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Talon's Legs

Zombie

Attacks during the monster's turn.

Spider

Attacks during the monster's turn.

Stormbrew

Gives one additional action. May be used at any time.

Hold this card until used.

Booby Trap

1 Action to set. Causes 2 damage to the next monster that steps onto the tile. Retrieve the Booby Trap token and hold until used.

Sandstorm!!!

A choking wind howls across the dunes, burying all in shifting grit. Blades of sand sting the eyes, and the world becomes a blinding sea of dust.

Place a sand tile on all adjacent tiles. Heroes must spend 1 action to dig through sand before they can search on those tiles.

Stormbrew

Gives one additional action. May be used at any time.

Hold this card until used.

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Gives one additional action. May be used at any time.

Hold this card until used.

Spawn the Following, According to the Difficulty

Normal:	Nothing
Nightmare:	Spider
Hell:	Zombie

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Normal:	Nothing
Nightmare:	Spider
Hell:	Zombie

Stormbrew

Gives one additional action. May be used at any time.

Hold this card until used.

The Forest   The Forest   The Forest   The Forest

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Talon's Torso

Zombie

Attacks during the monster's turn.

Spider

Attacks during the monster's turn.

Booby Trap

1 Action to set. Causes 2 damage to the next monster that steps onto the tile. Retrieve the Booby Trap token and hold until used.

Stonehide Elixir

Reduce damage taken by 1, for next physical attack.

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The Sacred Spring

A hidden spring glimmers with ancient purity, its waters humming with forgotten blessing. Those who kneel to drink feel life surge anew through flesh and spirit.
Spend 1 action to drink and fully heal.
Each hero may use once per game.

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Talon's Arms

Zombie

Attacks during the monster's turn.

Spider

Attacks during the monster's turn.

Booby Trap

1 Action to set. Causes 2 damage to the next monster that steps onto the tile. Retrieve the Booby Trap token and hold until used.

Health Potion

May use instantly, at anytime. Restores 2 health to the hero holding the card.

Keep by your character plate until used.

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Spawn the Following, According to the Difficulty

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Nightmare: Spider
Hell: Zombie

Eruption!!!

The earth convulses and a volcanic roar splits the island. Fire and molten stone surge forth, devouring all in their path.
All heroes on this tile suffer 2 damage and are forced to flee to an adjacent tile (no action required; spawn monsters if entering an empty tile). Lava spreads each round. See Glossary: **"Eruption"** for full rules.

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Talon's Head

Zombie

Attacks during the monster's turn.

Spider

Attacks during the monster's turn.

Booby Trap

1 Action to set. Causes 2 damage to the next monster that steps onto the tile. Retrieve the Booby Trap token and hold until used.

Totem

Allows one reroll on any miss, one use.

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Totem

Allows one reroll on any miss, one use.

Spawn the Following, According to the Difficulty

Normal: Nothing
Nightmare: Spider
Hell: Zombie

Spawn the Following, According to the Difficulty

Normal: Nothing
Nightmare: Spider
Hell: Zombie

Eldritch Scream

An unholy wail erupts, crushing courage and seizing muscle with terror.

All heroes for the rest of the round, lose 1 action.
Heroes on the tile suffer 1 physic damage.

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Talon's Heart

Bogged Down

Place a Bog Token on this tile. All heroes and monsters must spend 2 Actions to move off this tile. The effect remains for the rest of the game.

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Bait

Retrieve a Bait token and keep it until used.
Place it on your tile or an adjacent one, takes 1 action.
Adjacent monsters with actions must move toward it, even if it kills them.
Bait on hazard tiles (Quicksand, Lava, Eruption, Lava Burst) is destroyed after the next monster turn.

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