

PATH OF ARCHAEOLOGY

You're searching for the mythical city in the Highlands. Many claim to have found it only to never find it again.

While you are on this path, instead of your normal move, you may move to any other Place in this Region.

When you reach the Eyrie, if you win the fight against the Eagle King take the Lost City as your reward.

PATH OF FIRE

Flames lay waste to the beautiful lands in the Highlands. You can't just sit and watch these lands burn. You must act.

When you take this path, place a Firelands token on each Hills space in the Highlands. When you land on a space with a Fireland token roll 1 die to extinguish the fire. On a roll of 3-6 the fire is put out. Otherwise, it is not.

When you reach the Eyrie, if there are no Firelands tokens in the Highlands the Eagle King is thankful and he grants you the Amulet of Fire as your reward. Move to any space in the Outer or Middle Region.

PATH OF HERITAGE

Passed down from generation to generation, these Elfstones are imbued with a magical power that will guide you on your quest.

While on this path place the Elfstones on this card. At the start of your turn roll 1 die to activate the Elfstones. On 4-6 you count as having the Elfstones this turn. Otherwise, you cannot use the power of the stones.

When you reach the Eyrie, if you win the fight against the Eagle King take the Elfstones as your reward.

PATH OF RAGE

Do not go gentle into that good night, old age should burn and rave at close of day; rage, rage against the dying of the light.

While you are on this path, each turn if you did not draw an enemy draw 1 additional card.

When you reach the Eyrie, if you win the fight against the Eagle King take the Rage Talon as your reward.

PATH OF STEEL

A family heirloom once thought to hold the power to give you great strength. The sword is just that a sword.

When you take this path, take a sword from the Purchase deck. While on this path gain 1 Strength.

When you reach the Eyrie, if you win the flight against the Eagle King discard your sword and take the Black Blade as your reward.

PATH OF THE PREDATOR

Are you worthy of the Dreadwing's loyalty? You must best the Eagle King to gain dominance over the Dreadwing.

While you are on this path, instead of your normal move, you may move to any enemy in this Region.

When you reach the Eyrie, if you win the fight against the Eagle King take Dreadwing as your reward.

PATH OF WIND

Can you hear the wind? Are you brave enough to call the name of the wind?

When you take this path place a fate token on each Cliff space. When you land on a space with a fate token roll 1 die to call the name of the wind. On a die roll of 4-6 you are successful, place the token on your card.

When you reach the Eyrie, if you have at least 4 tokens on your card the Eagle King is impressed, discard the tokens and take the Windlord Amulet as your reward. Move to any space in the Outer or Middle Region.

THE KING'S PATH

There can only be one true ruler over the Highlands, and that will be you. You are here to take down the Eagle King.

While on this path, you can call for the aid of your followers during battle. Each follower adds 1 to your Strength during battle.

When you reach the Eyrie, if you win the flight against the Eagle King take Arnkell as your reward.

THE MINER'S PATH

Jewels, shards and stones are all worth a good amount of gold. You'd better keep your eyes peeled for their like.

You may encounter Crystal Shards, Diamonds, Emeralds, Opals, Rubys, or any objects with 'stone' in its name as if they had any encounter number. You are unaffected by the Loadstone.

When you reach the Eyrie, if you win the fight against the Eagle King take the Golden Egg as your reward.

THE PATH OF FRIENDSHIP

You are searching for the right familiar. Every true friendship has a journey. Your journey starts here.

While on this path, each turn if you did not draw a follower draw one extra card.

When you reach the Eyrie, if you win the flight against the Eagle King take the Eagle Familiar as your reward.

AMULET OF FIRE



Magic Object

Trinket

Once per turn you may roll 1 die to use the amulet:

- 1) Lose 1 Strength.
- 2-5) Gain 1 Strength until the end of turn.
- 6) Gain 1 Strength.

If you visit the Alchemist in the City, you may discard the amulet to gain 3 gold.

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BLACK BLADE



Magic Object

Weapon

Add 2 to your Strength during battle.

If you defeat an enemy in battle while using the blade, you discard the trophy to gain 1 Strength.

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EAGLE FAMILIAR



Follower

Add 1 to your Strength during battle.

Before you draw one or more cards from the Adventure deck, look at the top card either leave it or place it on the bottom of the deck.

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ELFSTONES



Magic Object

Trinket

Add 2 to your Craft.

Once per turn you may draw a spell then discard down to your spell limit.

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THE GOLDEN EGG



Magic Object

Discard when you are about to engage an enemy dragon in battle. You take the dragon as a follower instead of attacking it. The Dragon adds its Strength to yours in a battle, after which it flies away to the discard pile.

If you visit the Alchemist in the City, you may discard the egg to gain 5 gold.

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THE LOST CITY



Event

You've found the Lost City. Place The Lost City terrain card on any space in the Outer Region. Move to that space.

Roll 1 die:

- 1) Lost. Miss your next turn.
- 2-3) Move the Lost City to any other space in the Highlands except for the Eyrie.
- 4-5) Gain 4 gold
- 6) Gain a Talisman.

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