



# Vermiling Trapper

Name: \_\_\_\_\_

Level: 1 2 3 4 5 6 7 8 9

XP: 0 45 95 150 210 275 345 420 500

XP: \_\_\_\_\_

Gold: \_\_\_\_\_

Notes: \_\_\_\_\_

## Masteries:

X Have one trap on the map with a value of at least 20

X Move enemies through seven or more traps with one ability

## Perks

X:    X:    X:

X:    X:    X:

- Remove one -2 card
- Replace one -1 card with one +1 "Create one ♦2 trap in an empty hex adjacent to the target" card
- Replace one -1 card with one +1 "Create one ♦1 trap in an empty hex adjacent to the target" card
- Replace two +1 cards with two +1 "Add ♦2 or ♦2 to a trap within ♡2 of you" cards
- Replace two +1 cards with two +2 ♦ cards
- Add two "Add ♦2 or ♦2" ♦ cards
- Ignore scenario effects
- Whenever you long rest, you may create one ♦1 trap in an adjacent empty hex
- Whenever you enter a hex with a trap, you may choose to not spring the trap
- At the start of each scenario, you may create one ♦2 trap in an adjacent empty hex