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Arrow Trap

If not Disarmed or Blocked.
1 Damage to each character

Disarm Trap
OR
Block Arrows

1



Pit Trap

If not Avoided.
1 Front Line character placed in the Dungeon!

Avoid Trap

2



Fire Trap

If not Disarmed or Extinguished.
1 Damage to one Front Line character

Disarm Trap
AND
Extinguish Fire

1



Snake Pit

If not Avoided.
1 Front Line character placed in the Dungeon!

Avoid Trap

2



Barrel Trap

If not Avoided or Halted.
1 Damage to one Front Line character

Disarm Trap
and
Halt Barrel

1



Poison Gas

If not Avoided.
1 Front Line character poisoned

Avoid Trap

2



Fire & Arrow Trap

If not Avoided or Halted.
1 Damage to both Front Line characters

Disarm Trap
OR
Block Arrows

2



Gelatinous Cube

If not Destroyed.
Both Front Line characters take 1 damage/round

Destroy Cube
OR
Destroy Cube on any pair

*



Mimic Trap

If not Disarmed or Destroyed.
2 Damage to one Front Line character

Disarm Trap
OR
To Destroy Mimic

2



Corridor Traps

If not completely solved.
A random party member takes 1 damage this round

Need two from each Set to solve

*