

<p>FLUFFTAIL SHORES DRAW 1 CARD</p> <p>Do not draw a card if there is already one in this space.</p>	<p>GENTLE STREAMS DRAW 1 CARD</p> <p>Do not draw a card if there is already one in this space.</p>	<p>If there are already cards here, roll and draw enough to meet the indicated total.</p>
		<p>LAKE OF LEGEND Roll 1D6 1-2 : Draw one card 3-4: Draw two cards 5-6: Draw three cards</p>
		<p>PRINCESS POOL DRAW 2 CARD</p> <p>If there are any cards in this space, draw only enough to bring the total to two cards.</p>
<p>GRINDTOOTH FALLS Roll 1D 1:Cave Entrance, 2:Underground River, 3:Escape Routes, 4:The Tavern, 5:The Crag, 6:Hidden Valley</p>	<p>PIRANHA CURRENTS DRAW 1 CARD</p> <p>Do not draw a card if there is already one in this space. Any living creature left here is discarded.</p>	<p>ROARING RAPIDS Roll 1D and see what happens. You may add 1 for every Follower, except Animals and Spirits.</p> <p>1:Crash, lose 1 life, follower or Animal, and lose all gold and Troll Treasures. 2:Go back to Princess Pool (next turn). 3:Stranded, miss next turn. 4-5:Safe. 6:Go to Piranha Currents (next turn). 7+:Go to Grindtooth Falls (next turn).</p>