

D-025

Dragons Gate

All ~~Dragons~~ gain Frenzy, Terrify, Vampirism and get +2 to their attack values.

This includes Mage Spawn as well as Heroes

D-025

Ice Cellar

All water terrain becomes clear terrain. All figures with a range value greater than 6 have a range value of 6 instead.

Mage Quest
Domain

Mage Quest
Domain

D-027

Java Ran

All water tiles are now lava. Use the following when any figure lands on a water (lava) tile.

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Lava tiles still cost 2 speed to move onto.

D-028

Library

Any Heroes with Magic abilities may randomly draw one Spell Book from the deck and two Spell Tokens.

You must keep what you draw and discard your current Spell Book and two Spell Tokens.

Mage Quest
Domain

Mage Quest
Domain