

<p>Storm's Wrath <i>Event</i></p> <p>Play as you declare an attack with a monster, before the attack is rolled. For this attack, the monster has the Bolt ability.</p> <p>Green (Event)</p> <p>6 1 3</p>	<p>Shroud of Fog <i>Event</i></p> <p>Play when a hero declares an attack on a monster at least 2 spaces away; place the smallest fog obstacle (or obstacles) possible such that every space the monster occupies is covered. The hero's attack is canceled, but he may declare another attack instead, if he wishes.</p> <p>Green (Event)</p> <p>4 1 3</p>	<p>Taint of Evil <i>Event</i></p> <p>Play at the end of your turn. Add corrupted terrain to 12 spaces of the dungeon, distributed any way you like among revealed areas.</p> <p>Green (Event)</p> <p>0 1 3</p>	<p>Spell of Frost <i>Event</i></p> <p>Play at the start of your turn and choose one space; that space is struck with a spell of frost. Treat this as a magic attack targeting that space from range zero using one white die and one yellow die with Blast 2, Freeze 1, and Pierce 5.</p> <p>Green (Event)</p> <p>8 1 3</p>	<p>Hexing Ritual <i>Event</i></p> <p>Play at the start of your turn. Select a hex card and put it into play, paying its threat cost.</p> <p>You may not play a hex if there are no inactive glyphs left in the dungeon.</p> <p>Green (Event)</p> <p>0 2 7</p>
<p>Regroup <i>Spawn</i></p> <p>Play at the start of your turn to move any or all monsters currently on the board to locations where it would be legal for you to spawn monsters. The monsters retain all wound and effect tokens currently on them.</p> <p>This counts as your spawn card for the turn.</p> <p>Red (Monster)</p> <p>4 1 3</p>	<p>Doppelganger <i>Spawn</i></p> <p>Spawn a monster of the same type as any unnamed monster (possibly a master) currently on the board.</p> <p>Red (Monster)</p> <p>7 1 4</p>	<p>Storm's Embrace <i>Power</i></p> <p>All monsters gain Arcing 1.</p> <p>Red (Monster)</p> <p>10 1 5</p>	<p>Black Aura <i>Power</i></p> <p>All monsters gain Aura 1 and Entrap 1.</p> <p>Red (Monster)</p> <p>11 1 5</p>	<p>Frightful Presence <i>Power</i></p> <p>All master monsters and all named monsters gain Fear 1.</p> <p>Red (Monster)</p> <p>12 1 5</p>



<p>Magma Flow <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. Place a one-space lava obstacle on that space, and the hero must roll one black die. If the hero rolls a blank, the hero moves into an adjacent space of his choice. Otherwise, the hero remains in the lava space and suffers the normal effects for moving into a space containing lava.</p> <p>Blue (Trap)</p> <p>6 1 3</p>	<p>Frozen Path <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. Place an ice obstacle of any size up to 2x3 such that it overlaps that space, is entirely on the board, and doesn't overlap any other props. The hero suffers the usual effects for entering an ice obstacle.</p> <p>Blue (Trap)</p> <p>3 1 4</p>	<p>Forbidding Omen <i>Trap (Door)</i></p> <p>Play when a hero declares he is opening a door. The hero may opt not to open the door. If the door is opened before the start of your next turn, the hero that opens it receives 2 Curse tokens, reduced by 1 for each surge rolled on 2 black dice. Otherwise, the door opens by itself at the start of your turn, revealing the area behind.</p> <p>Blue (Trap)</p> <p>7 1 5</p>	<p>Hexed Treasure <i>Trap (Chest)</i></p> <p>Play when a hero opens a chest. Select a hex card and put it into play, paying its threat cost.</p> <p>You may not play a hex if there are no inactive glyphs left in the dungeon.</p> <p>Blue (Trap)</p> <p>0 2 7</p>	<p>Latent Hex <i>Trap (Glyph)</i></p> <p>Play when a glyph is activated, or a hero teleports to or from it. Select a hex card and put it into play, paying its threat cost.</p> <p>You may not play a hex if there are no inactive glyphs left in the dungeon.</p> <p>Blue (Trap)</p> <p>0 2 7</p>
<p>Glyph of Despair <i>Trap (Glyph)</i></p> <p>Play when a glyph is activated, or a hero teleports to or from it. Replace it with a glyph of despair. Monsters within 3 spaces of the glyph gain +1 damage and +1 range on all attacks, and heroes within 3 spaces of the glyph have -1 damage and -1 range on all attacks.</p> <p>Green (Event)</p> <p>8 1 4</p>	<p>Glyph of Spawn <i>Trap (Glyph)</i></p> <p>Play when a glyph is activated, or a hero teleports to or from it. Replace it with a glyph of spawn. Monsters may be spawned on or adjacent to this glyph, regardless of heroes' line-of-sight (but must move off the glyph immediately). You may also pay 4 threat to spawn a beastman or skeleton there instead of playing a spawn card.</p> <p>Red (Monster)</p> <p>8 1 4</p>	<p>Glyph of Calamity <i>Trap (Glyph)</i></p> <p>Play when a glyph is activated, or a hero teleports to or from it. Replace it with a glyph of calamity. When a hero teleports to or from the glyph or enters the glyph's space or any adjacent space, you may pay threat to add one effect token to that hero:</p> <p>Daze: 2 threat Burn: 2 threat Poison: 1 threat Bleed: 3 threat</p> <p>Blue (Trap)</p> <p>8 1 4</p>	<p>Violent Empathy <i>Hex</i></p> <p>Each time a hero inflicts wounds on another figure, place one Daze token on that hero (even if immune to Daze).</p> <p>5</p>	<p>Imagined Burden <i>Hex</i></p> <p>All heroes' speed and maximum fatigue are reduced by 1.</p> <p>If this leaves any hero with more than maximum fatigue, reduce their current fatigue to its maximum.</p> <p>7</p>

