



THE  
Adventure  
Atlas

How to succeed as an adventurer  
against all odds (and evens).



# Welcome!

This is the Official Adventure Atlas.\*  
If you're reading this, then you're well on your way to improving your adventury self.

Ha! Not really. You've barely read a paragraph at this point. Let's not get ahead of ourselves. Anyway, this Atlas is divided into two sections:

## 1. Key Adventures (page 4–11)

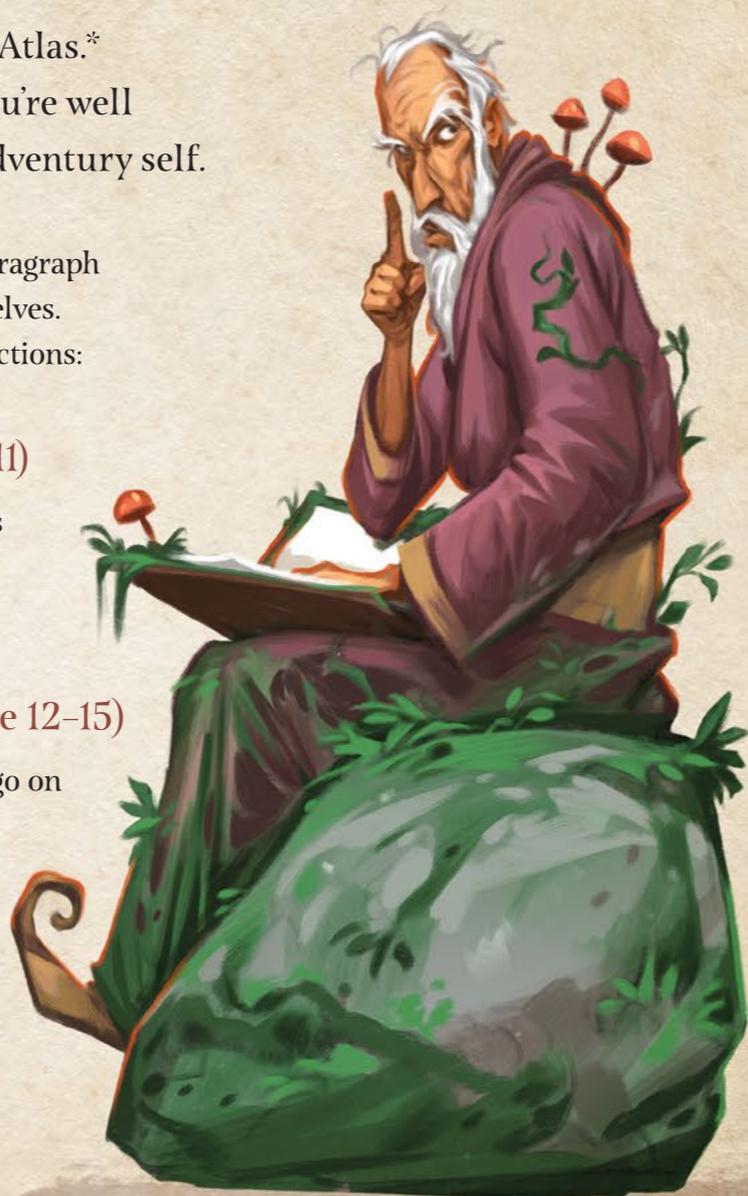
These are where you earn the key pieces necessary to defeat the Demon King. More on that on the next page.

## 2. Minor Adventures (page 12–15)

These are smaller adventures you can go on if you want to “risk it for the biscuit.”\*\*  
In other words, there's some risk for a reward for each of these adventures. You don't need them to save the kingdom, but they certainly could help.

\*100% Antiquarian Grade-A Certified

\*\*Popular saying that was coined by the third Duke of Gnomes back in 1989. You don't actually get a biscuit for completing them. I mean, you're welcome to go get a biscuit after you complete an adventure. We're not gonna stop you.



ALL KEY ADVENTURES have a few rules in common.  
Pay close attention, because I've got a hot yoga class to get to.

## Signposts Are Clearly Marked

Each key adventure consists of several spaces and matches one of three colors: **BLUE**, **GREEN**, or **RED**. Each start space is labeled with the adventure's name and a book icon.

## Limit One per Adventurer

You can only attempt a key adventure if you DO NOT have a key piece of that color.

## Keep to the Path

Each key adventure has several spaces connected by paths. Always move along paths one space at a time—no skipping ahead! The adventure will tell you what you need to do to move to the next space.

## It Pays to Be Prepared

 Some of the spaces have a companion or item on them. If you have the companion or item (it must be available) that is shown on the next space, you can move to that space without needing to roll. Tidy!

## No Stopping Allowed

You must make it all the way to the end space (marked with a key piece) in a single turn. If at any point you cannot make it to the next space, you fail the adventure. The adventure will tell you what happens next.

## Please Exit in an Orderly Fashion

Whenever you reach the end space, take the appropriate key piece, then exit the adventure to the first open space after the arrows. If someone's figure is in the first space, move to one next to that, and so on. If you end up in a space with a symbol on it, resolve the symbol as usual.



# BROKEN BRIDGE

Careful with the odd planks. They're a bit...uneven!

To move to the next space:

 Roll your die. You may modify your roll.

If your result matches the next space (either odd or even), move to that space.

Keep going until you can't make it to the next space or you reach the end space.



## ITEMS AND COMPANIONS

 The **ROPE**, **ANCIENT ANTIQUARIAN**, and **SANCTIMONIOUS SELKIE** will help here!

You can move to the next space without rolling if that space shows an item or companion that you have! (The item must be available.)

## FAILING AND SUCCEEDING

 **IF YOU CAN'T MAKE IT TO THE NEXT SPACE**, you fall through the planks into the waters below and fail the adventure. Place your figure on any refresh or boring space in this land.

 **IF YOU REACH THE END SPACE**, take a **BLUE KEY** piece and move to the first open space past the end space.



# CYCLOPS

The Cyclops loves the number one, because it matches his eye. I bet you can guess his favorite letter.

To move to the next space:

 Roll your die. You may modify your roll.

If your result is a 1, move to the next space.

Keep going until you can't make it to the next space or you reach the end space.



## ITEMS AND COMPANIONS

 The **SPITTING SPRITE**, **SPRY SPIDER**, and **SHIELD** will help here!

You can move to the next space without rolling if that space shows an item or companion that you have! (The item must be available.)

## FAILING AND SUCCEEDING

 **IF YOU CAN'T MAKE IT TO THE NEXT SPACE**, the Cyclops kicks you into the ocean, and you fail the adventure. Place your figure on any refresh or boring space in this land.

 **IF YOU REACH THE END SPACE**, take a **BLUE KEY** piece and move to the first open space past the end space.

# ECHO CANYON

Dennis used to live here but he moved to Tulsa. You can hear echoes of him complaining about adventurers stomping around his home.

To move to the next space:

Roll your die.  
You may modify your roll.

If your result matches the number on a space connected to your current space, you can move to that space.

Keep going until you can't make it to the next space or you reach the end space.



## ITEMS AND COMPANIONS

The **NET**, **SLURRING SEER**, and **SPECTRAL SPIRIT** will help here!

You can move to the next space without rolling if that space shows an item or companion that you have! (The item must be available.)

## FAILING AND SUCCEEDING

**X** IF YOU CAN'T MAKE IT TO THE NEXT SPACE, you get lost in the canyons and fail the adventure. Place your figure on any refresh or boring space in this land.

**GREEN KEY** IF YOU REACH THE END SPACE, take a **GREEN KEY** piece and move to the first open space past the end space.

# EVIL TOWER

It used to be 13 stories tall. They had to take a bit off the top due to new regulations, but it's still pretty evil.

To move to the next space:

Roll your die.  
You may modify your roll.

If your result is equal to or higher than the number on the next space, move to that space.

Keep going until you can't make it to the next space or you reach the end space.



## ITEMS AND COMPANIONS

The **HIGH-STRUNG HELLHOUND**, **SCATTERBRAINED SKELETON**, and **SWORD** will help here!

You can move to the next space without rolling if that space shows an item or companion that you have! (The item must be available.)

## FAILING AND SUCCEEDING

**X** IF YOU CAN'T MAKE IT TO THE NEXT SPACE, you are overrun by goblins, tumble off the tower, and fail the adventure. Place your figure on any refresh or boring space in this land.

**RED KEY** IF YOU REACH THE END SPACE, take a **RED KEY** piece and move to the first open space past the end space.

# ICE CAVES

Used to be filled with mint chip ice cream until the Great Melting of '14.

To move to the next space:

 Roll your die.  
You may modify your roll.

If your result is higher than your previous result,\* move to the next space. You can roll any number on your first roll.

Keep going until you can't make it to the next space or you reach the end space.



## ITEMS AND COMPANIONS

 The **DEMONIC DWARF**, **COAL CAT**, and **FIRE** will help here!

You can move to the next space without rolling if that space shows an item or companion that you have! (The item must be available.)

\*Always compare your result to your previous result. If, for example, you roll a 5 and modify it to a 2, your next result needs to beat a 2, not a 5.

## FAILING AND SUCCEEDING

 **IF YOU CAN'T MAKE IT TO THE NEXT SPACE**, you slide down an ice flume out of the mountain and fail the adventure. Place your figure on any refresh or boring space in this land.

 **IF YOU REACH THE END SPACE**, take a **GREEN KEY** piece and move to the first open space past the end space.

# LIVING FOREST

Yes, all forests are living, so maybe "moving forest" would be better.  
But we didn't name it, so "living forest" it is.

To move to the next space:

 Call out a number and roll your die.  
You may modify your roll.

If your result is the number you called out, move to the next space. You can't choose the same number twice in a row.

Keep going until you can't make it to the next space or you reach the end space.



## ITEMS AND COMPANIONS

 The **AXE**, **WANDERING WOODCUTTER**, and **HONEST HERBALIST** will help here!

You can move to the next space without rolling if that space shows an item or companion that you have! (The item must be available.)

## FAILING AND SUCCEEDING

 **IF YOU CAN'T MAKE IT TO THE NEXT SPACE**, you become lost amongst the trees and fail the adventure. Or is it among? I can never remember. Place your figure on any refresh or boring space in this land.

 **IF YOU REACH THE END SPACE**, take a **GREEN KEY** piece and move to the first open space past the end space.

# SLEEPING GIANT

Ever wonder how tides happen? A giant snoring in the ocean is your answer. Or maybe it's the moon.

To move to the next space:

Roll your die.  
You may modify your roll.

If your result is 2  
or less, move to  
the next space.

Keep going until you can't  
make it to the next space  
or you reach the end space.

## ITEMS AND COMPANIONS

The **FOOD**, **GINORMOUS GIANT**,  
and **YAWNING YAK** will help here!

You can move to the next space  
without rolling if that space shows  
an item or companion that you have!  
(The item must be available.)

## FAILING AND SUCCEEDING

**X** IF YOU CAN'T MAKE IT TO THE NEXT SPACE,  
the giant wakes up and flicks you away, and  
you fail the adventure. Place your hero on any  
refresh or boring space in this land.



IF YOU REACH THE END SPACE, take a **BLUE KEY**  
piece and move to the first open space past the  
end space.



# SPIDER WEB

The spider has written something in its web. Looks like "DO...ENTER."  
Hard to make out that middle word. I'm sure it's fine.

To move to the next space:

Roll your die. You may modify  
your roll. Add your result  
to all your previous results  
to get a running total.

If your running total  
is 8 or less, move to  
the next space.

On your first roll, your running total  
is just your result.

Keep going until you can't make it  
to the next space or you reach  
the end space.

## ITEMS AND COMPANIONS

The **BOUNDLESS BEDBUG**,  
**GRAPPLING HOOK**, and  
**VORACIOUS VAMPIRE** will help here!

You can move to the next space  
without rolling if that space shows  
an item or companion that you have!  
(The item must be available.)

## FAILING AND SUCCEEDING

**X** IF YOU CAN'T MAKE IT TO THE NEXT  
SPACE, the spider cuts the web, you  
tumble down the hill, and you fail the  
adventure. Place your figure on any  
refresh or boring space in this land.

IF YOU REACH THE END SPACE, take a  
**RED KEY** piece and move to the first  
open space past the end space.



# BERSERKER BOARS

The last person to mention bacon got knocked silly.

 All heroes roll their die. Only YOU may modify your roll.

If your result matches any other hero's roll, reveal event cards from the deck until you find a companion.



Skip any cards that aren't companions. When you reveal a companion, take them without rolling. Put any other cards that you reveal into the event discard pile.

**X** If your result doesn't match anyone else's roll, nothing happens.

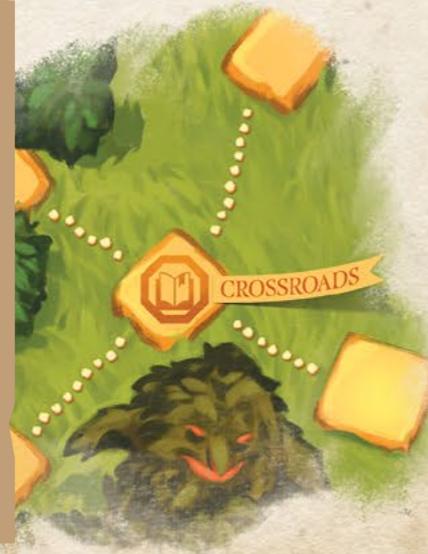
**IN ANY CASE**, move to the first open space adjacent to the Berserker Boars (in either direction).

# CROSSROADS

You can make a deal with devil's food cake here. It's not nearly as risky.

 All heroes roll their die. Only YOU may modify your roll.

If your result matches any other hero's roll, trade one of your items with one of their items.



If you match more than one hero, you choose. You select which items to trade, which can include magic items. You can end up with two of the same item. Refresh both traded items.

**X** If your result doesn't match anyone's roll, nothing happens.

**IN ANY CASE**, move to the first open space from the Crossroads (in any direction).

# GENIE RESORT

He likes piña coladas.

 All heroes roll their die. Only YOU may modify your roll.

Add your result to any other hero's roll. If the result is exactly 7, the genie gives you a magic item.



Take any magic item, even one that another hero has. If the item is exhausted, refresh it.

**X** If you can't make a 7, you get nothing.

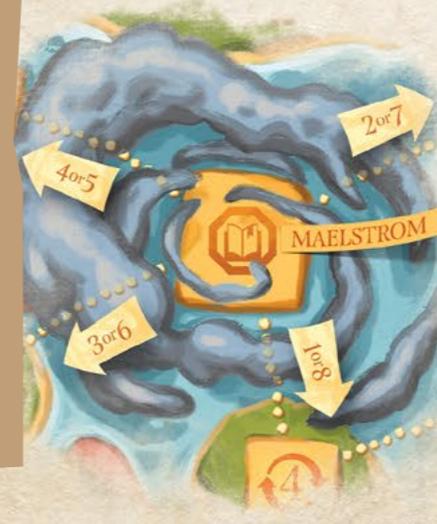
**IN ANY CASE**, move to the first open space from the Genie Resort (in either direction).

# MAELSTROM

In a foul mood because he just broke up with the Femaelstrom.

 Roll your die. You may modify your roll.

If your result matches a path, move that many spaces down that path.



For example, if your result is a 7, move seven spaces down path 7.

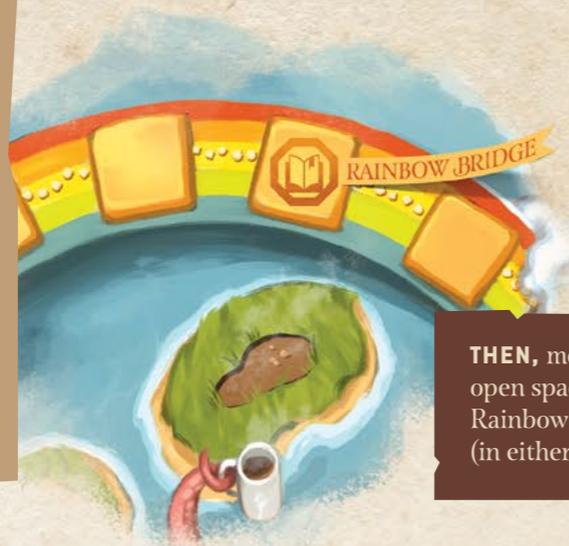
**X** If your result doesn't match a path, move 1 space down any path.

# RAINBOW BRIDGE

The toll is 75 cents and a handful of glitter.

 All heroes roll their die. Only YOU may modify your roll.

Refresh a number of your items equal to the highest die rolled (or your result).



**THEN**, move to the first open space from the Rainbow Bridge (in either direction).

# REALLY EVIL SWAMP

At least it's a clammy heat.

 All heroes roll their die. Only YOU may modify your roll.

If anyone else rolls lower than your result, they must exhaust 3 items.



If your result is lower than everyone else's roll, you exhaust 3 items.

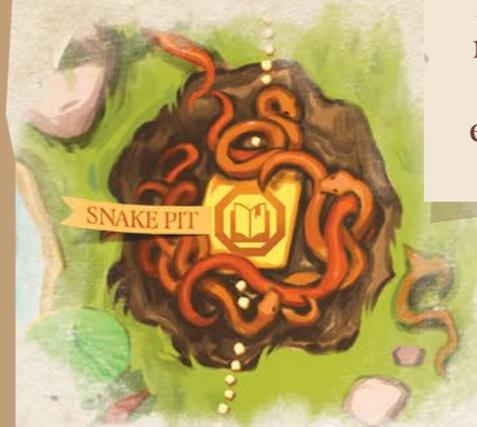
**IN ANY CASE**, move to the first open space from the Really Evil Swamp (in either direction).

# SNAKE PIT

It's limbo time!

 All heroes roll their die. Only YOU may modify your roll.

If your result is lower than everyone else's roll, move that many spaces in either direction.



If your result is not lower, move one space in either direction.

# WHIRLPOOL

A great way to travel, and your clothes come out smelling clean and fresh.

 If you **DON'T** have all three key pieces:

If the board is closed, open that board around you. Place any figures in your land on the void space in the land you just revealed.

If the board is open, close that board around you. Place any other figures that would get covered on the whirlpool with you.

**IN ANY CASE**, take another turn!



 If you **DO** have all three key pieces:

Don't open or close the board. Instead, place your figure on any open space in the courtyard on the Demon King's castle board, resolve that space, and end your turn. (You do this even if it's not your turn.)

# DEMON KING'S DOMAIN

Welcome to my humble abode, you good-for-nothing ne'er-do-well!  
Prepare to be smited into next week! Smitten? Smote! You get the idea.

This is a special kind of adventure—the final one!

There are two parts to this board,  
the **COURTYARD** and the **CASTLE**.

In the **COURTYARD**, you may move around the spaces as normal. This allows you to refresh items or move the Demon die before entering the **CASTLE** for the final battle. You can start the final adventure by moving onto the start space in front of the door to the castle. You do not need to land by exact count.

## DEMON KING'S CASTLE

The castle has four rooms. You must get past the first three rooms in order to reach the Demon King's throne room. Begin with Room 1.

### To enter the next room:

Choose one of the tokens in the room. You can choose one that is face down or face up. If you choose one that is face down, flip it over. Roll your die. You may modify your roll.

If your result is equal to or higher than the number on the chosen token, move to that room.

Keep going until you can't make it to the next room or you reach the Demon King's throne.



### FAILING AND SUCCEEDING

- X** IF YOU CAN'T MAKE IT TO THE NEXT ROOM, the Demon King's minions kick you out, and you fail the adventure. Place your figure on any space in the courtyard, activate the space, and end your turn.
- ✓** IF YOU REACH THE DEMON KING'S THRONE, it's time to fight the Demon King!

### To fight the Demon King:

Roll your die. You may modify your roll using ALL of your items.

If your result is 19 or lower, you fail this adventure. The Demon King defeats you (this time).

**X** If you are defeated, place your figure on any space in the courtyard, activate the space, and end your turn.

If your result is 20 or higher, the Demon King is defeated. The day is saved! YOU WIN!

Help DK rid his kingdom of these pesky adventurers!

Find that gnarled gnome and the rest of these words to boot him back to start.

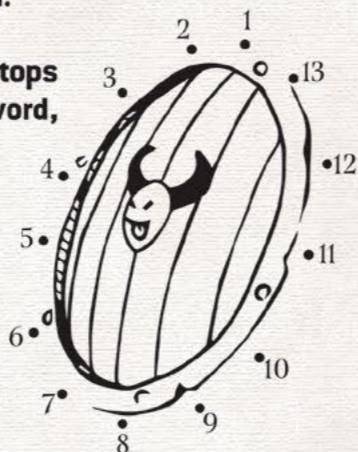
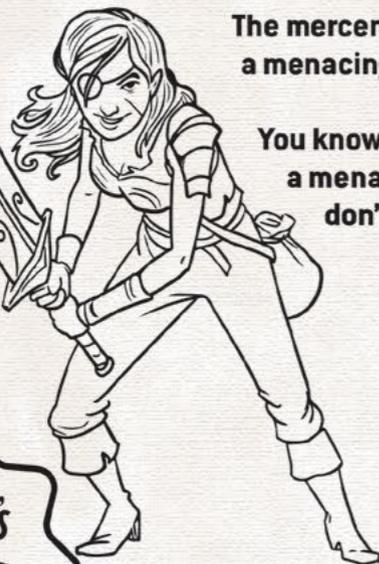
- |            |       |
|------------|-------|
| KEY        | SEER  |
| DEMONKING  | SWORD |
| MAELSTROM  | GNOME |
| WHIRLPOOL  | BARD  |
| FOOD       | ELVES |
| LEPRECHAUN | CLERK |
| BEAR       | FROG  |
| CANNON     | NET   |
| OGRE       | AXE   |
| FIRE       | WOLF  |

N U A H C E R P E L  
 O E D L C L E R K Y  
 N Y E K E V B R E E  
 N X M M O E P E X H  
 A M O R T S L E A M  
 C N N G R G D S T R  
 G I K F F L O W L N  
 W H I R L P O O L A  
 N R N E T E F R O G  
 E R G O B A R D W S



The mercenary sure has a menacing sword.

You know what stops a menacing sword, don't you?



### Kid's Menu

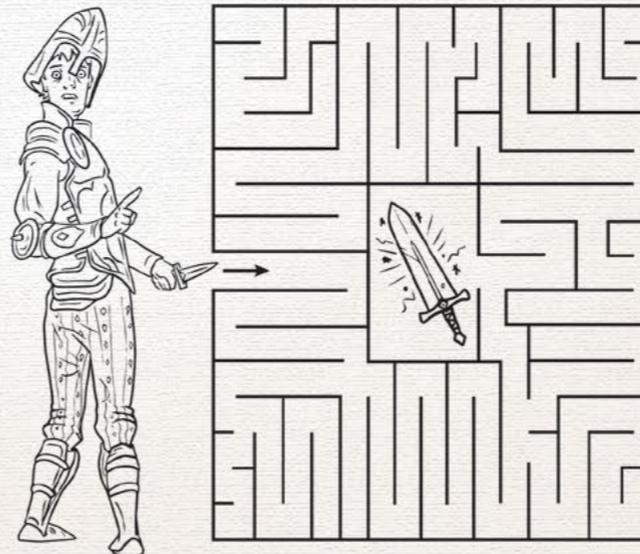
- Mac 'n' Cheese
- Hot Dog
- Bag of Pickles
- Cupcake

KIDS EAT FREE!

WORLD'S BEST COFFEE  
 Made from Magic Coffee Beans

Word Scramble Answers: GLUE, FLYTRAP, HURRICANE, GIANT TOAD, SLINGSHOT, PICKLE JAR

That knight is too knovice to find his way through the maze to get the magic sword. Can you?



Unscramble the words to find how many different ways you can squash that pesky pixie.



- LUGE \_\_\_\_\_
- LYPFART \_\_\_\_\_
- CHEANRIRU \_\_\_\_\_
- NITAG DOAT \_\_\_\_\_
- OHGITNSSL \_\_\_\_\_
- KELIPC ARJ \_\_\_\_\_



I hear the unicorn likes pretty rainbows, so let's make the ugliest rainbow we can!



RESTORATION  
GAMES™

