Spellblade

Chaotic Magics

Chaos Theory [5] [Passive]
At the beginning of your turn you must choose a target player for this effect. Roll a d20. They take the result as physical damage. If they are able to survive the damage sustained, they become invulnerable until the end of their next turn, otherwise they are defeated.

Illusions [10] [Passive]
When you are the target of an attack, all heroes including yourself roll a d20. Switch places with the hero that rolled the highest result, and they are the new target of the attack. Level 5 (Mindbeam): The target of the attack may spend 1 fatigue to afflict the enemy with confusion before the attack begins. Level 8: You can activate the Illusion ability on any ally that is the target of an attack by a confused enemy.

Dimensional Rift [5] [Active - 1, 3]
Requires Dark Portal (5)
Your Dark Portal tears a rift in the spaces around it. X = half the amount of purple tokens currently in play, both in play areas and on the board. The rift extends X spaces in all directions. All heroes can move freely inside the rift without using a movement action. When they perform an attack inside the rift, roll a d20 before attacking. If dX- is rolled, they cannot be counterattacked.

Mental Domination [8] [Passive]
Requires Illusion (10)
When the result of an Illusion roll makes you the target of the attack, place a purple token beneath your character's current location. This is now an Image. This Image cannot be interacted with in any way, unless it is the highest result during an Illusion roll. Then it will be the target of the attack. The Image has 5 HP and no mitigation. When destroyed, remove the purple token from the field. Level 3: During an Illusion roll, you may reroll one result if the attacking enemy is confused. Level 5: Whenever an enemy is blinded within 3 spaces of you, they are also confused.

Level 8 (Mirror Image): When an Image is the target of an attack, it rolls a d20. If d17+, the attack is reflected.

Pandemonium [10] [Passive]
Requires Chaos Theory (3) Second Chance (5)
Your attacks cannot miss, instead deal 1 arcane damage per purple token a player has to every player in your dungeon party when a miss result is rolled. Level 3: Roll an additional blue die for each condition on your target. Level 6: You may spend one surge to afflict a condition of your choosing on your target. Level 10: Any character with 2 purple tokens has access to Pandemonium.

(Fortuna's Unlockable) Quantum Calamity [1]
[Active - 2, 3]
Requires Pandemonium (10)
Give all players in your dungeon party 1 purple token. Roll a d20. All players may immediately move half the amount shown, and perform an attack that deals additional arcane damage equal to a third the amount shown. Both are rounded up. This attack cannot be counterattacked.

Chronomancy

Paradox/Normality [Passive]
At the start of every player's turn in your dungeon party they must roll a d20. If d7-, place on purple token in their play area. If dCritMiss, place 2 purple tokens in their play area. Before placing the new purple tokens in their play area, if they have not received a new purple token since the beginning of their last turn, remove all purple tokens in their play area. If at any time a player has 3 purple tokens in their play area, they are immediately defeated.

Deja Vu [Passive]
Any player in your party may take 1 purple token after an attack action is completed to perform another attack.

Second Chance [5] [Passive]
Whenever any roll is performed by any player in your dungeon party they make take 1 purple token to re-roll the result.
Borrowed Time [3] [Passive]
Requires Second Chance (5)
Whenever a player is defeated in your party as a result of combat, if all other players take 1 purple token, that player is immediately revived and resorted to full capacity.

Frozen in Time [3] [Active - 1, 3]
Requires Borrowed Time (3)
Choose a player and give them 1 purple token. At the start of their next turn, that player will return to the health, fatigue, and condition status they were when this ability was activated.

Time Rupture [1] [Passive]
Requires Frozen in Time (3) Chaos Theory (5)
Whenever a player is defeated from an effect of one of your skills, deal the remaining health before death as arcane damage to the nearest enemy target.

Ascended: Special Relativity [1] [Active - 2, max]
Requires Time Rupture (1) Quantum Calamity (1)
All currently active enemies take arcane damage equal to the distance in spaces between your character and them. This ability can only be used once per full encounter. After this ability is used, your character cannot perform any action for 2 turns.

Leaking Void [3] [Passive]
Requires Dark Portal (3)
X = half the amount of purple tokens currently in play, both in play areas and on the board. The spaces X spaces around your Dark Portal cannot contain light and all shadow damage dealt by a character in those spaces is doubled.

Gravity Field [1] [Passive]
Requires Dark Portal (5) Leaking Void (3)
All enemies that enter a space adjacent to your Dark Portal are placed immediately on the Dark Portal and they are immobilized.

Veil of shadow [5] [Active - 0,0]
Requires Embrace the shadows (5)
Until the end of your next turn, as long as you are not within light you cannot be targeted by enemy characters and all your attacks deal half their damage as shadow damage.

Twist of Fate [1] [Active - 1,2]
Requires Negative Disintegration (5) Time Rupture (1)
Until the start of your next turn, all abilities that previously generated X purple tokens, now cost X purple tokens. The effects of Paradox now occur when performing an action that would leave you with less than 0 purple tokens until Twist of Fate ends.

Void Magic

Dark Portal [5] [Active - 0,1]
At any time during your turn, you may place a purple token on a tile adjacent to you. This is now a dark portal. You may have at most 2 of these tokens on the map at any time. Any friendly character can spend 1 action to move between dark portals.

Embrace the shadows [5] [Passive]
You are unaffected by all negative effects provided due to lack of light.

Negative Disintegration [5] [Passive]
When an enemy is killed by an attack or effect caused directly by you, any abilities that lead to revival are negated.

Ultimate

(Nyx's Unlockable) Ascended: Black Hole [1] [Active - 2, all]
Requires Twist of Fate (1) Gravity Field (1) Special Relativity (1)
Set your health to 1. Your character cannot gain health in any manner for the rest of the encounter, including revival. All activated enemies and all allies are moved adjacent to your character. Remove all purple tokens on all heroes and deal shadow damage equal to the amount of tokens removed to all adjacent enemies. All enemies are now overwhelmed.
Bulwark

Toughness

**Thick Hide [5] [Passive]**
Roll a d20 before every incoming attack. If dCrit negate the attack entirely.

**Bulkiness [7] [Passive]**
Increase your maximum health by 3. Lower your speed by 1.
Level 3: Reduce your elemental damage taken by 1.
Level 5: Reduce your arcane damage taken by 1.

**True Grit [1] [Passive]**
Requires Thick Hide (5)
You roll 1 additional silver die while stunned.

**Bunker Down [3] [Active - 1,1]**
Requires Bulkiness (5)
Until the end of your next turn, all damage dealt to you by an adjacent target is reduced by 3. You cannot move during this turn.

**Phalanx Fighting [1] [Passive]**
Requires Bunker Down (3)
When a player is attacked in a space adjacent to you, you may choose to be the target of that attack instead. You take 3 additional physical damage from this attack.

**Moment of Glory [1] [Active - 0, 3]**
Requires Stand Your Ground (3) Bulkiness (7)
Until the end of your next turn you recover 3 health at the end of every combat sequence. Remove all conditions on your character.

**Bulletproof [1] [Passive]**
Requires Stand Your Ground (3) Bunker Down (3)
All ranged attacks that deal solely physical damage are reflected.

**Against All Odds [1] [Passive]**
Requires Bulletproof (1) Moment of Glory (1)
Juggernaut (1)
When overwhelmed, your physical damage dealt is doubled.

Armaments

**Seasoned Knight [5] [Passive]**
You may change equipment at the start of any turn, but the unequipped item becomes tapped.

**Shield Mastery [10] [Passive]**
Requires Seasoned Knight (5)
You may dual-wield shields. They only become tapped when both shields are exhausted. You may not perform attacks or counterattacks.
Level 5: All exhaustion effects on shields you equipped are doubled in effectiveness.
Level 10: You may attack and counterattack while dual-wielding shields. Roll all defense die you would have during a defensive roll, the shields shown are instead treated as hearts.

**Weapon Mastery [5] [Passive]**
Requires Seasoned Knight (5)
You now receive the full dice from both your weapons while dual-wielding one-handed weapons.

**Riposte [5] [Passive]**
Requires Weapon Mastery (5)
When counterattacking while wielding a one-handed weapon, roll 1 additional green die for every 2 points of damage you negated, rounded down.
Level 5: When dual-wielding one handed weapons, you may counterattack twice.

**Situational Awareness [1] [Passive]**
Requires Weapon Mastery (5) Shield Mastery (5)
You gain a benefit based on the most recent weapon you have equipped.

- Shield: Remove vulnerability on yourself.
- One-handed Weapon: The next attack you perform inflicts vulnerability.

**Charge [5] [Active - 2,2]**
Requires Shield Mastery (5) Riposte (5)
Activate this ability to move to an enemy within line of sight, immobilize them, and perform an attack.
Level 5 (Pursuit): When an enemy moves out of a space adjacent to your character, you may use Charge to that enemy for only 1 fatigue during your next turn.
**Battle**

**Taunt [8] [Active - 1,1]**
You taunt the enemy monster, forcing them to attack you on their next attack.
**Level 5:** When you use taunt, all enemies within 3 spaces of your target are affected as well.

**Blind Fury [1] [Passive]**
Requires Taunt (5)
An enemy you have Taunted becomes enraged, blinded, and vulnerable.

**Duel [5] [Active 1,1]**
Requires Taunt (8)
When using Taunt, you may choose to spend an additional action and fatigue to enter a Duel with the enemy. During this Duel, you will trade attack actions until one of duelists is defeated. There are no counterattacks, and abilities and special effects that activate on counterattacks do not apply. If your hero is victorious, you earn double the experience.
**Level 5:** Your attacks during duel deal 1 additional physical damage.

**Last Stand [7] [Passive]**
When at exactly 1 health after the result of a combat sequence, you may double the result of your next defensive roll. This effect is canceled if you are healed above 1 health before the next attack.
**Level 5 (Last Resort):** The result of your counterattack is doubled as well.

**Stand Your Ground [3] [Passive]**
Requires Last Stand (7)
As long as you haven't moved during a turn and are at least half health prior to an attack, you cannot be killed by the attack.

**Ascended: Juggernaut [1] [Active - 2, max]**
Requires Stand Your Ground (3)
Until the end of your next turn, you may take 3 actions per turn. When you perform a movement action any character ever in a space adjacent to you is moved 2 spaces in a direction of your choosing. If the space they end in is adjacent to a wall, that character is stunned and dealt 6 physical damage. If that character was already stunned, they are now overwhelmed. This effect can only occur once per interacted character.

**Ultimate**

**Ascended: Impeccable conditioning [1] [Active - 0,0]**
Requires Against All Odds (1) Situational Awareness (1) Charge (5)
Recover full health and full fatigue.
Priest

Arcane Magics

Mass Invisibility [3] [Active - 0, 2]
All allies within 3 spaces of you are now counted as invisible until the start of their next turn. While invisible, they cannot be targeted and do not cause activation.

Light Ward [7] [Passive]
At the end of your turn, if you have not performed an attack action and you are within light you may choose to meditate in divine light. You can't be interacted with in any way, by allies or enemies. This lasts until the start of your next turn.
Level 5: If any character moves into the space you formally occupied, their turn immediately ends.

Telekinesis [10] [Active 0, X]
Requires Mass Invisibility (3)
You may spend X amount of fatigue to move an enemy or friendly figure X amount of spaces.
Level 3: You may also perform an interaction X number of spaces away.
Level 5: When using telekinesis on an enemy you may also move any enemy within X spaces the same amount for no additional fatigue.
Level 7: All enemy targets affected by your telekinesis are also immobilized.

Flight [1] [Passive]
Requires Telekinesis (10)
You're no longer affected by any obstacle.

Singularity [1] [Active - 2,4]
Requires Flight (1)
Remove one purple token on all heroes. Stun all enemies within 10 spaces of your hero. Stun your own hero.

Holy Magics

Holy Light [5] [Active 1, 1]
Target a friendly player and roll 2 red power die. The player recovers health equal to the hearts rolled.

Cleansing Touch [3] [Active - 1,1]
Remove all conditions from a friendly player.

Divine Shield [3] [Passive]
Requires Holy Light (3)
When you target an ally with Prayer of Healing they roll one extra brown die until the start of your next turn.

Divine Wrath [7] [Passive]
Requires Holy Light (3)
When you target an ally with Prayer of Healing they roll one additional green die until the start of your next turn.
Level 7: Half of their damage is treated as holy damage.

Purity [1] [Passive]
Requires Cleansing Touch (3)
While you are in light you may clear one condition at the start of your turn from any player currently within light.

Smite [7] [Active - 1, 1]
Requires Divine Wrath (5)
Choose a target enemy within light. Any time you take damage within light they take holy damage equal to the amount of damage you took, as long as they are still within light. This effect lasts until either you or the enemy is defeated.

Holy Barrier [3] [Active - 2,1]
Requires Divine Shield (3)
Place a yellow token underneath your hero. All spaces within 3 are protected by the Barrier. The barrier can absorb 10 damage in total and provides light to each space it occupies. Any ally within the barrier may choose to use some of the absorption effects to negate damage when being attacked or counterattacked. When the barrier is broken, deal 3 holy damage to all enemies inside the area.

The Harmonic Series [1] [Active - 2,0]
Requires Holy Barrier (3)
Write Harmony (n) = on your character sheet and place a tally mark for every turn that has passed since you have used this ability. Recover health at the start of your turn equal to 5 divided by n. This number is rounded appropriately. When the result is less than 1, you fully recover your health and remove this effect.

Prayer

Faith [10] [Passive]
At the beginning of every encounter, choose a being to worship. This will affect your interaction with the Altar, quests, and your other skills.
• **Suriel** - Archangel of Light
• **Virtus** - Demigod of War
• **Nyx** - Demigoddess of the Night
• **Fortuna** - The Goddess of Karma

Place 1 yellow token in your play area. This now represents your Faith. This will be earned and spent over the encounter, and resets at the beginning of every encounter.

**Radiance [7] [Active - 1, 1]**
Roll a red power die. All friendly players within 3 spaces recover the hearts shown, while all enemy characters take holy damage equal to the hearts shown.

Level 7: You now roll 2 red power die instead of one when using radiance.

**Prayer of Peace [1] [Active - 1,0]**
Requires Faith (3)
Choose a target enemy minion. That minion cannot initiate an attack until the start of your next turn.

**Worship [5] [Active - 1,1]**
Requires Faith (5)
You are now vulnerable. Place 1 yellow token in your play area. If adjacent to an Altar, place 2 yellow tokens instead.

**Plea [5] [Active - 0,0]**
Requires Worship (5) Faith (7)
Spend 1 yellow token to receive an immediate effect based on your attuned God.

- **Suriel** - Blind all adjacent enemies.
- **Virtus** - All allies deal 1 additional physical damage until the start of your next turn.
- **Nyx** - All shadow components of damage are doubled until the start of your next turn.
- **Fortuna** - You may reroll all Knowledge tests one time until the start of your next turn.

**Saint [3] [Passive]**
Requires Plea (5) Worship (10)
You have insight from the gods on quests. Godly insight will never lie or deceive, but cannot tell you the entirety of the adventure ahead of you.

**Evangelism [3] [Active - 0,0]**
Requires Plea (5) Worship (10)
Spend 5 yellow tokens while adjacent to an altar to attune to the altar for this encounter.

**Divine Favor [1] [Active - 0,0]**
Requires Saint (3) Evangelism (3)
Spend 3 yellow tokens to receive an immediate effect based on your attuned God.

- **Suriel** - Recover half of your missing health.
- **Virtus** - Deal half of your missing health in damage to the nearest enemy.
- **Nyx** - Become untargetable until the end of your next turn.
- **Fortuna** - Roll a d20. If dCrit, receive 100 gold and fully heal your entire party regardless of effects that negate healing.

**Ultimate**

(Unlockable) Ascended: Suriel's Blessing [1] [Active - 0,0]
Requires Divine Favor (1) The Harmonic Series (1) Pulsar (1)
Spend 10 yellow tokens to receive a Divine Blessing based on your attuned God.

- **Suriel** - Heal for 3 health at the start of your turn for the rest of the encounter.
- **Virtus** - Deal 3 holy damage and stun one enemy of your choosing at the start of your turn for the rest of the encounter.
- **Nyx** - Pass all cunning tests for the rest of the encounter.
- **Fortuna** - Deal 5 arcane damage to every activated enemy in the encounter.

**Team Skills**

Ascended: Pulsar [1] [Active - 2, max]
Requires Prismatic (7) Radiance (7) Telekinesis (5) Gravity Field (1) Quantum Calamity (1)

This ability uses the 2 actions for the Spellblade's next turn as well. This requires both heroes to use max fatigue. Both the Spellblade and Priest must be in adjacent squares, within light.

All enemies within 10 spaces are placed adjacent to your characters and are overwhelmed. Until the end of your next turn, all enemies adjacent to your character take damage as holy damage when attacked. Both characters are defeated at the end of your turn.
Sunderer

**Bloodthirst**

**Bloodbourne [10] [Passive]**
You are unaffected by **bleeding**.

**Adrenaline Rush [3] [Passive]**
When your character is below 5 health, you may perform 1 free movement action per turn.

**Level 5:** When your character is at 1 health, you automatically pass any Might test.

**Bloody Brawler [3] [Passive]**
Requires Bloodbourne (5)
At the end of an attack that deals damage test Might. If successful, the target is now bleeding.

**Vigorous Renewal [1] [Passive]**
Requires Adrenaline Rush (3)
When you are revived or helped up, you recover all your fatigue and may perform one movement action.

**Exsanguinate [3] [Active - 1,2]**
Requires Bloodbourne (7) Bloody Brawler (3)
All bleeding enemies within 3 spaces of you take 5 physical damage.

**Deep Wounds [3] [Passive]**
Requires Exsanguinate (3) Bloodbourne (10)
When applying bleed to an already bleeding target, deal 1 physical damage per application of bleed.

**Bloodlust [1] [Active - 2,2]**
Requires Deep Wounds (3)
For all attacks and counterattacks until the end of your turn, you gain an additional pierce2. When attacking while this ability is active, if you fully pierce an enemies armor, apply bleeding.

**Ferocity**

**Training [10] [Passive]**
Passing a Might test recovers one fatigue.

**Terrorizing Roar [Active - 1,1]**
All enemies within 3 spaces of your character are feared.

**Critical Strikes [10] [Passive]**
Requires Shatter (5)
Roll a d20 before each of your attacks. If dCrit your attack deals 300% increased damage.

**Terraforming [3] [Active - 1,1]**
Requires Training (10)
Test Might when adjacent to a wall to place a cave-in token one space in front of you and deal 6 physical damage to all characters in that space. This special ability can activate Critical Strikes.

**Earthshatter [3] [Active - 1,2]**
Requires Terraforming (3)
Test Might+2 when there are 2 separate walls within 2 spaces on either side of you, to place two cave-in tokens in front of you and deal 6 physical damage to all characters within 3 spaces of the tokens. This special ability can activate Critical Strikes.

**Magnitude [1] [Active - 2,2]**
Requires Earthshatter (1)
Roll a d20. Deal physical damage equal to 10 minus [the absolute value of your roll minus 10] to all enemies within 5 spaces of your character. This special ability can activate Critical Strikes.

**Penetrating Strikes [1] [Passive]**
Requires Critical Strikes (10)
You can choose when rolling for a Critical Strike to reduce the bonus to 100% and change the threshold to d13+. When achieving a Critical Strike in any manner, you gain pierce equal to the amount of armor the enemy has.
Fury

Bruiser [10] [Passive]
You lose 1 health at the start of your turn.
Level 5: You lose 2 health at the start of your turn.
Level 10: When below half health, you gain 1 fatigue at the start of your turn.

Fiery Passion [7] [Passive]
When below half health, your attacks inflict burning.

Frenzy [5] [Active - 2,2]
Requires Fiery Passion (5) Bruiser (5)
Lose 4 health. This turn now allows 3 attacks and 2 movements and then immediately ends. All your attacks this turn inflict burning.

Combustion [3]
Requires Bruiser (10) Fiery Passion (7)
When applying burning to a target that is already burning, deal 1 elemental damage per application.

Outrage [1] [Passive]
Requires Bruiser (7) Frenzy (5)
When a hero dies within 3 spaces of you, you may place your hero character adjacent to the enemy figure that defeated the hero and perform 1 attack. If the enemy is defeated in this way, you earn double the experience.

Burning Wounds [5] [Passive]
Requires Combustion (3)
When attacking a target that is both burning and bleeding, deal additional damage equal to half your lost health. This extra damage is half elemental and half physical damage.

Ascended: Berserking [1] [Active - 2, all]
Requires Outrage (1) Combustion (3)
Spend all your fatigue to enter Berserker's stance. This stance lasts until the end of your turn, and prohibits the use of any actions besides movement and attack. At the end of your turn, your character is set to 1 health and is stunned. If you are killed during this turn, you cannot be revived by any means until 2 full turns have passed.

For every 3 health your character is missing, you may move 1 space this turn. As long as you are adjacent to an enemy, you may perform an attack against it. For every enemy you have attacked this turn, you deal an additional physical damage on each of your following attacks.

Ultimate

(Unlockable) Strength of Virtus [Passive]
Requires Berserking (1) Penetrating Strikes (1)
Magnitude (1) Bloodlust (1)
You may now wield two-handed weapons in one hand.

Team Skills

Ascended: Hellstorm Rift [Active - ?, max]
Requires Berserking (1) Bloodlust (1) Pandemonium (1) Twist of Fate (1)
You can activate this ability when the Sunderer and Spellblade occupy the same space and once this ability is activated, you can continue using it as long as you spend all actions for both the Sunderer's and the Bulwark's turns.

While using this ability, you cannot perform any other action (regardless of how many actions it requires, even 0) except for 1 movement action up to your current speed. All enemies within 3 spaces are affected by the following (in this order):

- Moved adjacent to your character.
- Afflicted with burning and immobilized.
- Dealt elemental and arcane damage both equal to the amount of conditions on them.
- Afflicted with a condition of your choosing.

These affects can only happen once per full turn.

Ascended: Sacred Fire [Active - 2, max]
Requires Burning Wounds (5) Smite (7) Evangelism (3)
This requires the 2 actions of the Priest's next turn as well. This ability can only be used if the Priest is adjacent to an altar and the Sunderer is next to an enemy.

The target enemy takes holy damage equal to the amount of spaces with light in the room. The target enemy also takes elemental damage equal to the amount of health the Sunderer has lost.
Glossary

General Terms

Exhausted
When an item is exhausted, its ability text becomes unusable, but the player still has access to all dice rolls shown by the card. Exhausted items refresh at the beginning of your turn.

Tapped
When an item is tapped, its ability text and dice rolls become unusable. Tapped items refresh at the beginning of your turn.

Testing
When testing a stat, roll 2 black die. The result needed is 7 minus your current value for that stat. This can be modified by +X at the end of the stat name being tested.

Enrage
If an active enemy has no targets within Line of Sight they will perform no movement and attack actions, but the damage of their next attack is doubled. This effect can stack endlessly.

Reflected
When an attack is reflected, the damage is dealt to the attacker instead and they use their own mitigation to reduce the damage of the attack. A reflected attack triggers no abilities or special effects from the attacker or defender.

Miss
A missed attack negates all abilities and other effects. If the miss is successful (meaning the character has no abilities that interact with miss specifically) the attack immediately ends, essentially negating all special abilities or effects that may have happened after the miss.

Light
The caverns our heroes explore are dreadfully dark. light can be provided to give the heroes a potential edge or interact with certain abilities and skills. light2 is provided by all torches, entrances, and magical objects (relics, runes and glyphs). Otherwise, light is provided by character effects and abilities.

All heroes must roll a d20 when attacking without light. If dCritMiss is rolled, the attack misses. Enemies do not have to make this roll.

Line of Sight
Line of Sight is by default 5 spaces in all directions for heroes and 10 spaces in all directions for enemies. This is blocked by walls, obstacles, closed doors, and other specific objects present on the map. This can be modified by skills and abilities as well as hazards and map effects. Heroes bypass the space limit on Line of Sight as long as they are targeting an area with light.

Activation
Opening doors, entering new areas, or progressing through your quest will activate certain enemy groups. Various abilities and class skills interact with the activation of enemies.

Revival
A hero can test Willpower to stand up on their own at the start of their turn but this can only be used once per encounter. They are revived with 1 fatigue and 2 red power dies of health. Their turn is then skipped. A hero can test Knowledge to revive an adjacent ally. They are revived with 1 fatigue and 2 red power dies of health. This requires two actions, and the revived hero's following turn is skipped.

Ascended
Ascended abilities can only be used once per encounter.

Conditions

Condition damage cannot be mitigated. condition d20 rolls can chain with multiple conditions.

Bleeding
Every time a bleeding character performs an action, they take 1 damage. Test Might at the start of their turn to remove this condition.

Burning
A burning character takes 2 damage at the start of their turn. A hero tests Cunning at the start of their turn to remove this condition.

Poisoned
A poisoned character cannot be healed and takes 1 damage at the start of their turn. A hero tests Knowledge at the start of their turn to remove this condition.
Diseased
A *diseased* character loses 1 *health* and 1 *fatigue* at the start of their turn. A hero tests *Willpower* at the start of their turn to remove this *condition*.

Blinded
A hero rolls a d20 before every attack. If d10- the attack misses. This roll is the first roll when an attack is performed.

Cursed
All damage this hero takes is *shadow* damage. A hero tests *Willpower* and then tests *Cunning* at the start of their turn and must succeed both to remove this *condition*.

**Control Effects**

Control effects are like *conditions* but they cannot be removed by testing. They are either a set duration, or until the character is defeated.

Chilled
A *chilled* character can only move half its speed per turn, and make 1 action per turn. This effect lasts 2 full turns.

Feared
A *feared* character rolls a d20 before any action. If d7- is rolled, their turn ends. The effect lasts 2 full turns.

Confused
A *confused* character rolls a d20 before every attack or counterattack. If d7- is rolled, they perform this attack on the nearest adjacent ally instead. This effect lasts 2 full turns.

Vulnerable
A vulnerable character cannot mitigate damage. This effect lasts 2 full turns.

Immobilized
An immobilized character cannot perform any movement actions on their turn. This effect lasts 1 full turn.

Stunned
A stunned character cannot perform any actions on their turn. Period. This effect lasts 1 full turn.

Overwhelmed
An overwhelmed character is *stunned* and *vulnerable*. However, this special control effect lasts until the character is defeated.

**Damage Types**

The damage type of an attack or effect will dictate how a character can mitigate the damage. All weapon damage is *physical* except for runes which are *elemental* and staves which are *arcane*.

Holy
*Holy* Damage cannot be mitigated by defense. It deals double damage to all undead enemies.

Shadow
*Shadow* damage cannot be mitigated by any mitigation.

Elemental
*Elemental* damage cannot be mitigated by defense. It deals double damage to all beast enemies.

Arcane
*Arcane* damage cannot be mitigated by armor.

Physical
*Physical* is the standard damage type and can be mitigated by any mitigation.

**Defense Types**

Defense types are the various ways a character can mitigate damage.

Armor
This is the passive or activate mitigation given and all defense rolls provided solely by equipment.

Defense
This is the mitigation provided by a character's innate defense roll as well as any skills the class/monster has.

Any Mitigation
This is all forms of passive and active mitigation, including special effects, auras, barriers, and boss mechanics.