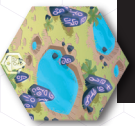


ANCIENT RUINE

+2 HP

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



DUSTY DESERT

AP+ ♣+ ♠= ⚡

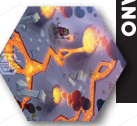
If you are on this Hex tile, you may spend 1 Action point, 1 Gem, and 1 Orb to Collect a Counterspell card.



UNDERGROUND VOLCANO

+ ♠

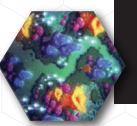
If you start your turn on this Hex tile, take a Shadow Fragment token and add it to your Resource Pool.



MUSHROOM BOG

+1 DMG DEALT

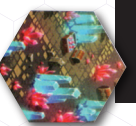
If you deal DMG to an enemy while you are on this Hex tile, increase that DMG by 1.



CRYSTAL CRYPT

+ ♣, NO DMG REDUCED

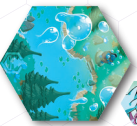
If you start your turn on this Hex tile, add a Gem to your Resource Pool. If an enemy deals DMG to you while you're on this Hex tile, you cannot reduce that DMG.



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 Frost Lillypad's Home 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 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.*



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 Re-roll Resource dice this turn. *This Hex tile is Tusk Swiftnave's Home Hex tile.*



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.*



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 Polarpaw's Home Hex tile.*



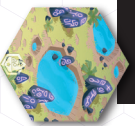
AMBER MOUNTAIN

= CHOOSE ANY HEX TILE AS HOME

ANCIENT RUINE

+2 HP

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



DUSTY DESERT

AP+ ♣+ ♠= ⚡

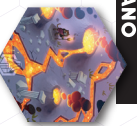
If you are on this Hex tile, you may spend 1 Action point, 1 Gem, and 1 Orb to Collect a Counterspell card.



UNDERGROUND VOLCANO

+ ♠

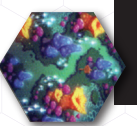
If you start your turn on this Hex tile, take a Shadow Fragment token and add it to your Resource Pool.



MUSHROOM BOG

+1 DMG DEALT

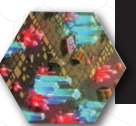
If you deal DMG to an enemy while you are on this Hex tile, increase that DMG by 1.



CRYSTAL CRYPT

+ ♣, NO DMG REDUCED

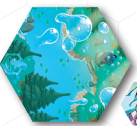
If you start your turn on this Hex tile, add a Gem to your Resource Pool. If an enemy deals DMG to you while you're on this Hex tile, you cannot reduce that DMG.



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 Frost Lillypad's Home 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 TEMPLE

⚡ = STUN

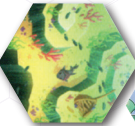
If you deal DMG to an enemy while you are on this Hex tile, you may spend 1 Red Orb to Stun that enemy. *This Hex tile is Talon Lightfeather's Home Hex tile.*



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 Re-roll Resource dice this turn. *This Hex tile is Tusk Swiftnave's Home Hex tile.*



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.*



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 Polarpaw's Home Hex tile.*



AMBER MOUNTAIN

= CHOOSE ANY HEX TILE AS HOME

CASSTINGTM
SHADOWS

HEX TILE
REFERENCE SHEET



CASSTINGTM
SHADOWS

HEX TILE
REFERENCE SHEET

