

EERIE FOREST 	VALLEY OF THE NIGHT 	MOONLIT ALLEY 	TURBULENT SEAS 
When a Dark-type Hero's ability requires a dice roll, the result is doubled (to a max of 6).	When a Dark-type Hero attacks, roll 1d6. On 4-6, add 1 bane token to any player's Hero.	When a Dark-type Hero attacks, it gains 1 Strength.	When a Water-type Hero attacks, roll 1d6. On 4-6, add 1 bane token to any player's Hero.

EXILED LEGENDS

TRANQUIL WATERS 	MAELSTROM 	MAGMA PEAKS 	THE STONEMELT 
When a Water-type Hero takes damage, reduce the damage by 1.	When a Water-type Hero attacks, it gains 1 Strength.	When a Fire-type Hero attacks, roll 1d6. On 4-6, add 1 bane token to any player's Hero.	Fire-type Heroes can precise attack Supports.

Print-and-play version