

RITUAL BASIN

TRAP

TACTICS

When this trap spawns, also spawn the Water Walker figure here.

When this trap activates, the Water Walker heals 1 damage and gains Advantage, or the Water Hawk activates.

Vital Link: When a Hero fails a roll to disable this trap, activate the Water Walker or Water Hawk.

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

X

THE WATER NYMPH'S WELL

TRAP

TACTICS

When this trap activates, place the nearest Hero adjacent to it. Then, each Hero on this tile takes 1 damage. Female Heroes take 1 additional damage.

Alluring Illusions: Heroes on this tile have Disadvantage and cannot move off this tile. Male Heroes are -5 to rolls to disarm this trap.

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

X

WATER WALKER

ELEMENTAL

AC HP

TACTICS

14 4

If the Walker is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero.

Otherwise, it moves 1 tile toward the closest Hero.

Tidal Force: All Heroes who start their turn on this figure's tile are Slowed.

Rebirth: When this figure dies, replace it with a Water Hawk.

ATTACK

+7

DAMAGE

2 (Miss 1)

4 EXPERIENCE

X

WATER HAWK

ELEMENTAL

AC HP

TACTICS

13 1

If the Ritual Basin is in play, the Hawk moves 1 tile towards it.

Otherwise, it moves adjacent to the furthest Hero and attacks.

Ritual of Life: When the Water Hawk reaches the Ritual Basin's tile, replace it with a Water Walker.

ATTACK

+6

DAMAGE

1

1 EXPERIENCE

X

WATER WOLF

ELEMENTAL

AC HP

TACTICS

14 2

The Wolf moves adjacent to the furthest Hero and attacks with a vicious bite.

Companion: When this figure spawns, spawn the Wave Lord here. While that figure is in play, the Water Wolf has an additional Hit Point and Advantage.

ATTACK

+6

DAMAGE

1

2 EXPERIENCE

X

WAVE LORD

ELEMENTAL

AC HP

TACTICS

15 3

The Wave Lord moves adjacent to the closest Hero and attacks with a trident.

Companion: When this figure spawns, spawn the Water Wolf here. While that figure is in play, the Wave Lord has an additional Hit Point and Advantage.

ATTACK

+7

DAMAGE

2 (Miss 1)

3 EXPERIENCE

X

SEA WOLF

ANIMAL

AC HP

TACTICS

14 2

The Sea Wolf moves adjacent to the nearest Hero and attacks with a fierce bite.

Relentless: At the end of this Monster's activation, pass it to the player on your left.

ATTACK

+6

DAMAGE

1

2 EXPERIENCE

X

SEA HORSE

ABERRANT

AC HP

TACTICS

15 4

If this card is tapped, untap it.

Then, the Sea Horse moves adjacent to the nearest Hero and attacks.

Submerge: If this Monster misses its attack, tap this card. While tapped, this Monster cannot be attacked.

ATTACK

+7

DAMAGE

Immobilized
(Miss 2)

4 EXPERIENCE

X