



### Toothless Grin Adventure



D6: 1-2; Exploring units gain one step, 3-4 No effect, 5-6; exploring units lose one step.

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### Ancient Colossus Adventure



If total strength of the exploring units  $\geq 6$ , choose one unit to gain two steps. If str  $< 6$  unit loses 2 steps.

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### Saber Toothed-Tiger Adventure



D6: 1-2; Exploring units gain one step, 3-4; No effect, 5-6; Exploring units lose one step.

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### Berserk Pygmies Adventure



If total strength of the exploring units  $\geq 3$ , choose an exploring unit to gain one step. If strength  $< 3$  chosen unit loses 1 step.

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### Quicksand Adventure



D6: 1-4; No effect, 5-6; Choose one exploring unit to lose one step.

*"Help! Heeelp! Mmph, mmmmmph!"*

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### Spirit of the Ancestors Adventure



D6: 1; Exploring units gain two steps, 2-3; No effect, 4-6; Choose one exploring unit. That unit is destroyed.

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### Blocked Entrance Adventure



D6: 1; Choose an exploring unit, that unit gains one step. 2-4; No effect, 5-6; Exploring units may not move next turn.

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### Piranhas Adventure



If total strength of the exploring units  $\geq 3$ , choose an exploring unit to gain one step. If strength  $< 3$  chosen unit loses 1 step.

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### Hidden Path Adventure



D6: 1-2; Exploring units gain +2 movement points next turn, 3-4; No effect, 5-6; Exploring units may not move next turn.

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