

**Doors** ■. A door acts as a separation between two rooms. When a character moves onto a closed door tile, they immediately flip over the door tile to the open side, revealing the adjacent room tile. Immediately place overlay tiles, monsters, and money tokens as indicated in the scenario description for the revealed room. While closed doors do not hinder character movement at all, they act as a wall for any monsters or character-summoned figures, and characters cannot be forced through a closed door. Open doors do not hinder any movement and cannot be closed. Door art varies by environment type, but they all function exactly the same.



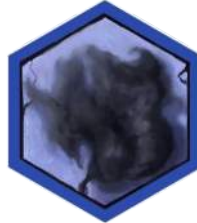
Stone Door



Wood Door



Light Fog

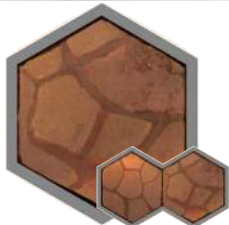


Dark Fog

**Corridors** ■. A corridor is placed on the connection of two map tiles to cover the walls and create a single room out of multiple map tiles. Corridors act like normal empty hexes.



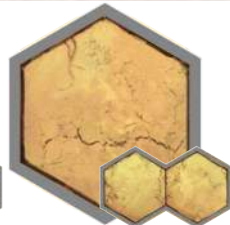
Wood



Man Made Stone



Natural Stone



Earth



Pressure Plate

**Difficult terrain** ■. It takes a figure two normal movement points to enter a hex with difficult terrain. Flying 🦅, Jump 🦿, and forced movements are unaffected by difficult terrain.



Rubble



Stairs



Water



Log

**Hazardous terrain** ■. If a figure enters a hex with hazardous terrain via normal or forced movement, each hex will inflict half the damage of a trap (rounded down). Flying 🦅 and Jump 🦿 movements are unaffected by hazardous terrain. Unlike traps, hazardous terrain does not get removed after its effect is applied, but instead remains on the board indefinitely.



Thorns



Hot Coals

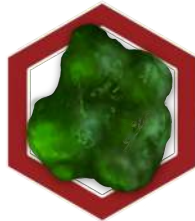
**Traps** ■. A trap is sprung when a figure enters its hex with normal or forced movement. Flying 🦅 and Jump 🦿 movements are unaffected by traps. When a trap is sprung, it inflicts some negative effect on the figure who sprung it and then it is **removed from the board**. A trap can also be disarmed through specific actions to remove it from the board without suffering its negative effects. Trap effects are varied and are specified in the Scenario Book. If part of a trap's effect is listed as "damage," the trap will inflict **2+L damage** on the affected figure, where L is the **scenario level**. Characters and monsters can also create traps on the board, with the effects specified by the ability that creates the trap. Whenever a trap is placed on the board, tokens for the damage and effects the trap applies should be placed on top of the trap tile for easy reference.



Bear Trap

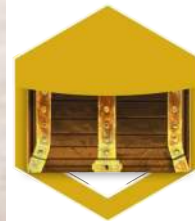


Spike Pit



Poison Gas

**Treasure** ■. Treasure tiles can be looted by a player (see Loot on p. 27 for details), and they can provide a number of different benefits as indicated by the treasure reference number in the back of the scenario book. If a **specific item name** is listed, find this item in the deck of unique items and immediately add it to your pool of items. If an **item design** is listed, find all copies of that item and add them to the city's available supply. **Treasure tiles can only be looted once**. After they have been looted, they should be crossed off in the Scenario Book as a reminder.



Treasure



Coin

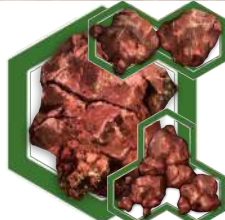
**Obstacles** ■. Obstacles have varying artwork, but they all have the same function: figures cannot move through obstacles with a normal movement, but can move through them with a Flying 🦅 or Jump 🦿 movement. **Obstacles do not hinder ranged attacks**. It is possible for certain character abilities to create or move obstacles. When doing so, players can never completely cut off one area of the scenario map from another, such that the area cannot be moved into without going through the obstacles.



Altar



Barrel



Boulders



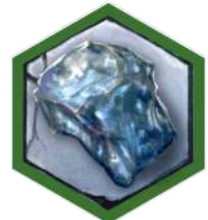
Bush/Tree



Cabinet



Crate



Crystal



Fountain



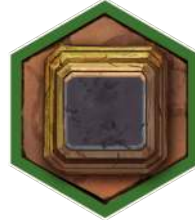
Nest



Rock Column



Stalagmites



Stone Pillar



Stump



Totem



Bookcase



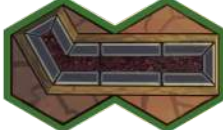
Shelf



Table



Dark Pit



Wall Section



Sarcophagus