

D-005

Fungus Forest

The fungus is thick and slippery in this tile. Heroes have a harder time moving due to the fungus.

Add +1☞ per square

SA Flight is immune to this domain.

D-006

Toxic Cloud

Heavy toxic gases fill this tile. Each figure suffers 1 point of damage each turn that they are in the Cloud.

Figures with SA Venom are immune to this domain card.

Mage Quest
Domain

WZKIDS™

Mage Quest
Domain

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D-007

Uneven Ground

-2☞ in this tile due to the terrain being rough and uneven.

SA Flight and Magic Levitation can be used to counter the penalties.

D-008

Mage Spawn Shrine

MS have to be defeated twice, i.e. when killed return MS to full health! Does not effect Heroes.

Heroes receive the experience for each kill.

Mage Quest
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