

Poison Tiles & Barrel Tokens - Front



Cut from this side. Print with long edge binding.

Version 1

Poison Tiles & Barrel Tokens - Back



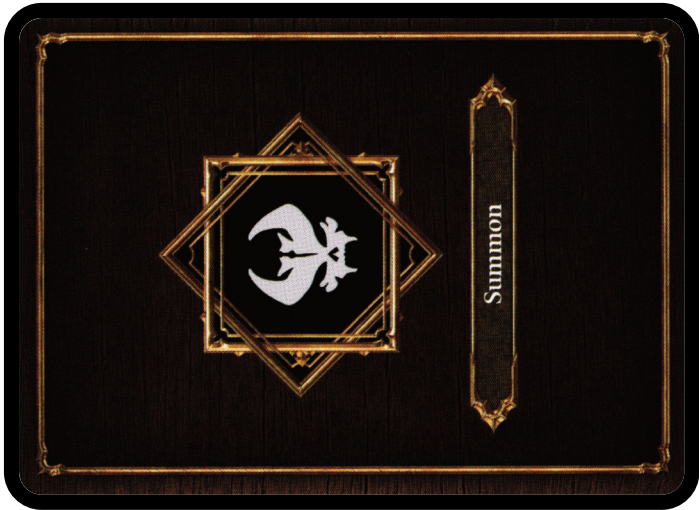
Cards 1/7 - Front



Cut from this side. Print with long edge binding.

Version 1

Cards 1/7 - Back



Cards 2/7 - Front



Cut from this side. Print with long edge binding.

Cards 2/7 - Back



Cards 3/7 - Front

Oil Barrel

SPECIAL 1 X

Range 0
Area

4 B

WHEN YOU USE THIS

Place an Oil Barrel on your space and set this card aside. It remains there until destroyed or picked up.

If the Oil Barrel takes any **♠** damage, apply **WARM** to the space and perform this card's attack. If you roll any **♠**, all targets gain **BURNING 2X**.

If the Oil Barrel takes any other kind of damage, apply **ONLY** to the space. Do not perform this card's attack.

Oil Barrel

SPECIAL 1 X

Range 0
Area

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Water Barrel

SPECIAL 1 X

Range 0
Area

4 B

WHEN YOU USE THIS

Place a Water Barrel on your space and set this card aside. It remains there until destroyed or picked up.

If the Water Barrel takes any **⚡** damage, apply **CHANGED** to the space and perform this card's attack. If you roll any **⚡**, all targets gain **SHOCKED 2X**.

If the Water Barrel takes any other kind of damage, apply **WET** to the space. Do not perform this card's attack.

Oil Barrel

SPECIAL 1 X

Range 0
Area

4 B

WHEN YOU USE THIS

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Water Barrel

SPECIAL 1 X

Range 0
Area

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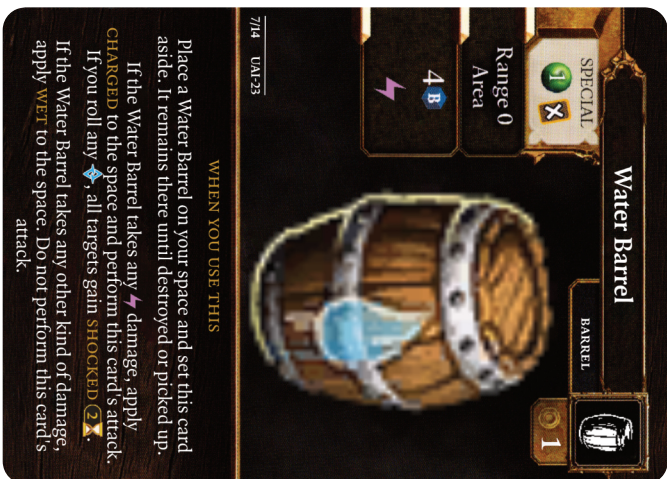
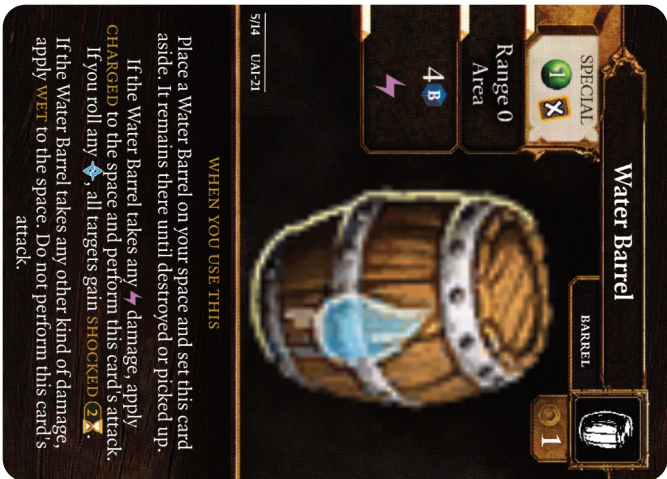
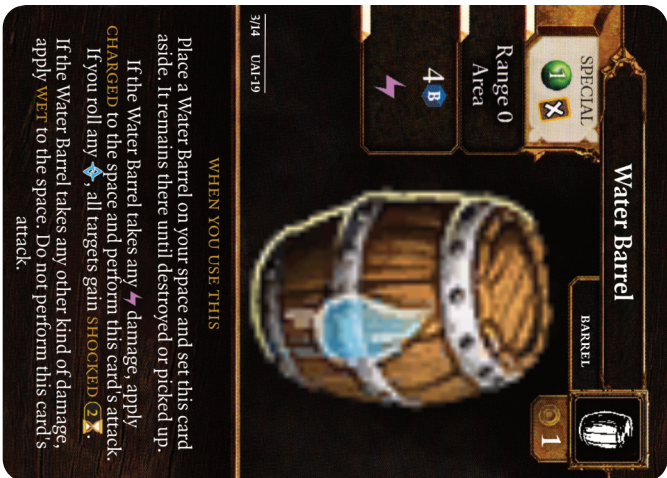
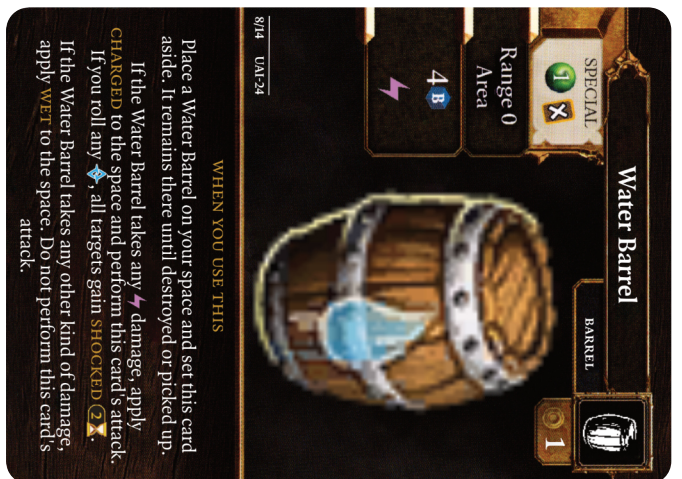
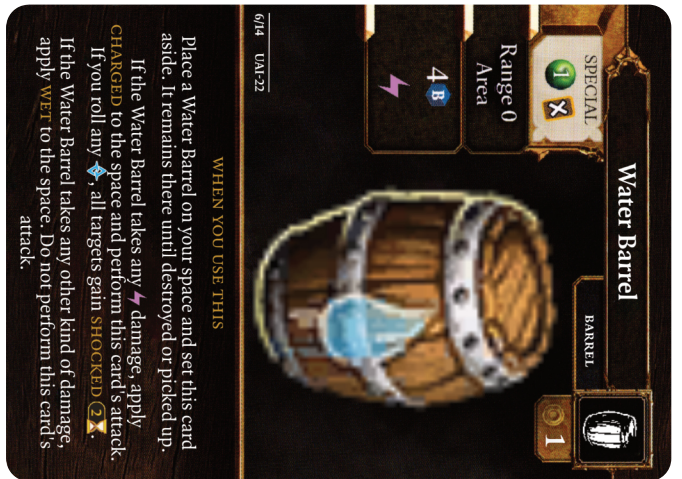
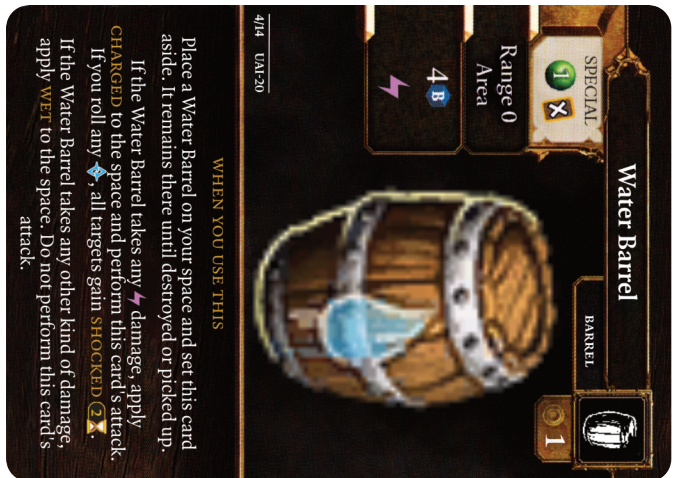
Cut from this side. Print with long edge binding.

Version 1

Cards 3/7 - Back

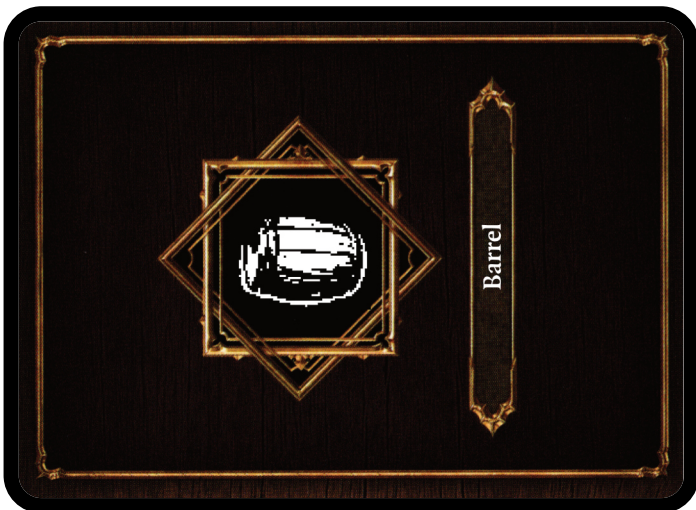


Cards 4/7 - Front



Cut from this side. Print with long edge binding.

Cards 4/7 - Back



Cards 5/7 - Front

Water Barrel

SPECIAL 1 X

Range 0 Area

4 B

1

WHEN YOU USE THIS

Place a Water Barrel on your space and set this card aside. It remains there until destroyed or picked up.

If the Water Barrel takes any **⚡** damage, apply **CHANGED** to the space and perform this card's attack.

If you roll any **⚡**, all targets gain **SHOCKED** 2X.

If the Water Barrel takes any other kind of damage, apply **WET** to the space. Do not perform this card's attack.

Water Barrel

SPECIAL 1 X

Range 0 Area

4 B

1

WHEN YOU USE THIS

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Water Barrel

SPECIAL 1 X

Range 0 Area

4 B

1

WHEN YOU USE THIS

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Water Barrel

SPECIAL 1 X

Range 0 Area

4 B

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SPECIAL 1 X

Range 0 Area

4 B

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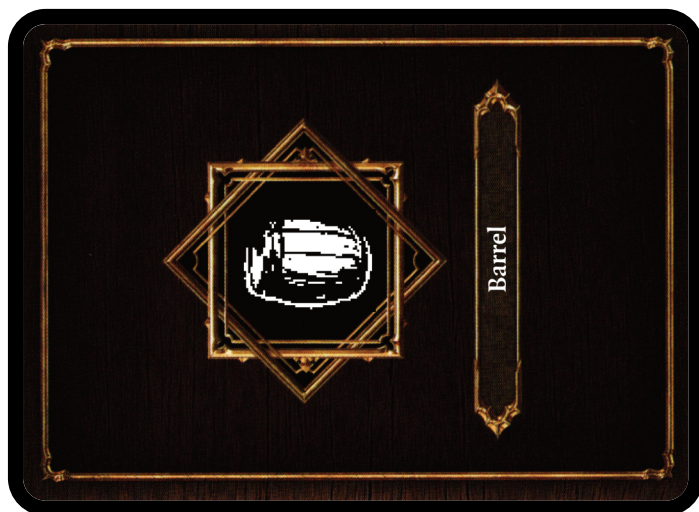
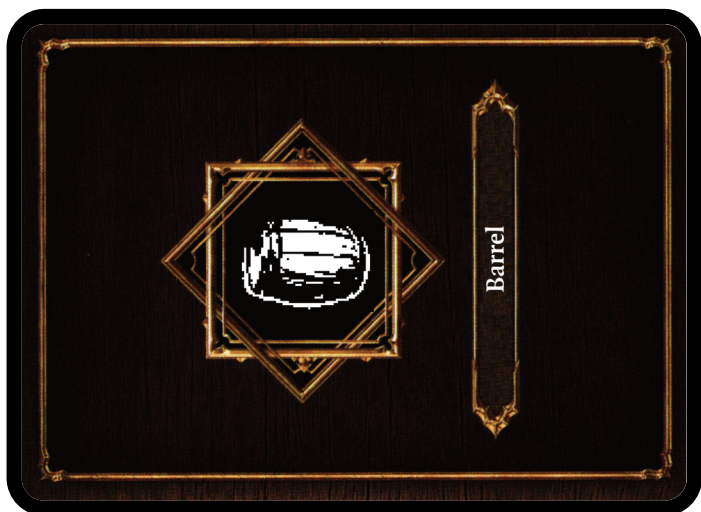
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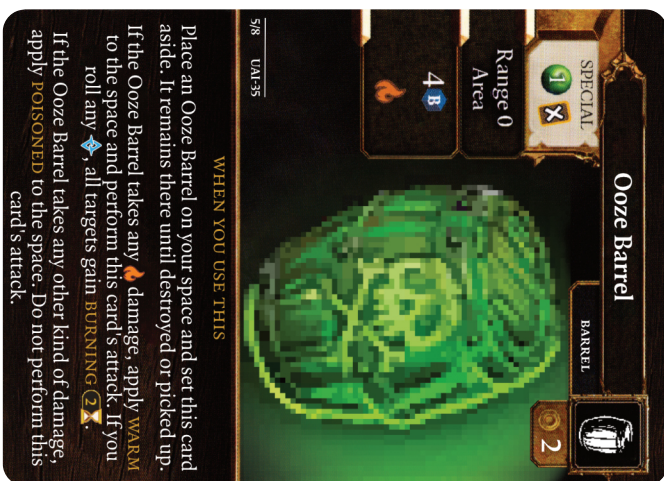
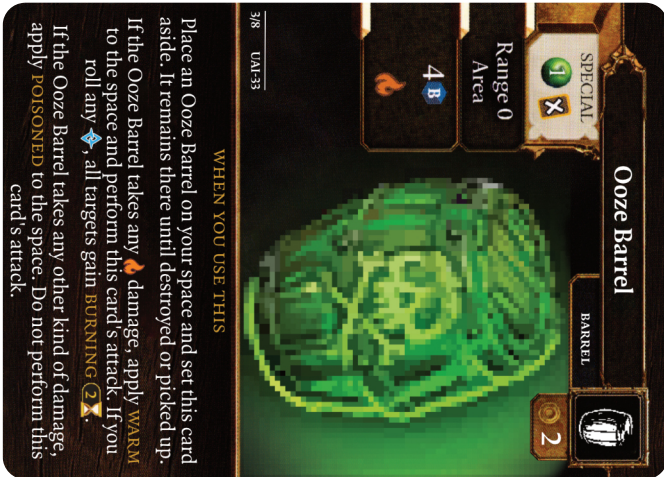
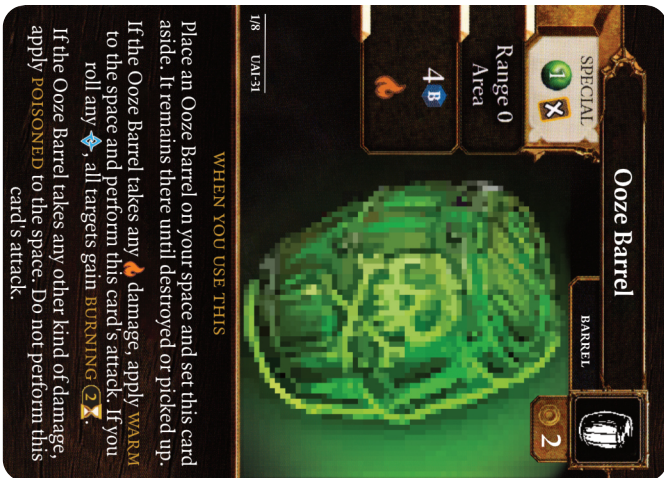
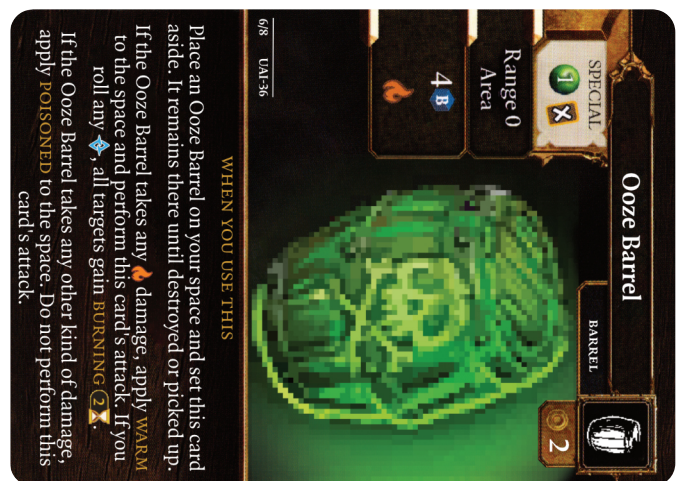
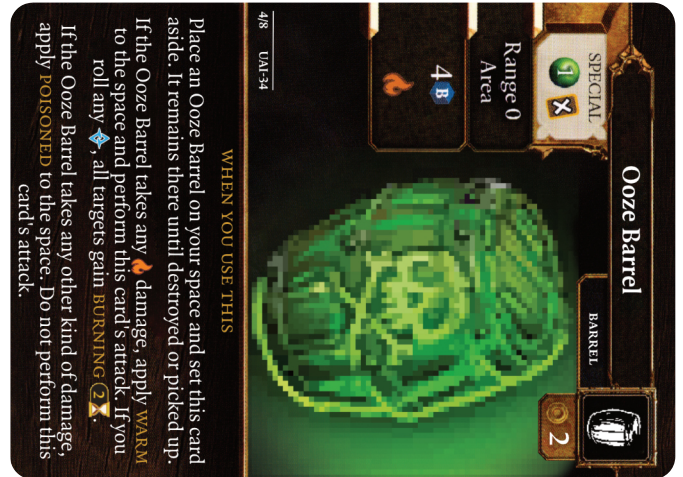
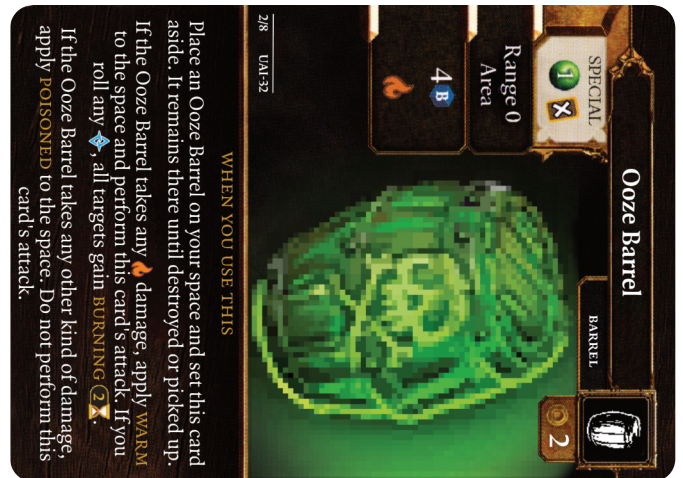
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Cut from this side. Print with long edge binding.

Cards 5/7 - Back

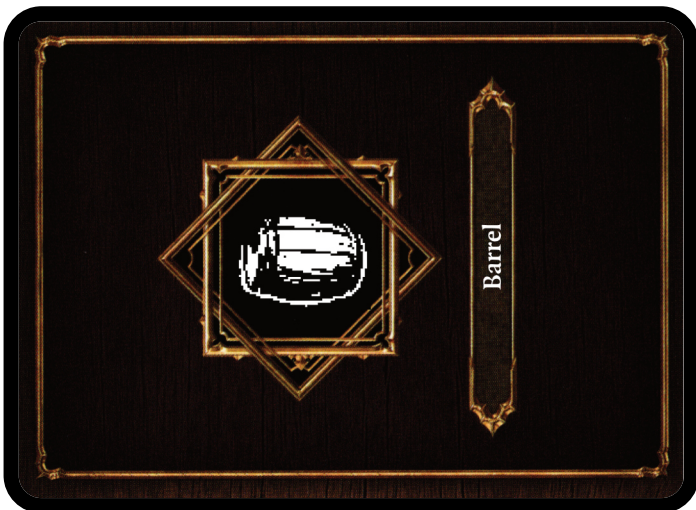


Cards 6/7 - Front

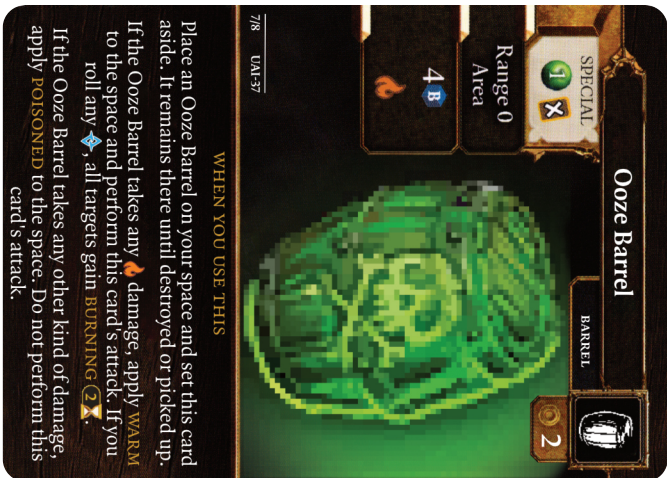
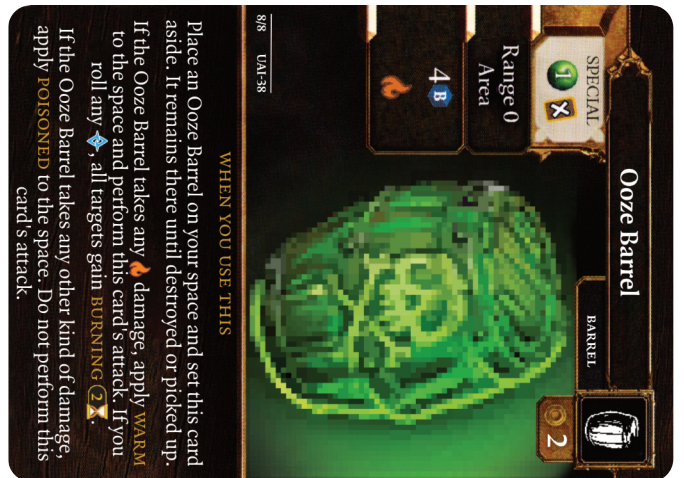


Cut from this side. Print with long edge binding.

Cards 6/7 - Back



Cards 7/7 - Front



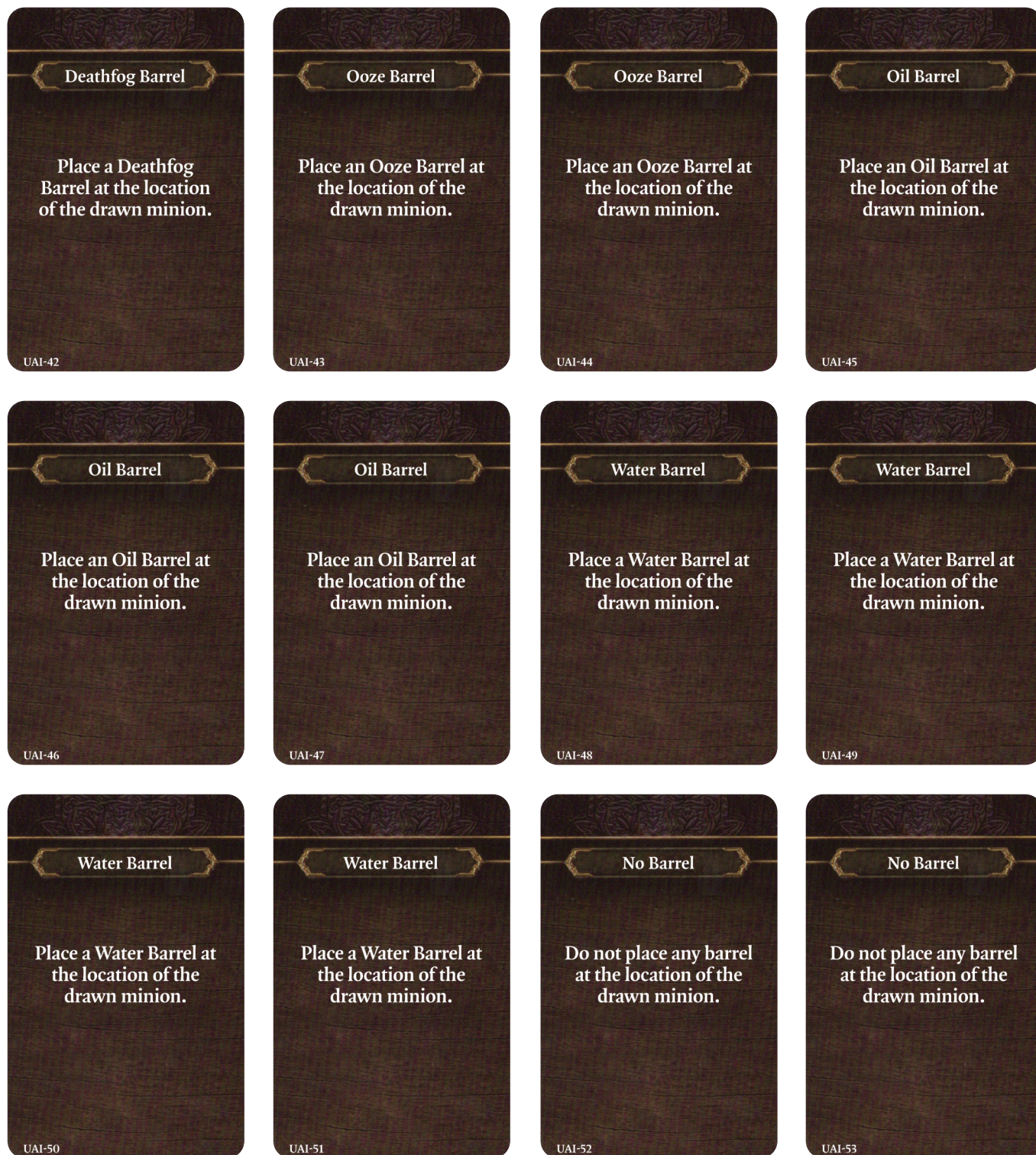
Cut from this side. Print with long edge binding.

Version 1

Cards 7/7 - Back



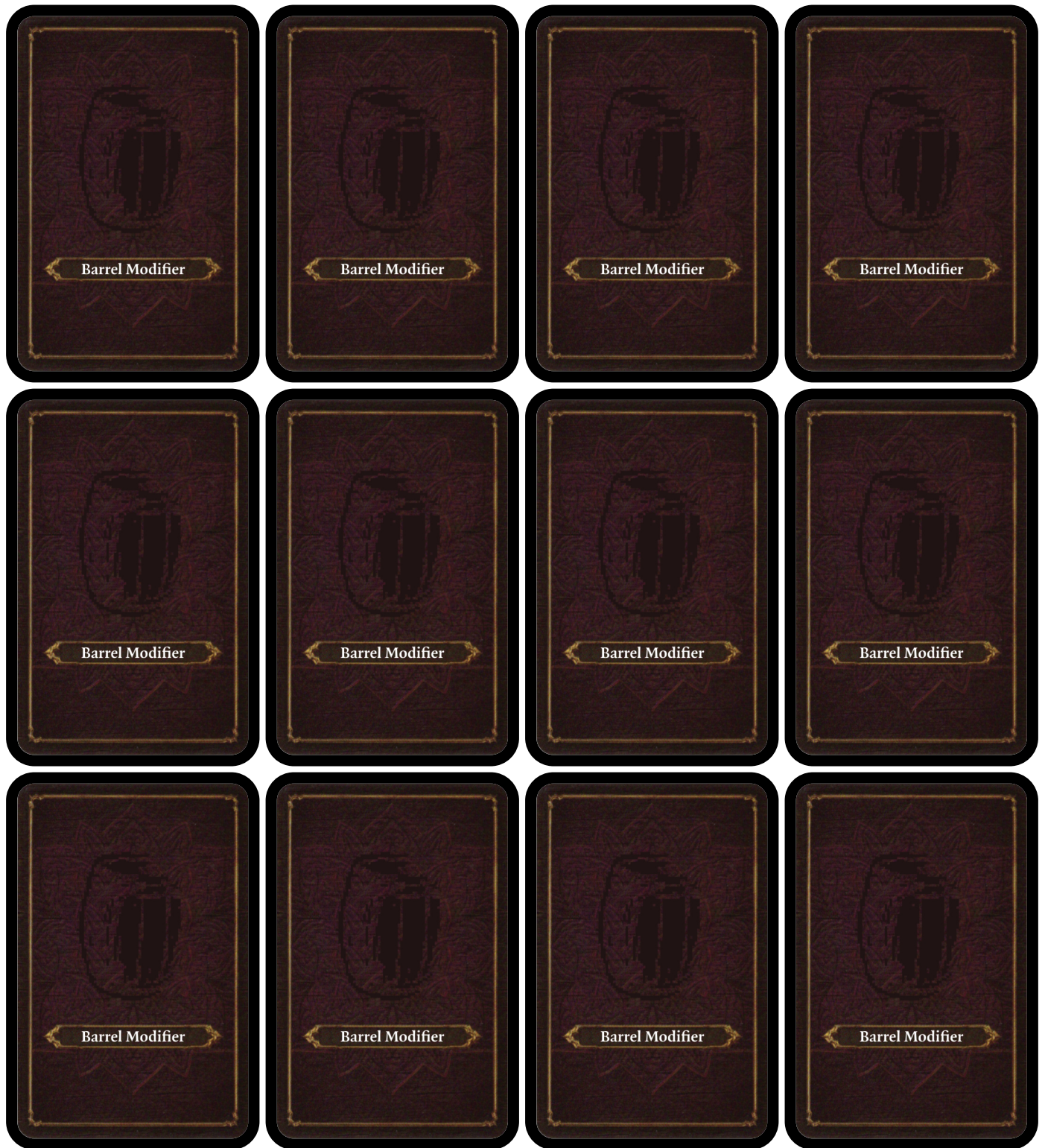
Barrel Modifier Cards 1/2 - Front



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Version 1

Barrel Modifier Cards 1/2 - Back



Barrel Modifier Cards 2/2 - Front



Cut from this side. Print with long edge binding.

Version 1

Barrel Modifier Cards 2/2 - Back



Reference Cards 1/1 - Front

Card Changes	
Card Title	Change
Poison Dart (Level 1 Geomancer)	ADD: "Your target's space becomes POISONED ."
Contamination (Level 3 Geomancer)	ADD: "If your target's space is WET , make the space POISONED ."
Searing Daggers (Level 1 Pyrokinetic)	CHANGE: "You may target an OILY or POISONED space as an area attack. ..."
Fireball (Level 3 Pyrokinetic)	CHANGE: "If the target space is OILY or POISONED , ..."
Phoenix Dive (Level 2 Warfare)	CHANGE: "... If it's OILY or POISONED , it becomes WARM"
Undead Pyromancer/ Veteran Undead Pyromancer (Minion)	CHANGE: "... If the target space is OILY or POISONED , ..."
Poison Grenade (Consumable Grenade)	ADD: "The target space becomes POISONED ."

Card Changes	
Card Title	Change
Poison Dart (Level 1 Geomancer)	ADD: "Your target's space becomes POISONED ."
Contamination (Level 3 Geomancer)	ADD: "If your target's space is WET , make the space POISONED ."
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Fireball (Level 3 Pyrokinetic)	CHANGE: "If the target space is OILY or POISONED , ..."
Phoenix Dive (Level 2 Warfare)	CHANGE: "... If it's OILY or POISONED , it becomes WARM"
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Poison Grenade (Consumable Grenade)	ADD: "The target space becomes POISONED ."

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Reference Cards 1/1 - Back

Card Title	Change
Poison Dart (Level 1 Geomancer)	ADD: "Your target's space becomes POISONED ."
Contamination (Level 3 Geomancer)	ADD: "If your target's space is WET , make the space POISONED ."
Searing Daggers (Level 1 Pyrokinetic)	CHANGE: "You may target an ONLY or POISONED space as an area attack. ..."
Fireball (Level 3 Pyrokinetic)	CHANGE: "If the target space is ONLY or POISONED , ..."
Phoenix Dive (Level 2 Warfare)	CHANGE: "... If it's ONLY or POISONED , it becomes WARM"
Undead Pyromancer/ Veteran Undead Pyromancer (Minion)	CHANGE: "... If the target space is ONLY or POISONED , ..."
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