


## Special Rules

Any character may spend 1 movement point to place one 1-hex corridor or ice tile adjacent and connected to the map such that it is within  3 of them. These tiles represent new hexes, which increase the overall map size. All tiles placed in this

way are considered corridors. As new hexes are added, consolidate existing 1-hex tiles into 2-hex tiles, if necessary. The border around the map is not considered a wall line at any time, and range can be counted across gaps in the map.

Set the numbered tokens next to the map. Use the round track to track the number of new hexes added to the map. Whenever each fifth hex is placed, reset the track and consult the appropriate chart:

Hexes	Two Characters	Three Characters	Four Characters
5	Place one numbered token in the newest hex.	Place one numbered token in the newest hex.	Place one numbered token in the newest hex.
10	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.	Spawn one normal Night Demon at the newest hex.
15	Place one numbered token in the newest hex, then spawn one normal Night Demon at each numbered token.	Spawn one elite Living Spirit at the newest hex and one normal Living Spirit at the numbered token.	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.
20	Spawn one normal Living Spirit at the newest hex, then place one treasure tile (numbered 85) in either numbered token.	Place one numbered token in the newest hex, then spawn one elite Night Demon at either numbered token.	Spawn one elite Living Spirit at the newest hex and one normal Living Spirit at the numbered token.
25	Spawn one elite Savvas Icestorm at the newest hex and one normal Chaos Demon at either numbered token.	Spawn one normal Living Spirit at the newest hex and one normal Night Demon at either numbered token, then place one treasure tile (numbered 85) in the other numbered token.	Place one numbered token in the newest hex, then spawn one normal Night Demon at either numbered token.
30	Spawn one normal Night Demon at both numbered tokens.	Spawn one elite Savvas Icestorm at the newest hex.	Spawn one normal Chaos Demon at the newest hex and one normal Night Demon at both numbered tokens.
35	Place one treasure tile (numbered 57) in the newest hex.	Spawn one normal Chaos Demon, one elite Living Spirit, and one elite Night Demon at any starting hex.	Spawn one normal Living Spirit at the newest hex, and place one treasure tile (numbered 85) in either numbered token.
40	_____	Place one treasure tile (numbered 57) in the newest hex.	Spawn one elite Savvas Icestorm at the newest hex and one normal Chaos Demon at either numbered token.
45	_____	_____	Place one numbered token in the newest hex and spawn one normal Chaos Demon, one elite Living Spirit, and one elite Night Demon at any starting hex.
50	_____	_____	Spawn one normal Night Demon at each numbered token.
55	_____	_____	Place one treasure tile (numbered 57) in the newest hex.