

CASTING™
SHADOWS

HEX TILE REFERENCE SHEET



ANCIENT RUNE

+2 HP

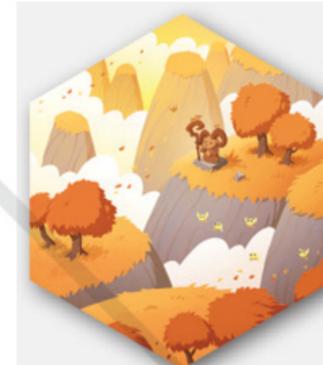
If you start your turn on this Hex tile, gain 2 HP. Cards cannot be collected from this Hex tile.



AMBER MOUNTAIN

SOLO = NO DMG TAKEN

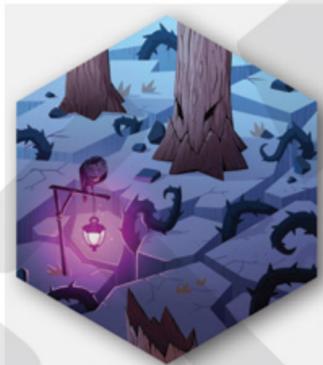
If you are alone on this Hex tile, you cannot take DMG from Attack Spell cards. *This Hex tile is Kit Gale's Home Hex tile.*



DARK FOREST

+🎯

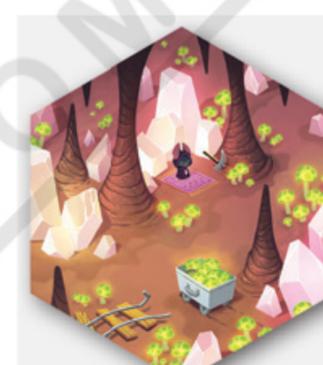
If you start your turn on this Hex tile, take a Red Orb token and add it to your Resource Pool. *This Hex tile is Nuzzle Thornwood's Home Hex tile.*



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.

