

CASTING™
SHADOWS

EXCLUSIVE EDITION

WIKI GAMES™
HEX TILE REFERENCE SHEET

WIKI.COM



ANCIENT RUNE

+2 HP

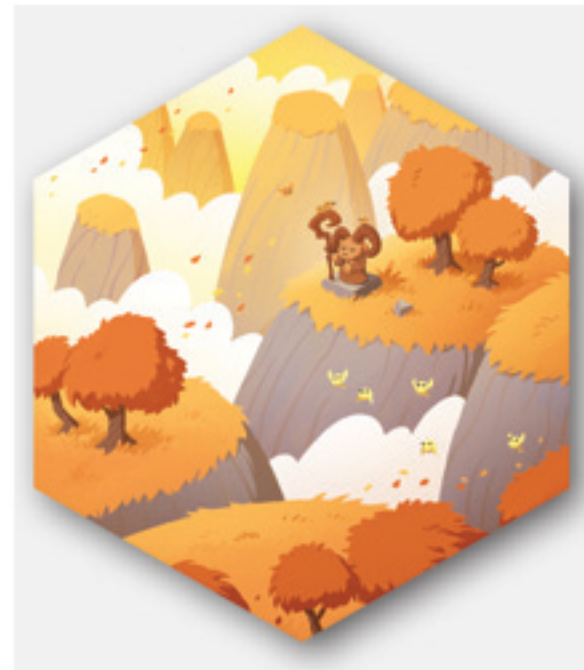
If you start your turn on this Hex tile, gain 2 HP. Cards cannot be collected from this Hex tile.



AMBER MOUNTAIN

SOLO = NO DMG TAKEN

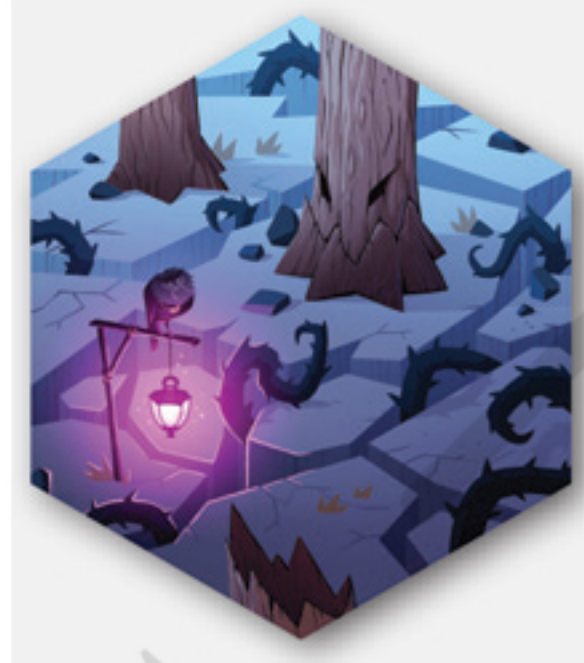
If you are alone on this Hex tile, you cannot take DMG from Attack Spell cards. *This Hex tile is Kit Gale's Home Hex tile.*



DARK FOREST

+🎯

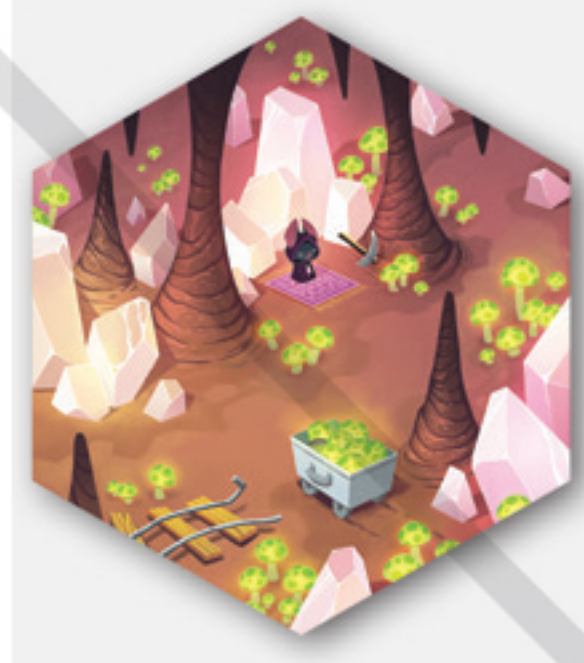
If you start your turn on this Hex tile, take a Red Orb token and add it to your Resource Pool. *This Hex tile is Nuzzle Thornwood's Home Hex tile.*



MUSHROOM CAVE

-1 DMG TAKEN

If an enemy tries to deal more than 1 DMG to you with an Attack Spell while you are on this Hex tile, reduce that DMG by 1. *This Hex tile is Haze Greentongue's Home Hex tile.*



FLOATING LAKE

+🌊

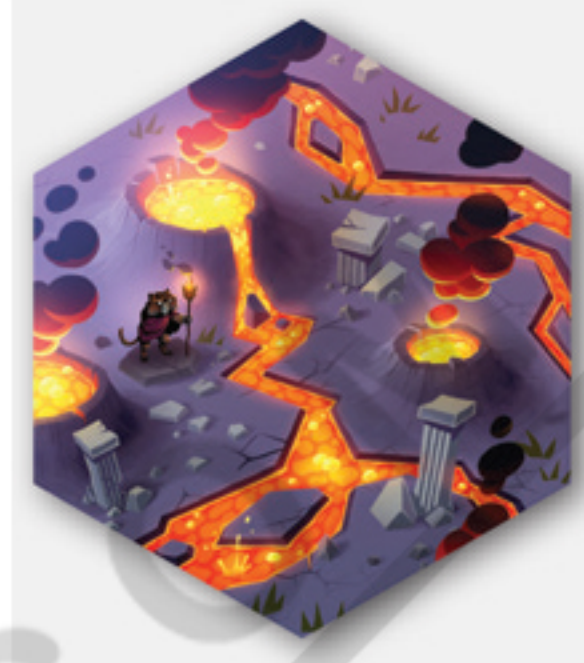
If you start your turn on this Hex tile, take a Blue Orb token and add it to your Resource Pool. *This Hex tile is Frill Lilypad's Home Hex tile.*



UNDERGROUND VOLCANO

+🔥

If you start your turn on this Hex tile, take a Shadow Fragment token and add it to your Resource Pool.



DUSTY DESERT

AP+ 🎲 + 🎯 = 📜

If you are on this Hex tile, you may spend 1 Action point, 1 Gem, and 1 Orb to Collect a Counterspell card.



CRYSTAL CRYPT

+💎, NO DMG REDUCED

If you start your turn on this Hex tile, add a Gem to your Resource Pool. If an enemy deals DMG to you while you're on this Hex tile, you cannot reduce that DMG.



GLIMMERING WOODS

MOVE ENEMY

If you start your turn on this Hex tile, you may move an enemy from an adjacent Hex tile to your Hex tile. *This Hex tile is Iris Papillon's Home Hex tile.*



CORAL RIDGE

+AP, NO ROLL

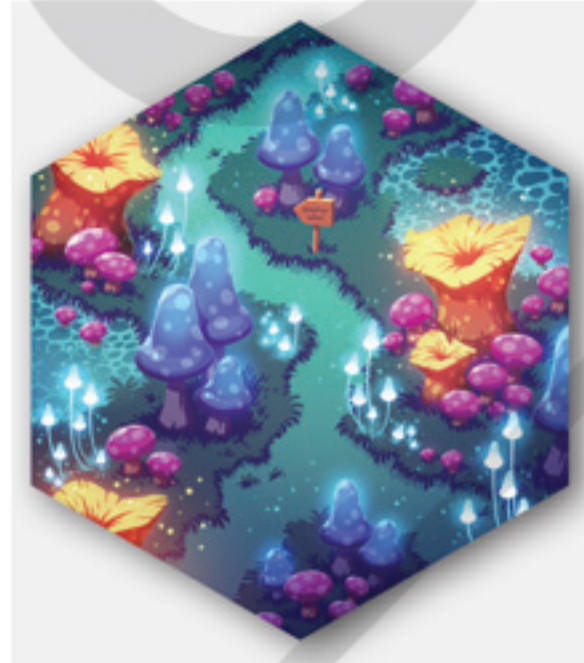
If you start your turn on this Hex tile, you may spend 1 additional Action point this turn. You may not Reroll Resource dice this turn. *This Hex tile is Tusk Swiftwave's Home Hex tile.*



MUSHROOM BOG

+1 DMG DEALT

If you deal DMG to an enemy while you are on this Hex tile, increase that DMG by 1.



DESOLATE GLACIER

🌊 = FREEZE

If you deal DMG to an enemy while you are on this Hex tile, you may spend 1 Blue Orb to Freeze that enemy. *This Hex tile is Frost Polar paw's Home Hex tile.*



FLOATING TEMPLE

🎯 = STUN

If you deal DMG to an enemy while you are on this Hex tile, you may spend 1 Red Orb to Stun that enemy. *This Hex tile is Talon Lightfeather's Home Hex tile.*

