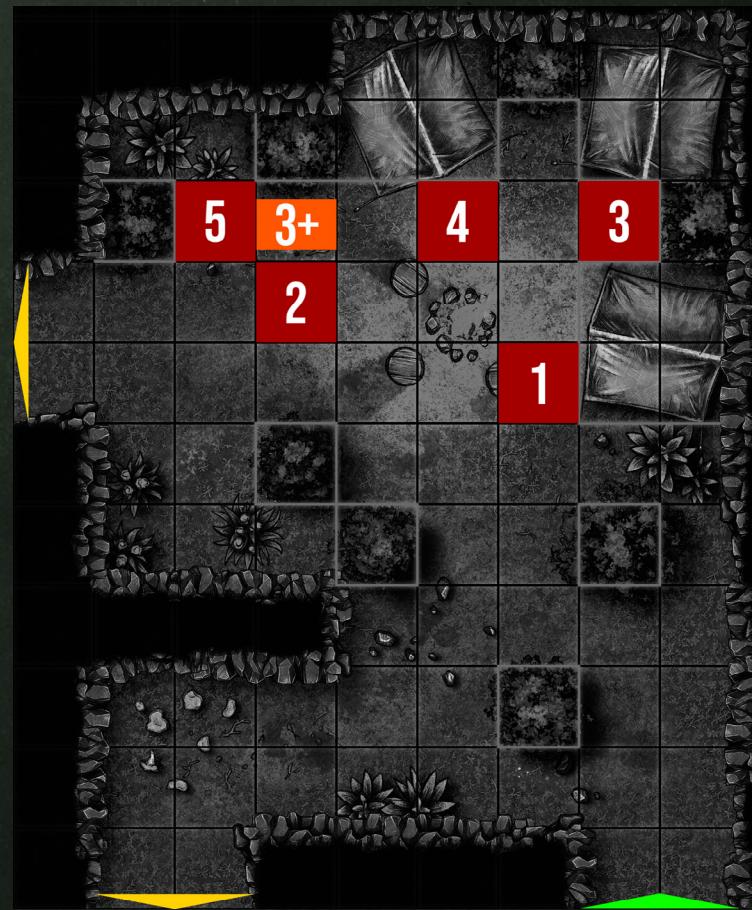
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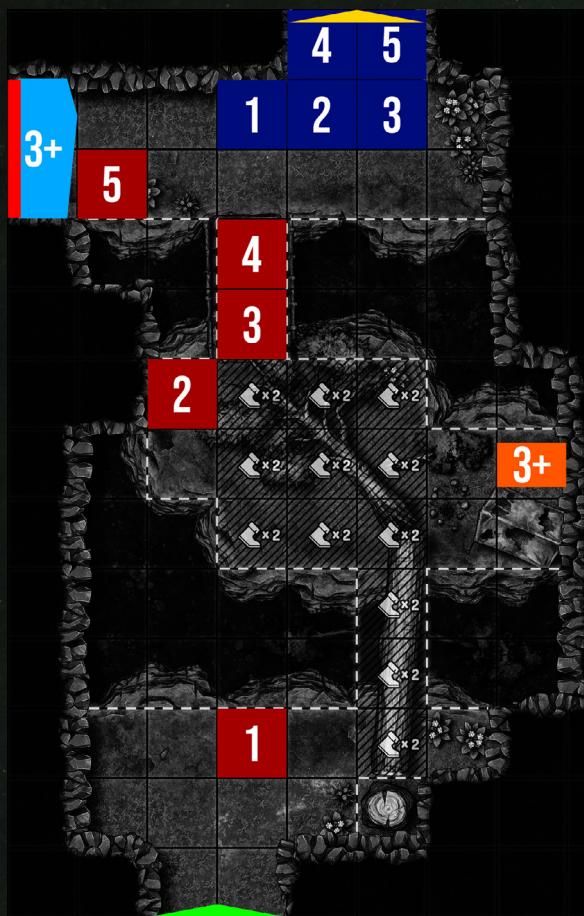


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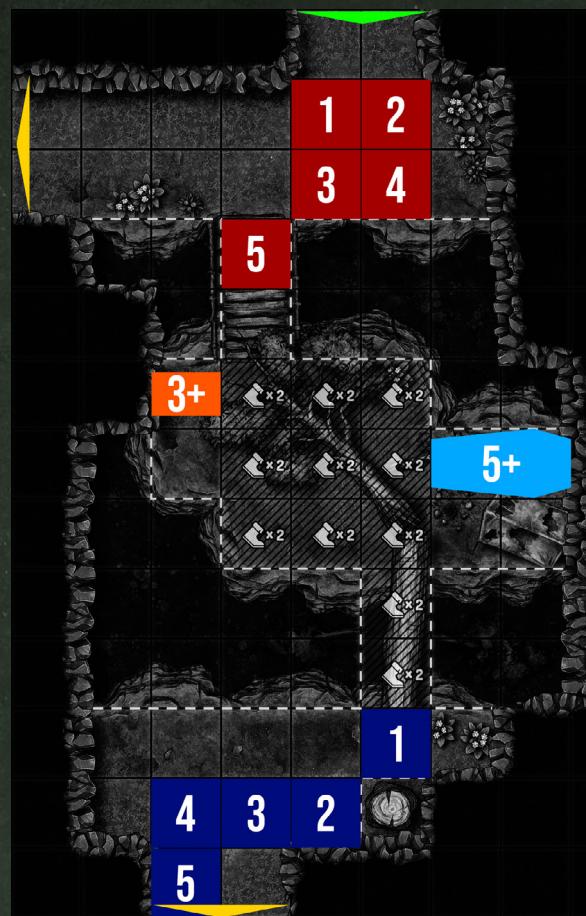


LEYFOREST CHASM

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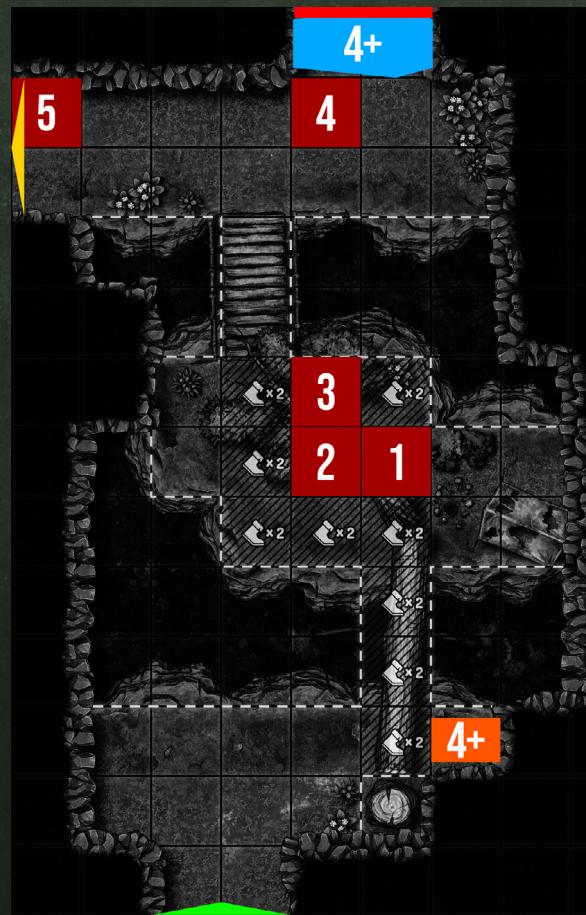
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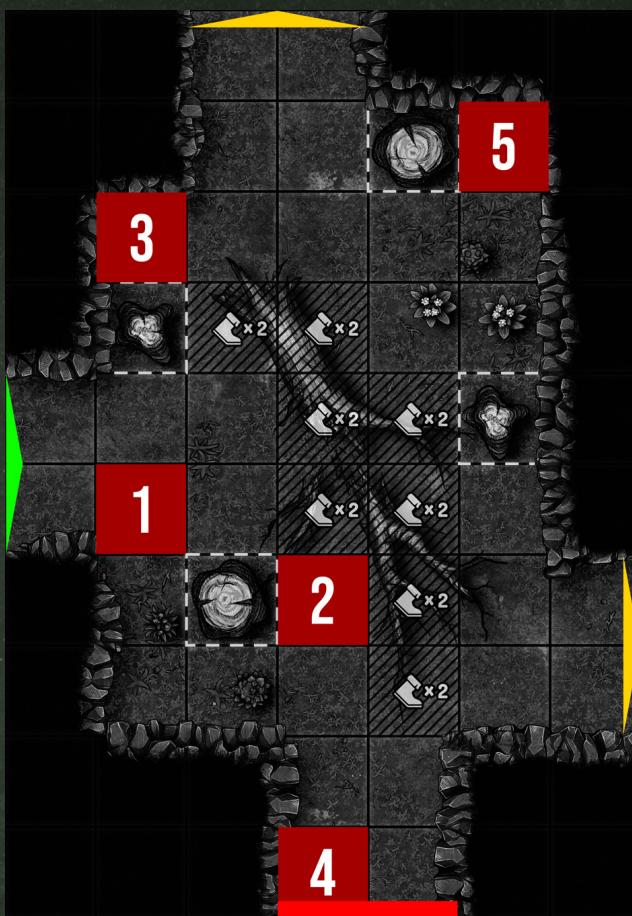


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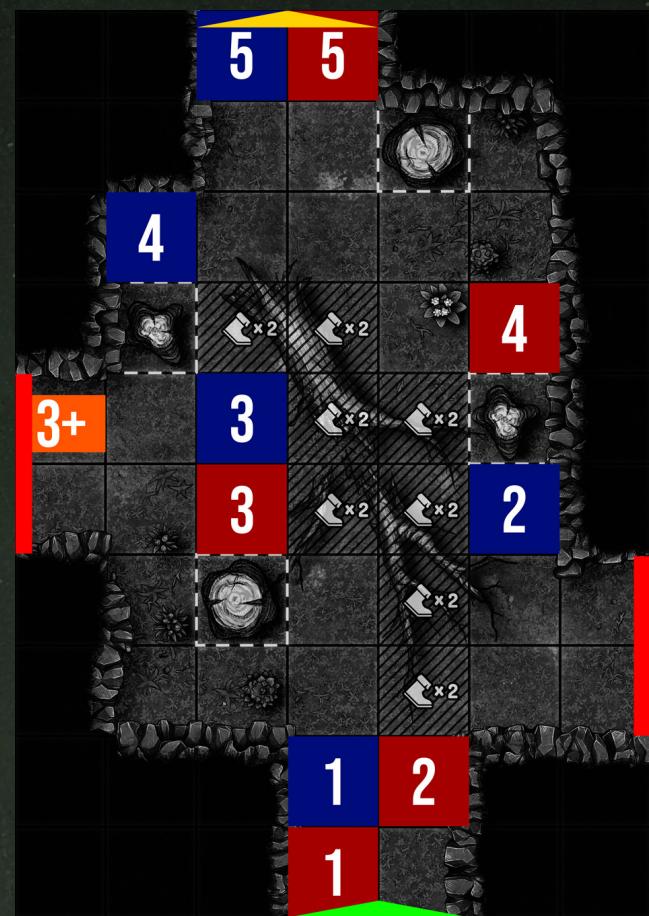


LEYFOREST GLADE

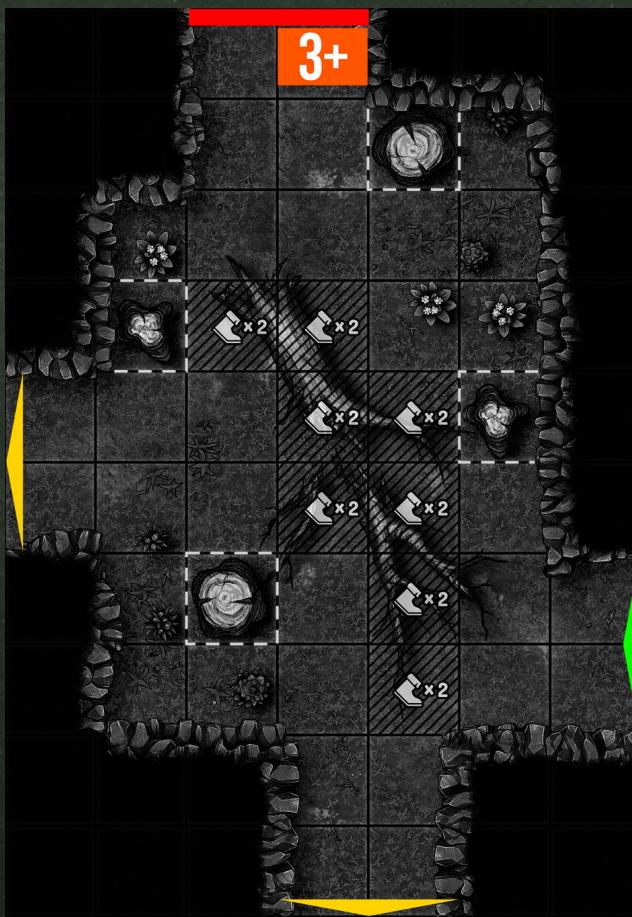
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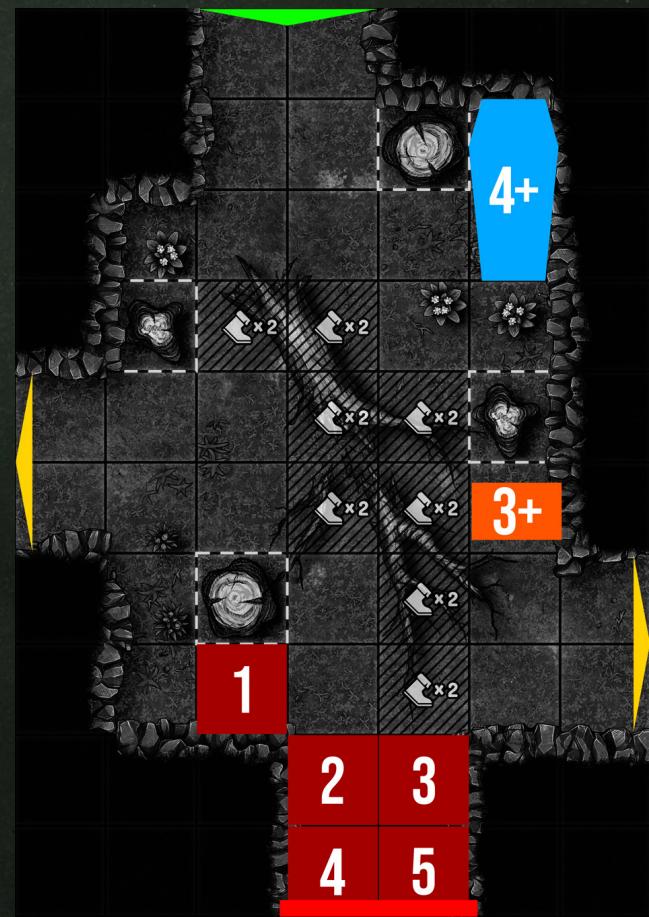
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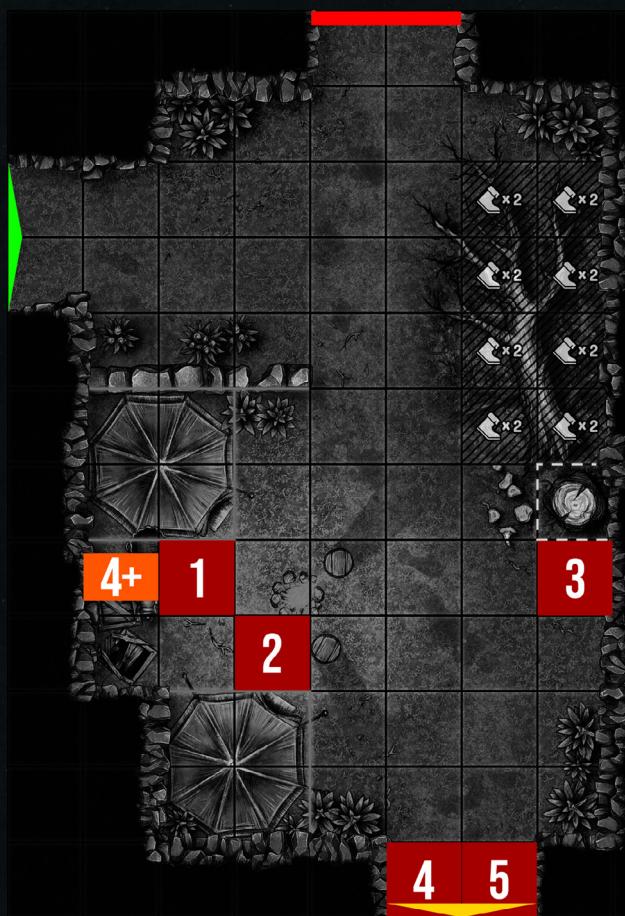


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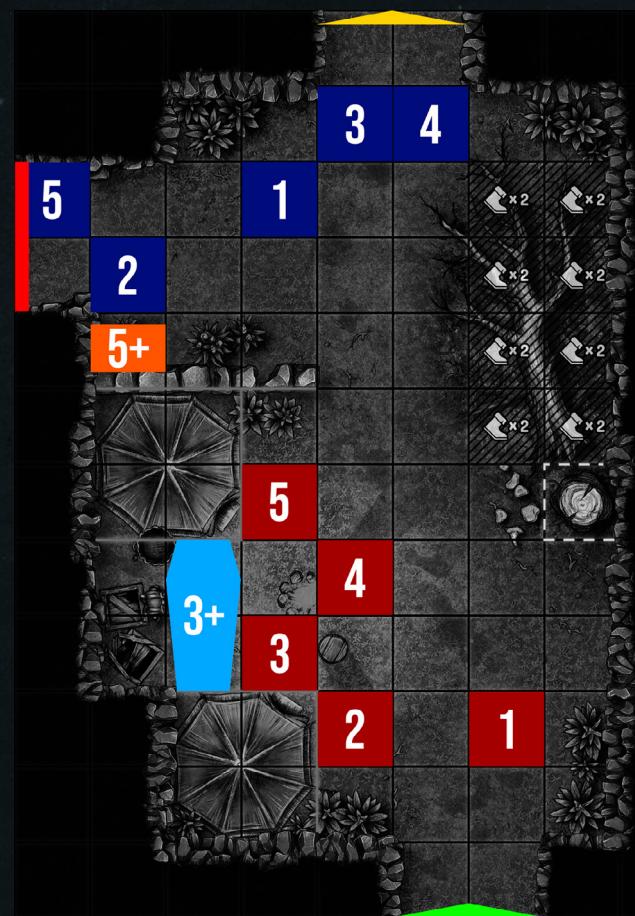


LEYFOREST ORC CAMP

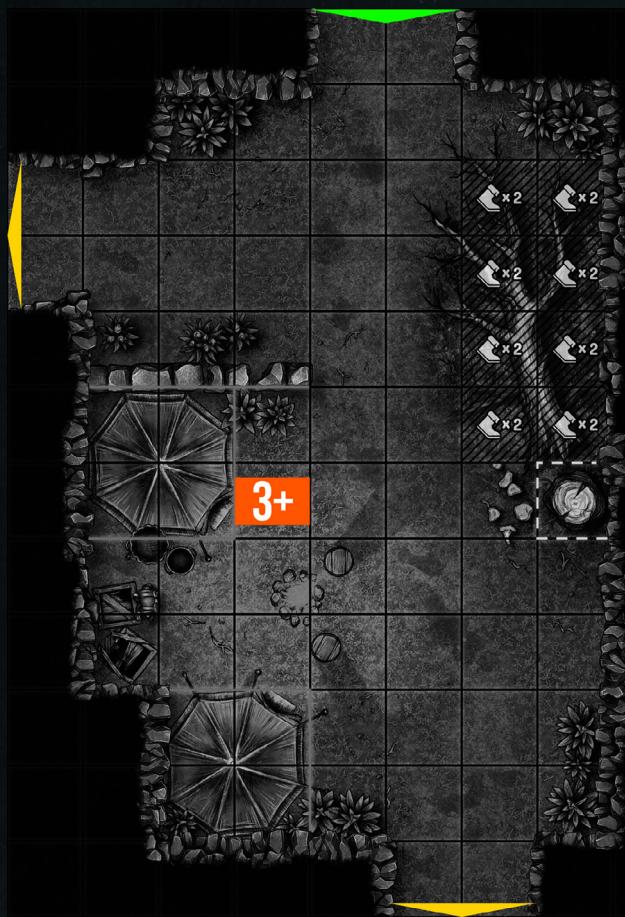
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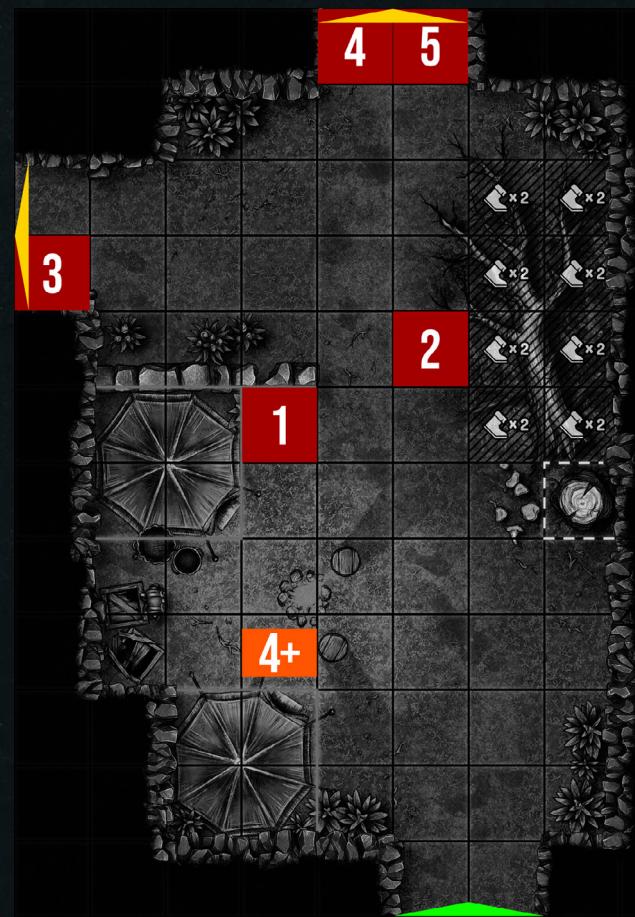
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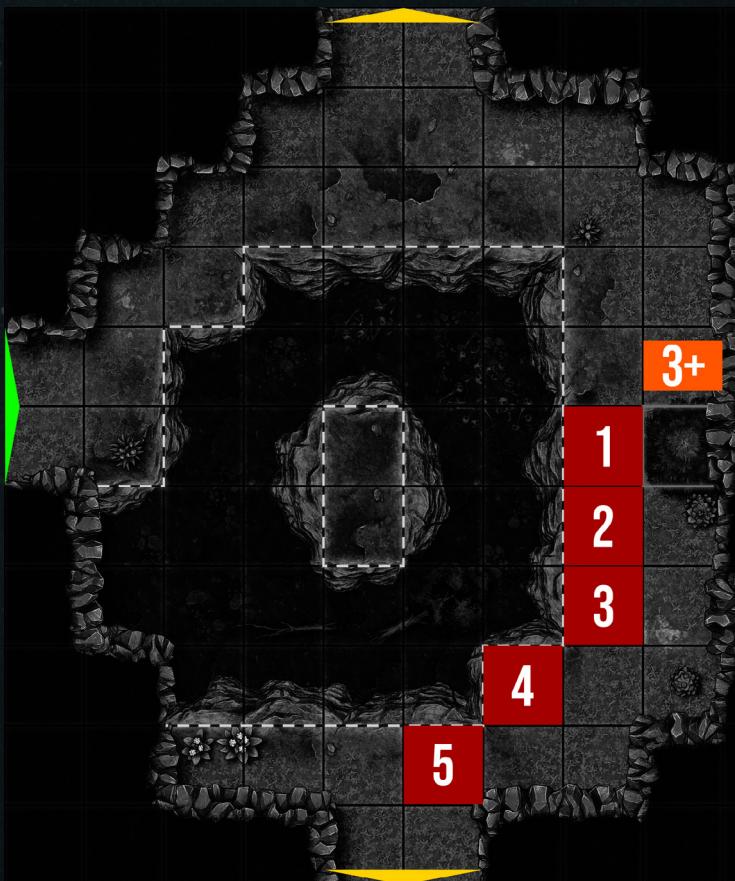


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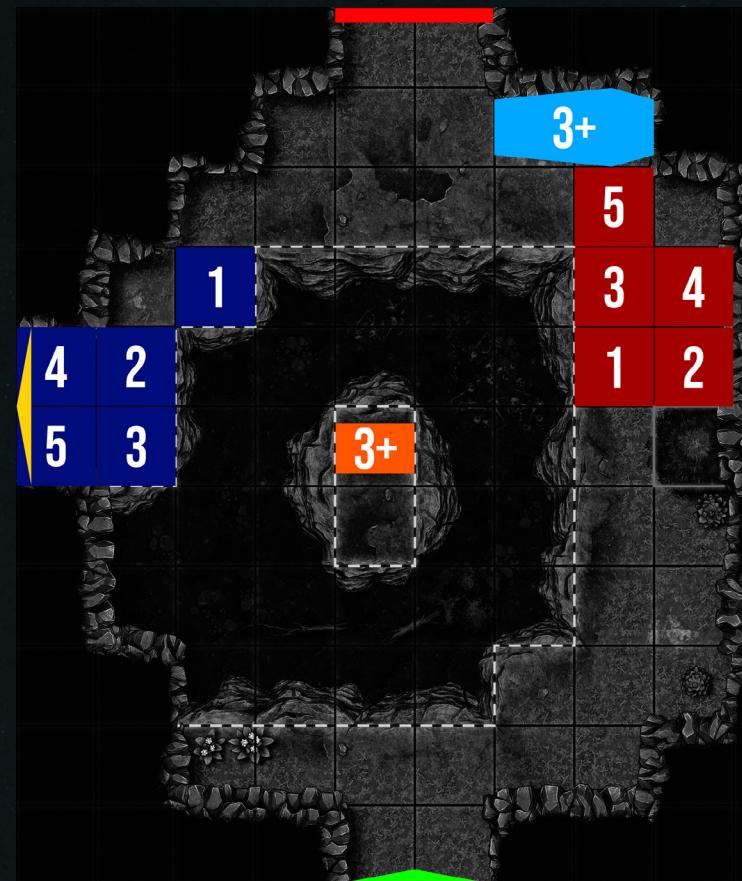


LEYFOREST RAVINE

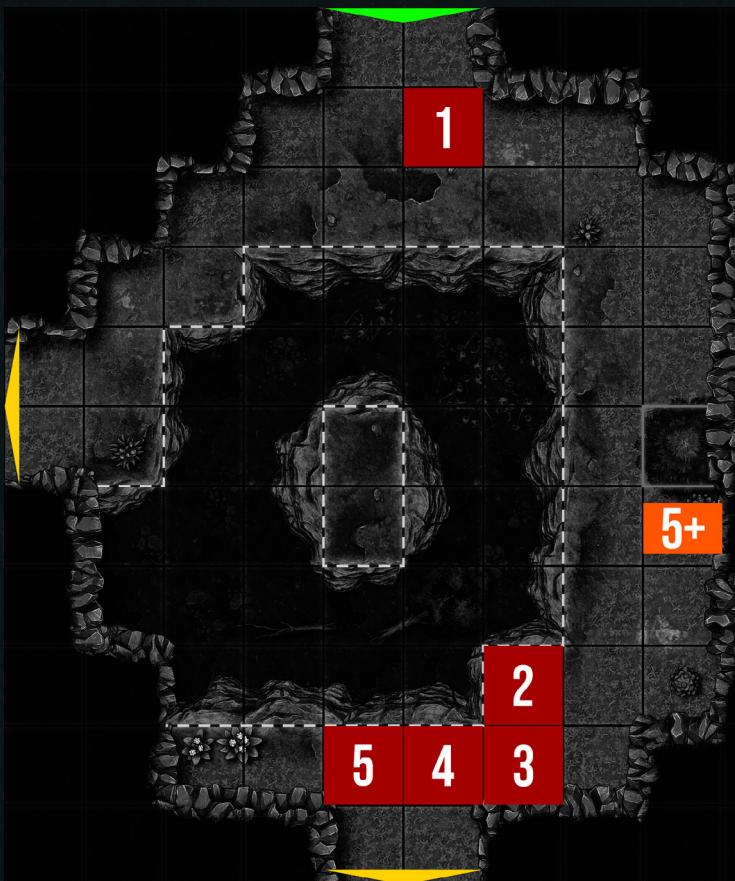
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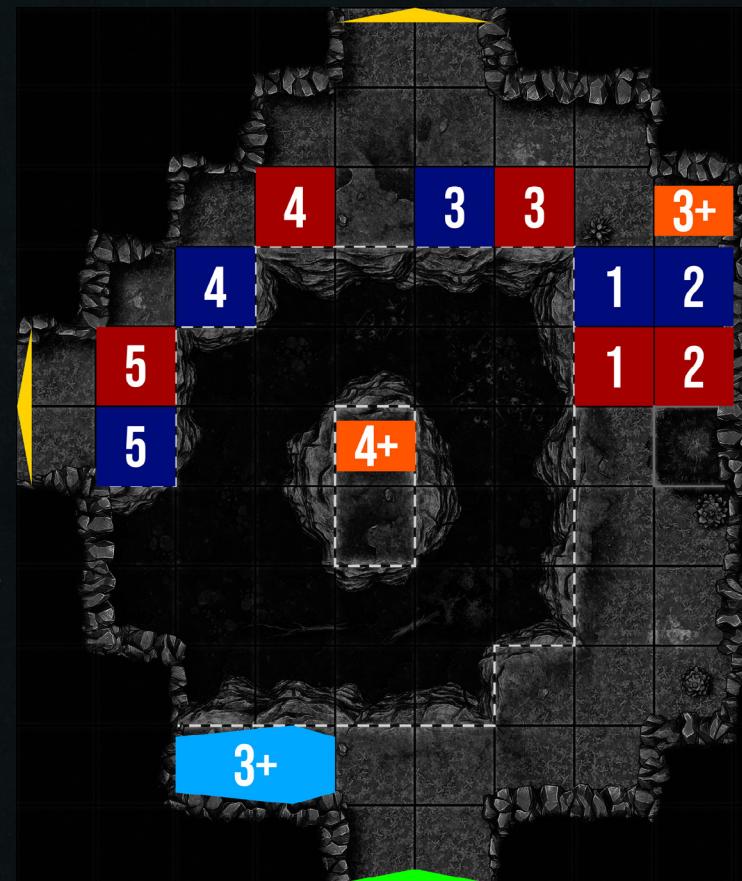
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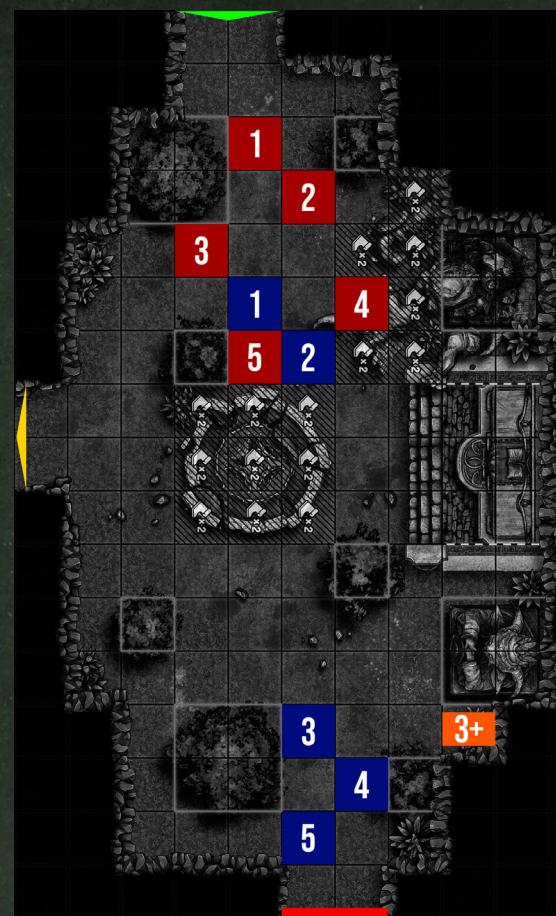
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LEYFOREST RELIC SITE

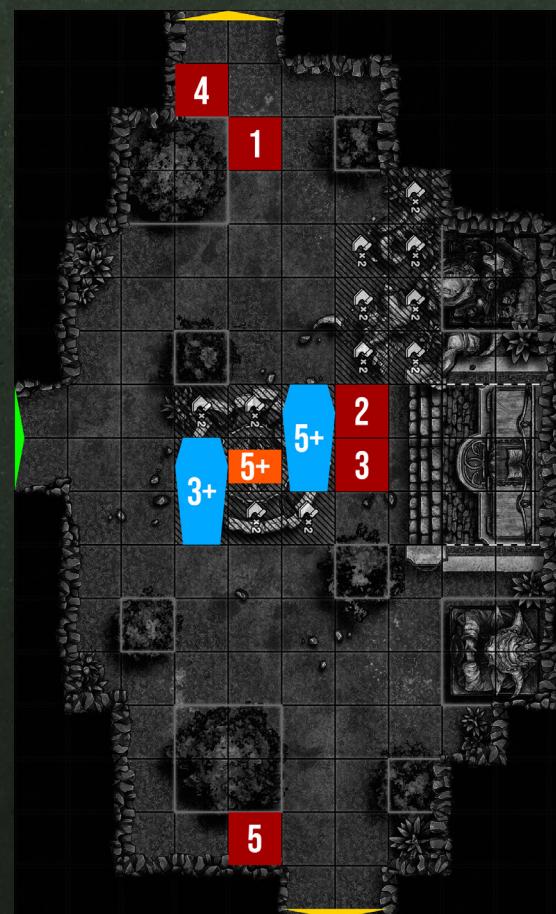
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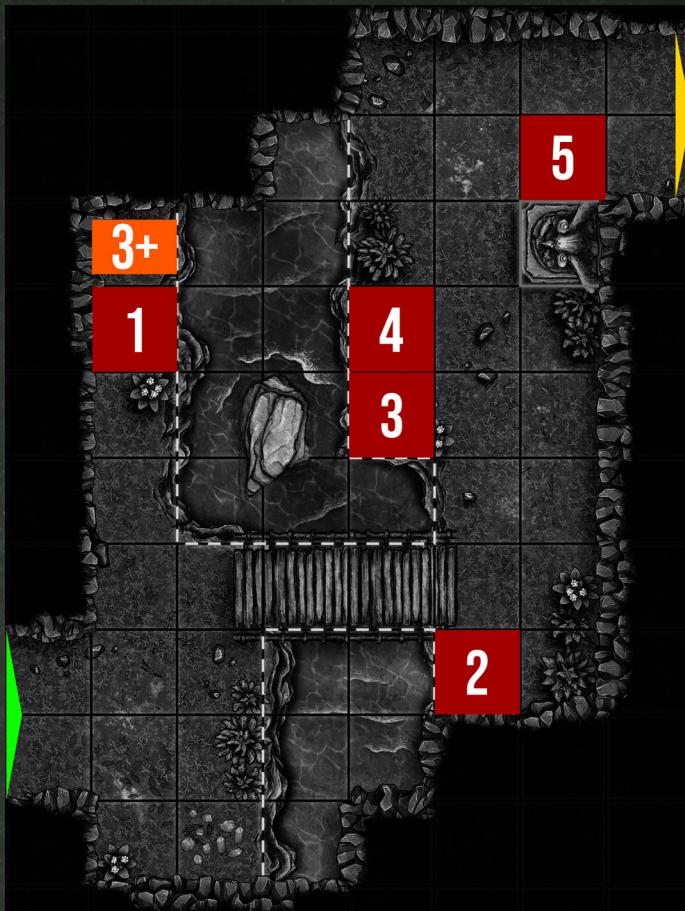
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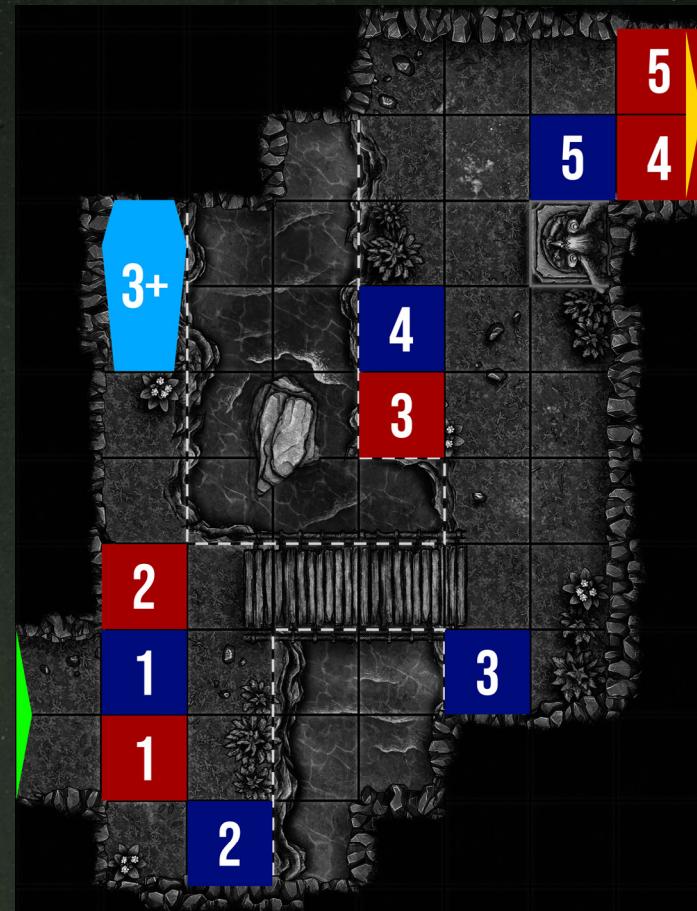


LEYFOREST RIVER BRIDGE

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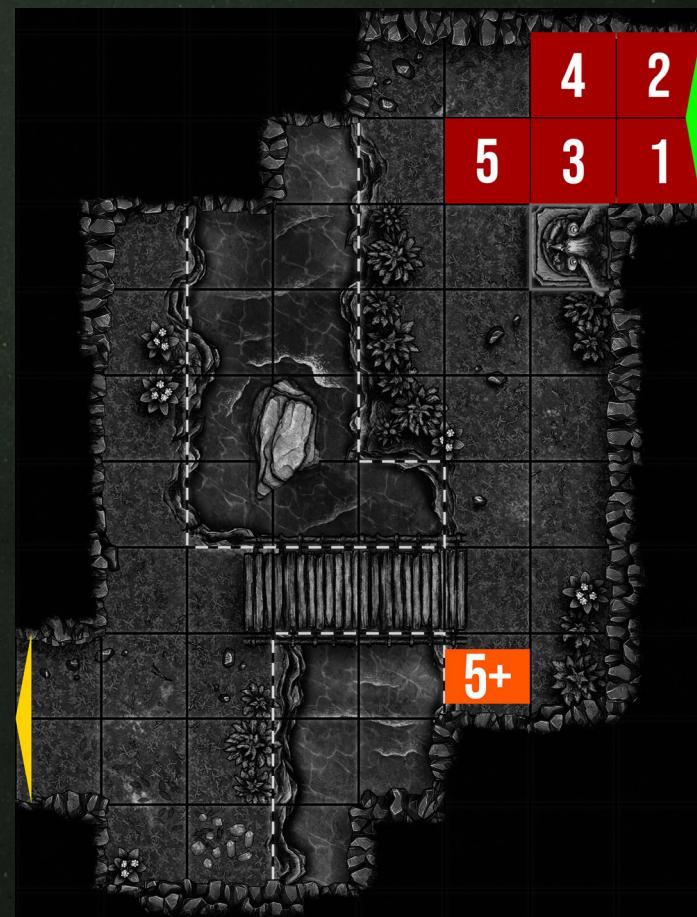
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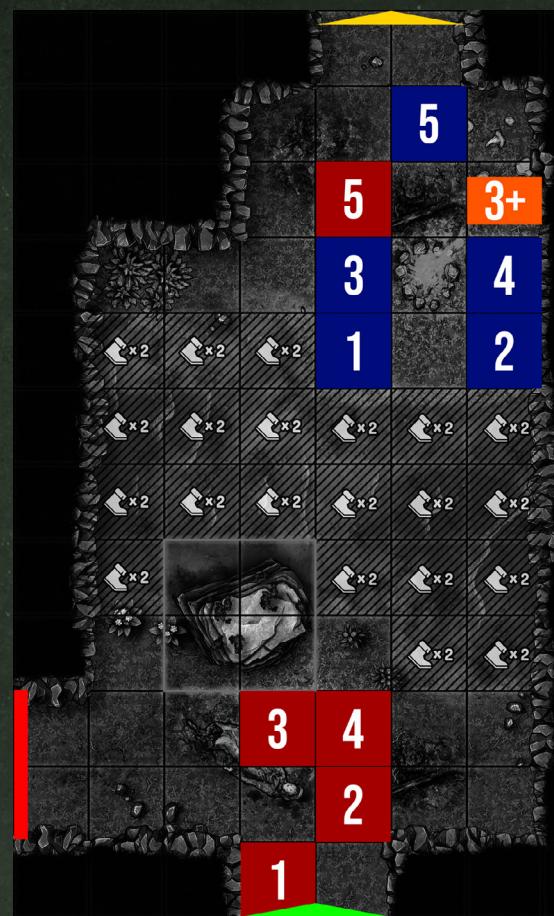
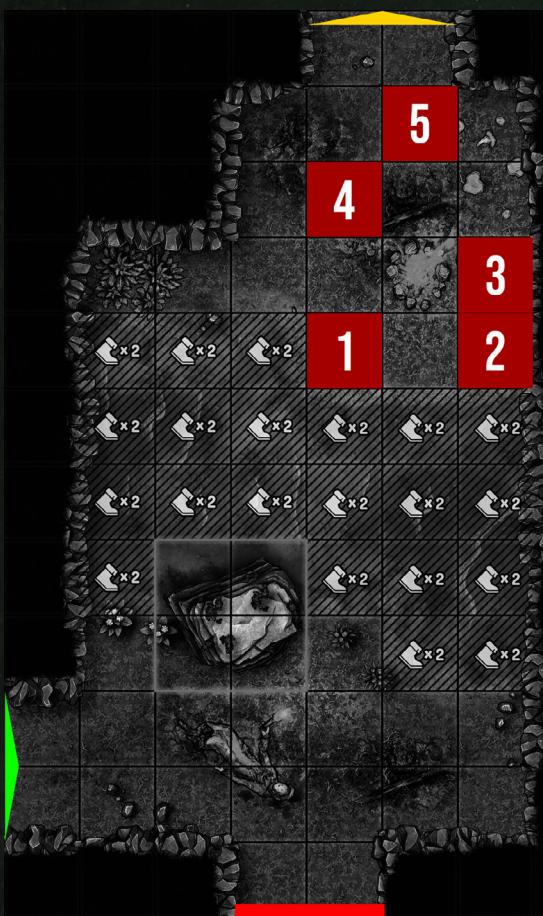
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LEYFOREST SHALLOW WATER

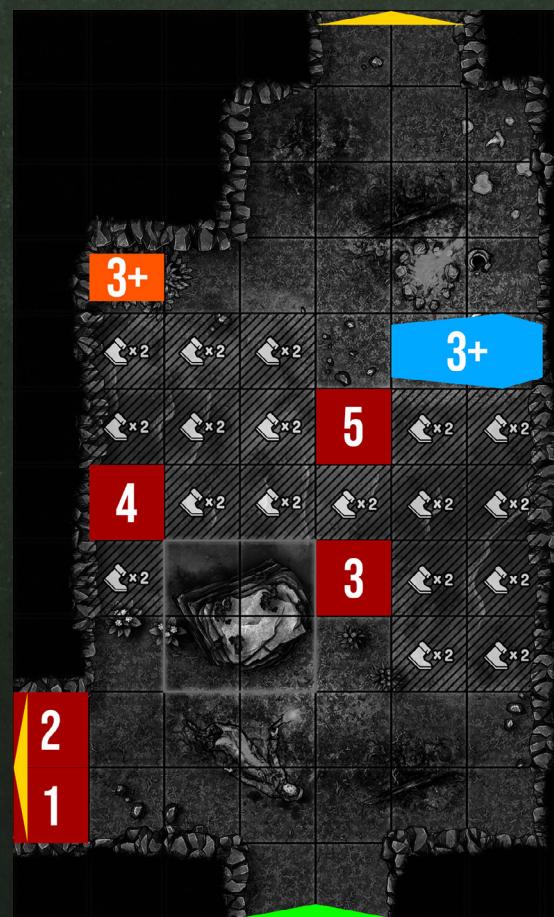
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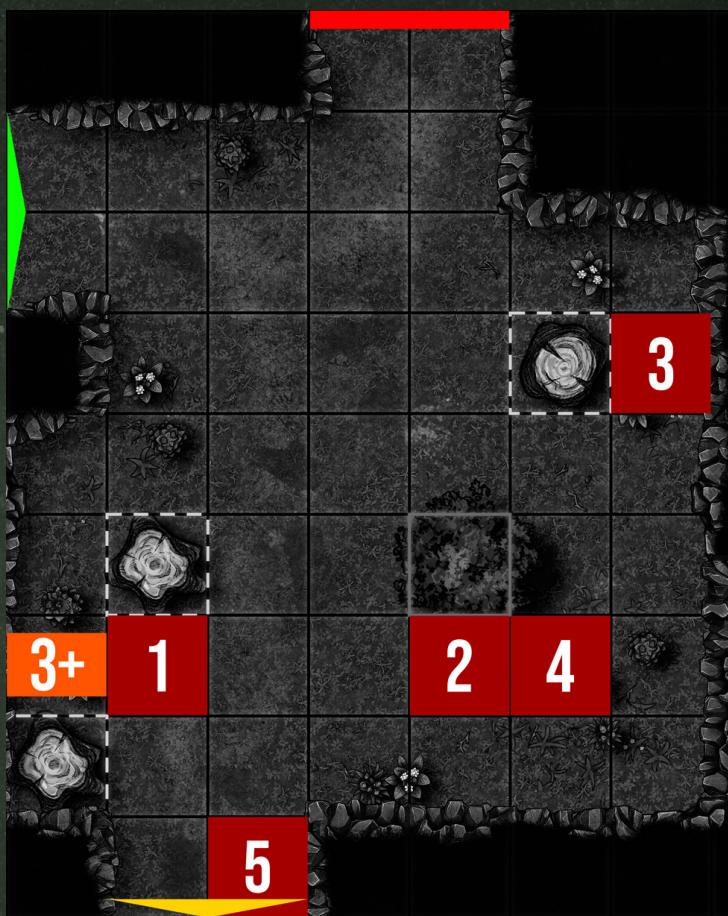
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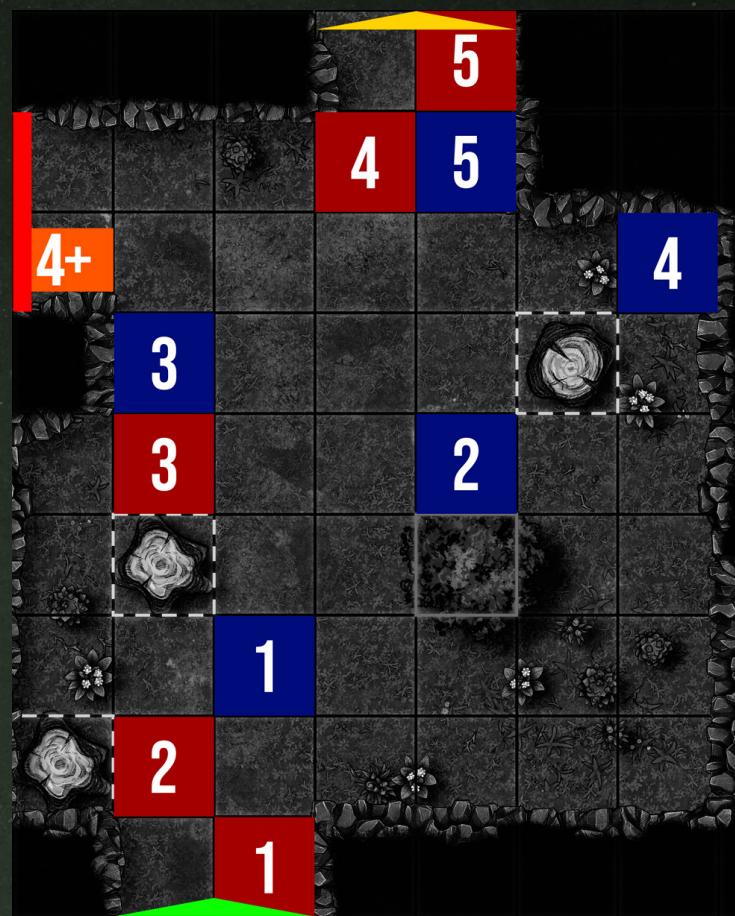


LEYFOREST VALLEY

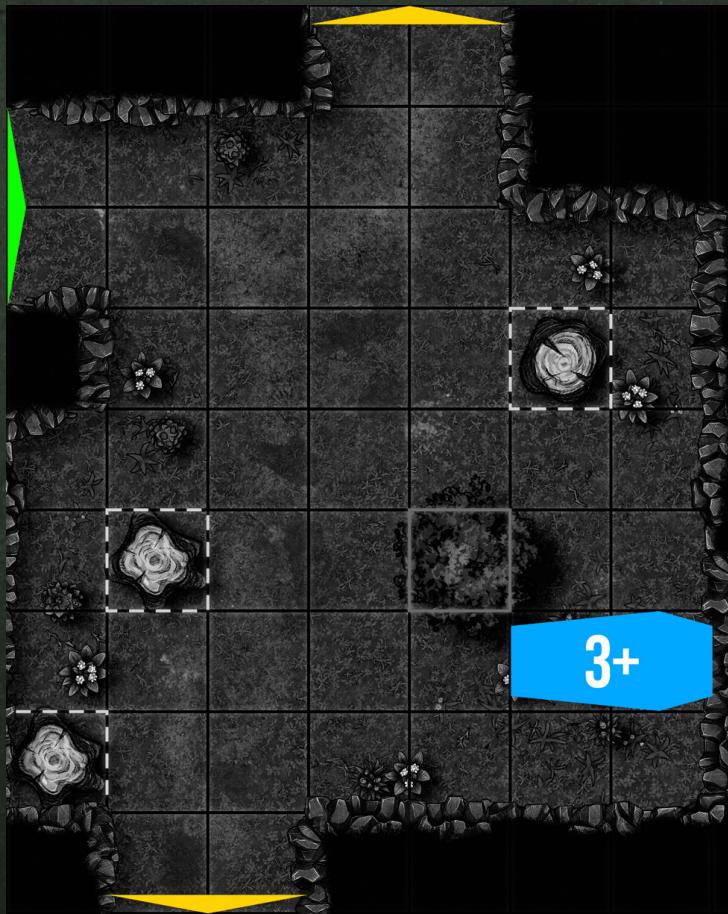
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