



DISARM – If a figure is disarmed, it cannot perform any **attack** abilities on its turn. At the end of its next turn, the DISARM token is removed.







STUN – If a figure is stunned, it cannot perform **any** abilities or use items on its turn **except to perform a long rest** (in the case of characters). At the end of its next turn, the STUN token is removed. Players must still play two cards or rest on their turn, and if a player plays two cards while stunned, the actions played are not used, and the cards are simply discarded.



MUDDLE – If a figure is muddled, it gains Disadvantage on all of its attacks. At the end of its next turn, the MUDDLE token is removed.



CURSE – If a figure is cursed, it must shuffle a CURSE card into its remaining attack modifier deck. When this card is revealed through one of the figure's attacks, it is removed from the deck instead of being placed into the attack modifier discard pile. Note that there are two separate curse decks: 10 cards with a  in the lower left corner and 10 cards with an .  cards can only be placed in the monster attack deck (when a monster is cursed), and  cards can only be placed in a character's attack deck (when a character or character summon is cursed). Thus, a maximum of only 10 curse cards can be placed into any one deck.



The following are **positive conditions**. Figures can apply positive conditions to themselves or allies through specific actions. Positive conditions cannot be prematurely removed.



INVISIBLE – If a figure is invisible, it cannot be focused on or targeted by an enemy. Invisibility does not affect a figure's interactions with his or her allies. At the end of its next turn, the INVISIBLE token is removed. Monsters treat invisible characters exactly as if they were obstacles.




STRENGTHEN – If a figure is strengthened, it gains Advantage on all of its attacks. At the end of its next turn, the STRENGTHEN token is removed.



BLESS – If a figure is blessed, it must shuffle a BLESS card into its remaining attack modifier deck. When this card is revealed through one of the figure's attacks, it is removed from the deck instead of being placed into the attack modifier discard pile.



ELEMENTAL INFUSIONS

Some abilities have an elemental affinity associated with them (either **Fire**, **Ice**, **Air**, **Earth**, **Light**, or **Dark**). If any of these symbols is visible by itself in an action's description , it means that by performing any part of the action, the figure must infuse the battlefield with that element. This is represented by moving the corresponding element's token to the "Strong" column of the elemental infusion table **at the end of the turn** in which the ability was used.

