

attack modifier is drawn.

Is there any limitation to the number of items I can use on my turn or even during the same ability?

No.

If I apply POISON with my attack, does it immediately give me +1 on the attack?

No. All added effects of an attack are only applied after the amount of damage is resolved. The one exception to this is PIERCE, which is applied at the same time as the damage.

If I have both the WOUND and POISON conditions and am healed, what happens?

Both conditions are removed and no actual healing takes place.

Does a long rest cure WOUND and POISON? Does drinking a potion cure WOUND and POISON?

Yes, these are both considered "Heal" effects and thus interact with WOUND and POISON like other "Heal" abilities.

If a heal or other beneficial ability specifies a range, can I target myself?

Yes.

How do the heal rolling modifier cards work?

Any time a "Heal" attack modifier card is resolved, the figure who flipped it heals the amount specified. This heal can remove wound and poison like any other heal.

If I get stunned before I have a chance to play my cards for the round, do I have to discard them, or can I take them back and do a full rest?

You have to discard them.

If I have advantage or disadvantage, how do I determine whether one attack modifier card is better or worse in the case of effects beyond the typical +/- modifiers? How do I know when something is ambiguous?

All added effects (negative conditions, elements, healing, etc.) have a **positive but undefined value**. Thus, these would be the rulings in the following cases:

+1 vs +2: +2 is better

+1 Stun vs +1: +1 Stun is better

+0 Stun vs +2: Ambiguous

+1 Stun vs +1 Fire: Ambiguous

+0 Muddle vs +2 Stun: Ambiguous

Is it ever possible to do damage with an attack after the "no damage" attack modifier card takes effect?

No. If this card is applied to your attack, you do no direct damage with the attack under any circumstances.

If a condition lasts until the end of my next turn, what exactly does "next turn" mean?