

At the end of every round, however, all elemental infusions will wane, moving **one step** to the left in the table, from “Strong” to “Waning” or from “Waning” to “Inert.”



Elemental infusions can be used to augment the effects of certain abilities. This augment is represented by an elemental symbol covered with a red , followed by a colon and how the ability is augmented if the element is consumed. If an ability is used that consumes an element and the corresponding element token is in the Strong or Waning column, that element token **may** be used to augment the ability by moving the token to the Inert column. A single icon cannot be used to consume more than one infusion, and **it is not possible to create an element and consume it on the same turn**, but it may be consumed by anyone with a later turn in the initiative order of the same round.

If an ability contains multiple separate augments, the player may choose which augments to use in any order. If a single augment lists multiple element uses, all elements must be used to activate the augment.

Just like characters, monsters also have the ability to create and consume elements. Monsters always consume elements if they can, and every activated monster of that type will gain the benefit of the consumed element, not just the first monster to consume it.



This multi-colored circle represents **any single one** of the six elements. If this symbol is present on a monster’s ability card, the players choose which element is created or consumed.



Fire



Ice



Air



Earth



Light



Dark



Elemental Infusion Table