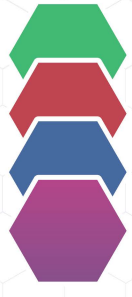


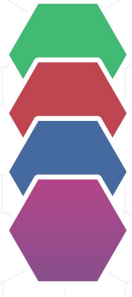
CASTINGTM
SHADOWS

HEX TILE
REFERENCE SHEET



CASTINGTM
SHADOWS

HEX TILE
REFERENCE SHEET





DARK FOREST

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



DUSTY DESERT

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



DARK FOREST

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



DUSTY DESERT

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



AMBER MOUNTAIN

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



ANCIENT RUNE

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



AMBER MOUNTAIN

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



ANCIENT RUNE

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



MUSHROOM CAVE

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.*



UNDERGROUND VOLCANO

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



MUSHROOM CAVE

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.*



UNDERGROUND VOLCANO

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



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 Lillypad's Home Hex tile.*



MUSHROOM BOG

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



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 Lillypad's Home Hex tile.*



MUSHROOM BOG

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



DESOLATE GLACIER

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.*



SACRED FALLS

If you are on this Hex tile, you cannot take DMG from Cursed Crystals.



DESOLATE GLACIER

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.*



SACRED FALLS

If you are on this Hex tile, you cannot take DMG from Cursed Crystals.



FLOATING TEMPLE

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.*



GLIMMERING WOODS

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 Papillon's Home Hex tile.*



FLOATING TEMPLE

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.*



GLIMMERING WOODS

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 Papillon's Home Hex tile.*



COBBLE COVE

If you deal DMG to an enemy while you are on this Hex tile, you may spend 1 Shadow Fragment to Fortify yourself. *This Hex tile is Dread Terrashell's Home Hex tile.*



CORAL RIDGE

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



COBBLE COVE

If you deal DMG to an enemy while you are on this Hex tile, you may spend 1 Shadow Fragment to Fortify yourself. *This Hex tile is Dread Terrashell's Home Hex tile.*



CORAL RIDGE

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



FIERY MEADOWS

If you deal DMG to an enemy while you are on this Hex tile, you may spend 1 Cursed Crystal to Scorch that enemy's Hex tile. *This Hex tile is Ashe Firecrest's Home Hex tile.*



CRYSTAL CRYPT

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.



FIERY MEADOWS

If you deal DMG to an enemy while you are on this Hex tile, you may spend 1 Cursed Crystal to Scorch that enemy's Hex tile. *This Hex tile is Ashe Firecrest's Home Hex tile.*



CRYSTAL CRYPT

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.

BASE GAME

ICE STORM

MOLTEN ROCK

KICKSTARTER

= CHOOSE ANY HEX TILE AS HOME

BASE GAME

ICE STORM

MOLTEN ROCK

KICKSTARTER

= CHOOSE ANY HEX TILE AS HOME