

# HEX TILE REFERENCE SHEET

# CASTING SHADOWS

## 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.*



## AMBER MOUNTAIN

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.*



## 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 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.*



## 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 Polarpaw'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.*



## 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.*



## 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.*



## 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.



## ANCIENT RUNE

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

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



## SACRED FALLS

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



## GIMMERING 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 Iris Papillon'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 Reroll Resource dice this turn. *This Hex tile is Tusk Swiftwave'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