ENCHANTED FOUNTAIN
TRAP

TACTICS

If a Hero is within 1 tile of the Fountain, move the closest Hero adajcent to it and roll 1d6 on the table below. Add +1 to the roll for each time that Hero has previous rolled.

1 = Draw a Treasure Card.
2 = Heal up to 2 Hit Points.
3 = Heal up to 1 Hit Point.
4 = Lose 1 Hit Point.
5 = Lose 2 Hit Points.
6 = Add a new Monster to this tile.

Instead of attacking, an adjacent Hero can disable this Trap with a roll of 10+

X

WISHING WELL
TRAP

TACTICS

Each Hero permanently gains Disadvantage until they enter this tile or this trap is disabled.

When a new Hero enters this tile, roll 1d6:
1-3 = Flip a Power face-down, discard an Item, or lose 4 Hit Points.
4-5 = Draw a Treasure Card.
6 = Draw 3 Treasure Cards, keep 1 and discard the rest.

Instead of attacking, a Hero on this tile can disable this Trap with a roll of 10+

X

WATER OF LIFE
TRAP

TACTICS

When this trap spawns, the nearest damaged Hero heals 1 HP.

When this trap activates, the nearest wounded Monster heals 1 HP.

Magical Refreshment: *The Hero that disables this Trap heals 1 HP.*

Instead of attacking, an adjacent Hero can disable this Trap with a roll of 10+

X

DELUGE ELEMENTAL
ELEMENTAL

AC	HP
12	3

TACTICS

If the Elemental is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks all Heroes on that tile with its deluging wave. All Heroes on its tile are also Immobilized.

Otherwise, the Elemental moves 1 tile toward the closest Hero.

ATTACK	DAMAGE
+8	1

3 EXPERIENCE

X

DROWNING POOL
TRAP

TACTICS

When this trap spawns, place the nearest Hero inside it. While inside you cannot take Actions, use Items or Powers, and are ignored by Monsters.

When this trap activites, the Hero inside takes damage to equal the number of times the pool has activated while they were in it.

Heroic Sacrifice: *Any Hero that attempts to disable this Trap and fails switches places with the Hero inside it.*

Instead of attacking, an adjacent Hero can disable this Trap with a roll of 10+

X

DEEP SPAWN
ABERRANT

AC	HP
14	1

TACTICS

If the Deep Spawn is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a barbed spear. **Otherwise,** it moves 1 tile towards the closest Hero.

Fearsome: *Heroes on the same tile as this Monster may not use Utility or Daily Powers.*

ATTACK	DAMAGE
+8	1

1 EXPERIENCE

X