

## Attack Modifier Cards

Any time an **Attack** ability is performed, a separate attack modifier card is drawn for **each individual target** of the attack. Players draw from the personal attack modifier deck for their chosen character and monsters draw from a collective monster deck. The modifier listed on the card is then applied to the attack, possibly reducing or increasing its numerical value.



### AN ATTACK MODIFIER CARD INCLUDES:

The value of the modifier for the attack **a**. A “Null” symbol **b** means that no damage is done by the attack. A “2x” symbol **c** means the attack value is doubled.

Conditions, elemental infusions, or other special effects of the attack **d**. If the attack modifier of the card is +0, the special effect is shown in the center circle of the card **e**. Otherwise, it is shown to the left of the modifier value **f**. When these special effects are activated, they function exactly as if they had been written on the action card being used for the attack.



A rolling modifier symbol **g** indicates that an additional modifier card should be drawn. Modifier cards are then drawn until a rolling modifier is **not** revealed, at which point all the drawn modifiers are added together.



= Add “PUSH 2” and the earth element effects to your attack, then increase your attack value by 2.

A special **BLESS** **h** or **CURSE** **i** border. If a **BLESS** or **CURSE** card is drawn, it should be **removed** from the player’s deck instead of being placed into the discard. Curse cards also have either a **M** or an **\*** to denote whether they can be placed in the monster attack modifier deck **M**, or a character’s attack modifier deck **\***.



A shuffle symbol **j**. At the end of the round in which a “Null” or “2x” card is drawn from a deck, players will shuffle all the played modifier cards back into that particular draw deck. This shuffling also happens if a modifier card must be drawn and there are none left in the draw pile.



A type icon **k**. All standard attack modifier decks have a 1, 2, 3, 4, or M icon **l** for easy sorting, such that all cards with a given icon form the standard 20-card deck. All cards a character class adds to their modifier decks through perks (see Leveling Up on pp. 44–45 for details) have the symbol of that character class **m**. Cards added to a modifier deck by a scenario or item effect have a **\*** icon **n**. These cards should be removed at the end of a scenario.

