

BROKEN COLLAR BONE

Injury

Not particularly debilitating, but it sure hurts! You find yourself cringing a lot from the pain.

You are -1 Max Grit.

CHEST WOUND

Injury

Deep slashes run across your chest, making it hurt to turn or twist your body; it's kind of painful to even breathe.

You are -1 Initiative.

CONCUSSION

Injury

Your ears are ringing a little and you have a headache that won't quit!

Until the start of the next Adventure, you are -1 Initiative and roll one less dice on all Skill Tests.

CRUSHED ARM

Injury

Your arm has been bent and crushed a bit. It may even be broken.

You are -1 Combat.

GOUGED EYE

Injury

Ouch! Your vision is blurred and cloudy as one of your eyes has been scratched!

You cannot get Critical Hits with your Ranged Attacks.

INTERNAL BLEEDING

Injury

Your condition is serious! Wiping blood from your mouth, you assure everyone that you are fine.

Any further Injury Chart rolls are only made with a single D6. This Injury is -1 to the roll to Heal during Surgery at the Doc's Office in Town.

MANGLED HAND

Injury

One of your hands is twisted and broken. It's hard to even hold anything in it.

You have one less Hand for equipping Items each turn. Two Handed Weapons may still be used but they cannot get Critical Hits.

SLASHED LEG

Injury

A deep and painful cut runs across your leg, making it hard to stand let alone walk.

You are -1 Move each turn (minimum of 1).

ATTRIBUTION

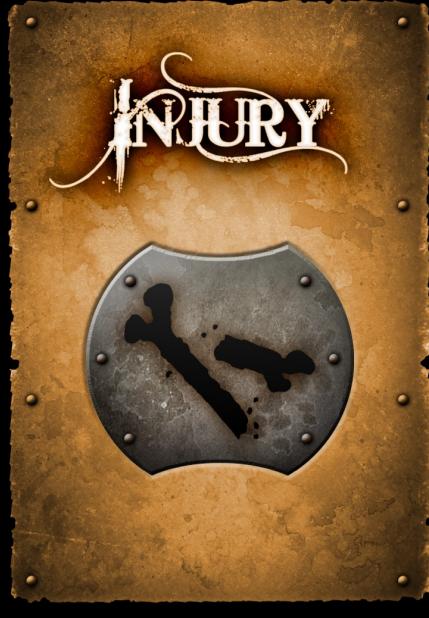
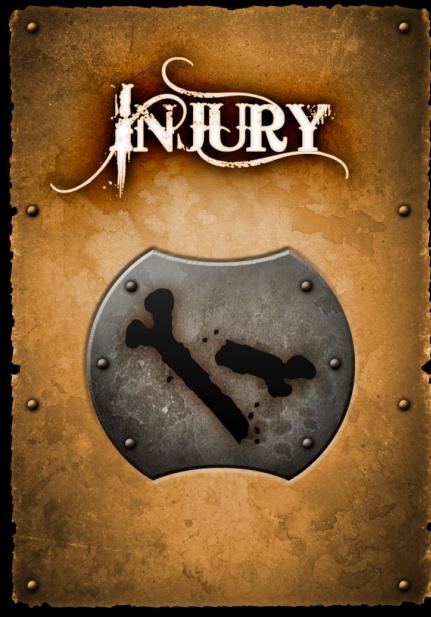
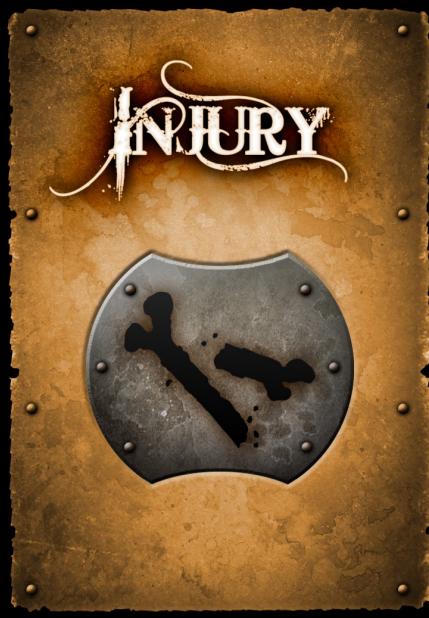
Credits

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IT'S COMING FOR YOU!

Madness

How does it know your name?? You can hear it calling you in the dark! What does it want?

Whenever the Hold back the Darkness roll is failed (including doubles that would fail), you take D3 Sanity Damage, ignoring Willpower saves.

DELUSIONS

Madness

Your fractured state of mind is in shambles, and you are ready to slip over the edge at any moment.

Any further Madness Chart rolls are only made on a single D6. This madness is -1 to the roll to Heal during an Exorcism of Madness at the Church in Town.

HALLUCINATIONS

Madness

You can no longer trust what you see as shadows and tendrils of darkness writhe in every corner of your eye.

Any time you would draw a Loot card, roll a D6. On the roll of a 1, you instead take 1 Sanity Damage, ignoring Willpower, as you recoil from the hideous visions!

HEARING VOICES

Madness

They're telling you to kill...again!

Any time you end your Move adjacent to another Hero, roll a D6. On the roll of 1 or 2, that Hero takes 3 Hits as you lash out at them.

OPEN TO THE VOID

Madness

You feel the ebb and flow of the Void energy all around you, seeping into your mind and clawing at your deepest fears!

You no longer get a Willpower save to prevent Corruption Hits.

PARANOIA

Madness

They're out to get you... all of them! Just look at that little one, with the beady eyes! They want to kill you... and take your stuff for themselves! Maybe they're all demons... they're all possessed!!!

Anytime you want to Scavenge or Explore a Doorway, you must first roll a D6. On the roll of 1, 2, or 3 you cannot, as you are too distracted keeping an eye on the other 'Heroes' with you.

THE CHILLS

Madness

It's...soooo...cooolddd in here! It feels like you are freezing...on the inside!

When Scavenging, ignore the first 6 you roll on the Scavenge test.

THE ITCHING

Madness

Your skin burns and itches as your scratch at it feverishly. Why isn't anyone else scratching???

At the start of each turn, you take 1 hit, as you claw at your skin.

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MADNESS



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MADNESS



MADNESS



ARM GROWTH

Mutation



Your arm has grown deformed and giant.

You can no longer use Clothing - Coat Items.



BARBED TAIL

Mutation



It twitches.

+1 Combat



-1 MAX CORRUPTION

CHEST PORTAL

Mutation

A hole has opened up in your chest leading to another dimension! And occasionally... stuff comes through!

Anytime an 11 or 12 is rolled to Hold Back the Darkness, you must roll a D6. On 1, 2, or 3, there is an Ambush Attack! as a Low Threat card erupts from the portal in your chest. These enemies are all placed adjacent to you if possible, but will select targets during their first Activation. On 4 or 5, nothing happens. On 6, something starts itching in your portal and you reach in only to pull out a foreign object. Draw an Artifact from the Mines.

CHILD OF THE VOID

Mutation



You have grown the upper torso of a small humanoid like creature out of your lower abdomen (you must name them).

You are +1 Lore and, while in an Other World, +1 Initiative.



-1 MAX CORRUPTION

DARK STONE ALLERGY

Mutation



Your skin burns at its touch!

At the start of your Activations, take 1 Hit for every Dark Stone shard and Item with a Dark Stone Icon you are carrying.



EYE GROWN OVER

Mutation



One of your eyes has grown over with gnarled flesh.

All of your Critical Hits do 1 less Damage than normal.



EYE STALKS

Mutation



Strange but useful.

All of your Critical Hits are +1 Damage.



-1 MAX CORRUPTION

FANGS

Mutation



You have grown large, sharp fangs that protrude from your mouth.

You gain a Bite Free Attack - Once per turn. 1 Combat, uses D8 for Damage.

If this Bite attack wounds a Void Enemy, you also take 1 Corruption Hit.

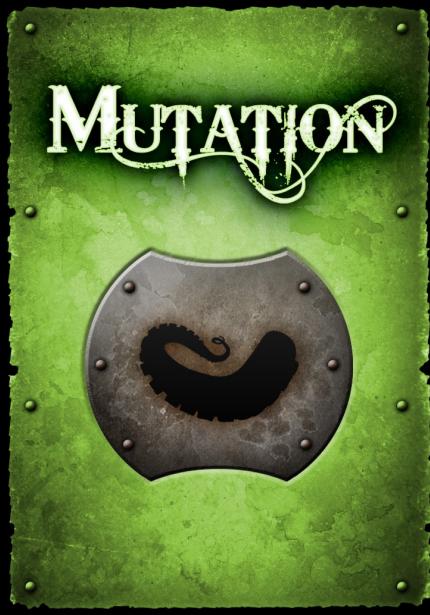
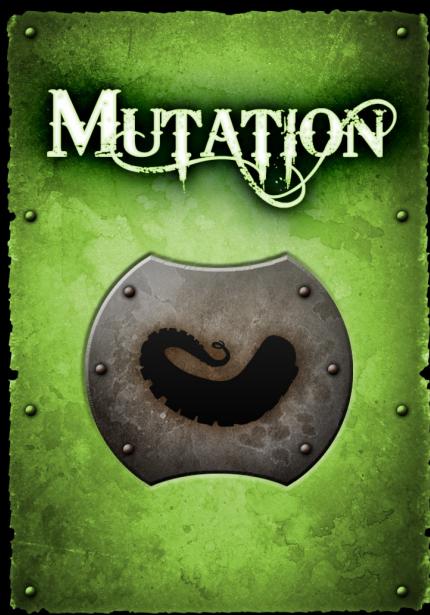
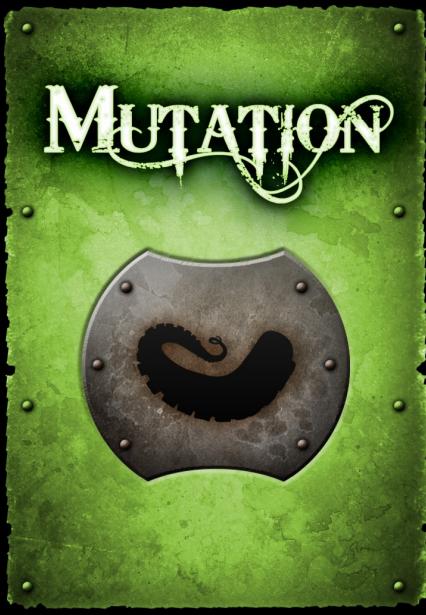
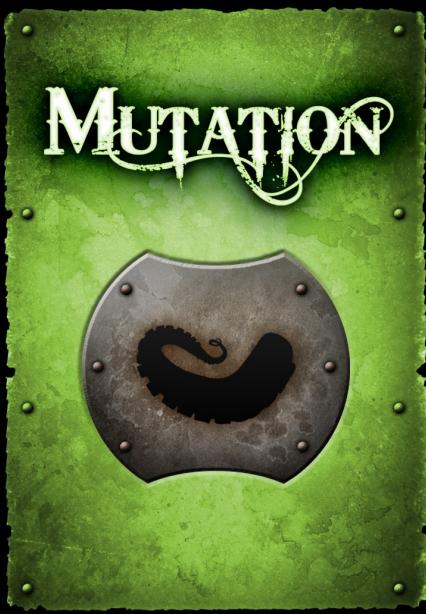
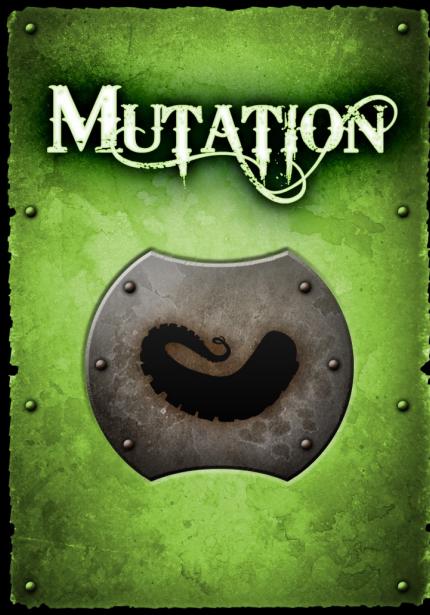
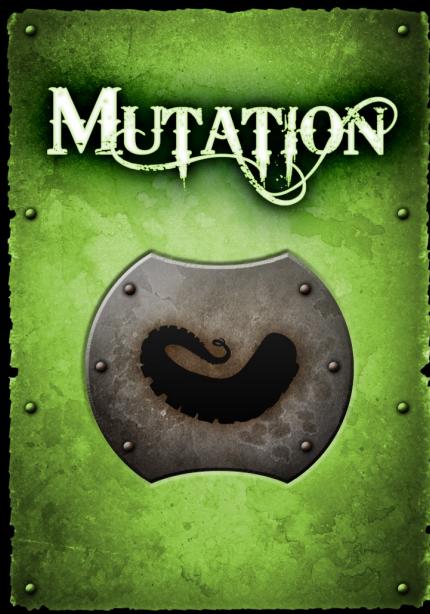
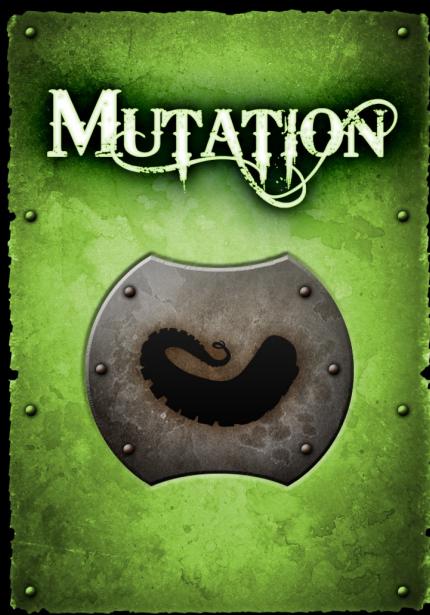


FUSED WITH DARK STONE

Mutation

Any Dark Stone shards you currently carry have become fused to you. These cannot be sold, used, or lost in any way until removed at the Doc's Office, and will continue to roll for corruption at the end of each adventure as long as they are attached to you.

If you aren't carrying any Dark Stone shards when this Mutation is rolled, instead, one Item you have with a Dark Stone Icon you are carrying has become fused to you. If that Item requires a Hand to use, it is considered permanently equipped.



FUSED FINGERS

Mutation



Your fingers have fused together making it impossible to do any fine manipulation.

- You may not use Gun Items (unless it is an Artifact card)



FUSED WITH ITEM

Mutation



Your skin and muscle have grown out and extended around one of your items, making a part of you.

- Choose one Item you are carrying that is One or Two Handed. From now on, that Item must be assigned every turn.



FUSED WITH ROCK

Mutation



Your skin has fused with chunks of rock, making you lumbering and slow.

- You are -2 Move each turn (minimum of 1), however you also gain Armour 4+.



GLOWING SKIN

Mutation



Your skin begins to give off an eerie green glow that lights up the corridors around you.

- You are now Immune to Voices in the Dark, but enemies also Hit you on To Hit rolls of 1.



HAND GROWTH

Mutation



Your hand has grown deformed and giant.

- You can no longer use Clothing - Gloves Items.



HORNS

Mutation



You sprout horns from the top of your head.

- You can no longer use Clothing - Hat Items.



LEG GROWTH

Mutation



Your leg has grown deformed and giant.

- You can no longer use Clothing - Boot Items.



MELTY SKIN

Mutation



Your skin has become gooey and comes off easily now.

- Any time you take one or more Wounds from a source, you take 1 extra Wound.



MOUTH GROWN OVER

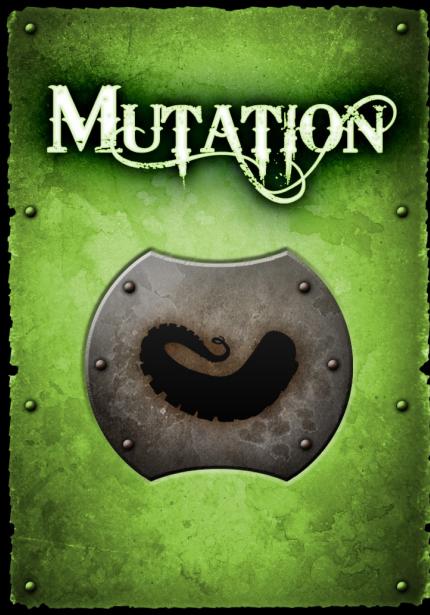
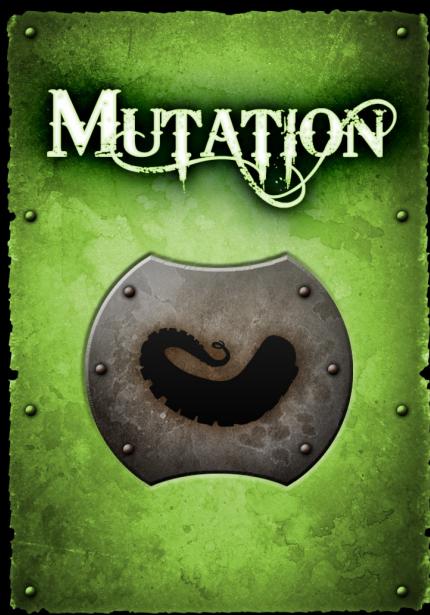
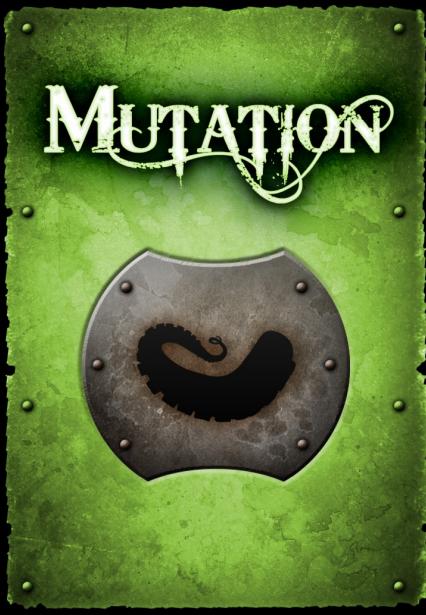
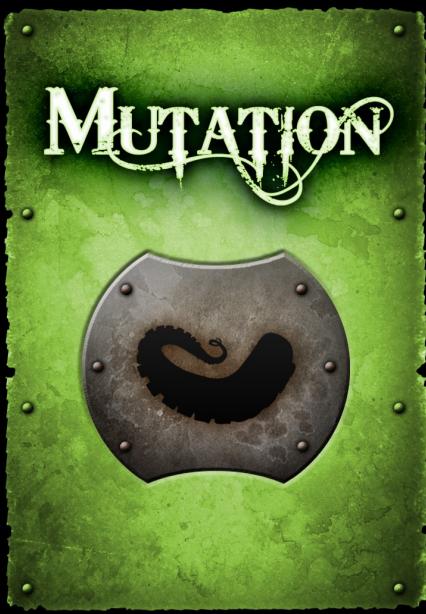
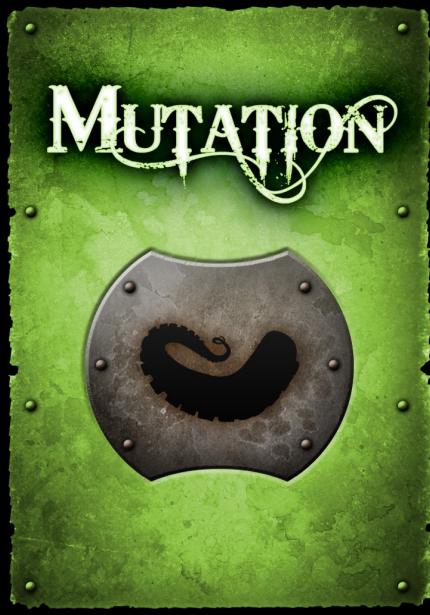
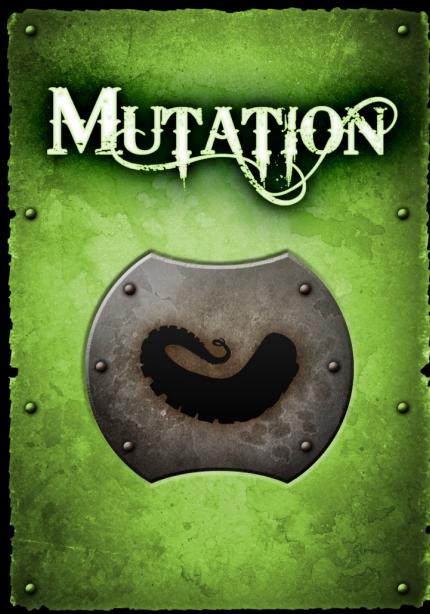
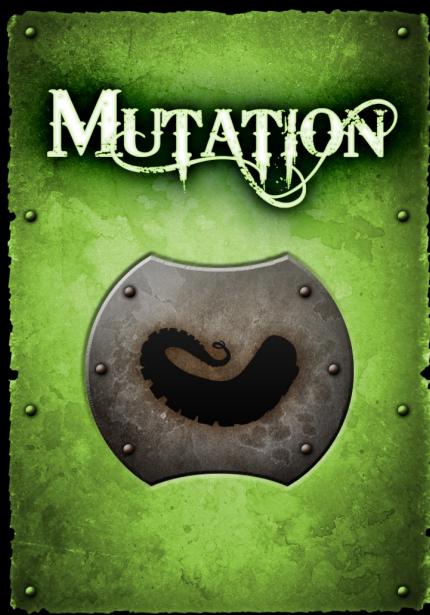
Mutation



You can no longer speak (at least beyond mumbling).

- All Item prices in Town cost you +\$10.





NOSE FALLEN OFF

Mutation



You are in bad shape.

All of your Town Location Event Chart rolls are -1 to the roll (minimum of 2).



PREHENSILE TAIL

Mutation



Twitch.

You now have 1 extra Hand to use per turn.



-1 MAX CORRUPTION

ROCK SKIN

Mutation



Your skin becomes hard and crusty, like it's made of rock.

You are +3 Health, but -1 Move each turn (minimum of 1).



SECOND HEAD

Mutation



They say two heads are better than one...I'm not so sure.

You may now use 2 Clothing - Hat Items and you are +1 Initiative. However, any time you roll a 6 for movement, you lose your Activation, as your two heads are arguing over where to go next.



SLIPPERY SKIN

Mutation



Your skin is now oily and greasy, allowing you to slide past Enemies and slip through tight spaces.

You may now roll an extra die for Escape tests and choose which roll to use.



TAIL WITH A FACE

Mutation



Your tail talks to you in hushed demonic whispers, curling around to speak in your ear.

Any time you take 1 more or Sanity Damage from a source, you take 1 extra Sanity Damage.



TAIL WITH A MOUTH

Mutation



Your tail nips and bites at you and any others that stray too close.

Any time you or another model adjacent to you rolls a 1 on a To Hit roll, that model takes 1 Wound, ignoring Defence. No XP is gained.



TENTACLE ARM

Mutation



Gross!

You lose the use of 1 Hand each turn, but you are +1 Combat. Two Handed Guns may still be used, but cannot get Critical Hits.



TENTACLE FINGERS

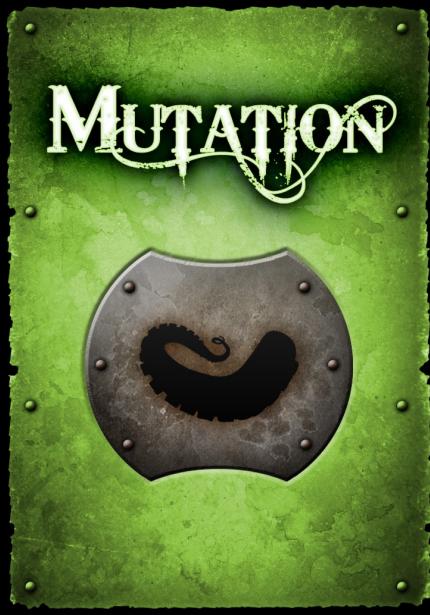
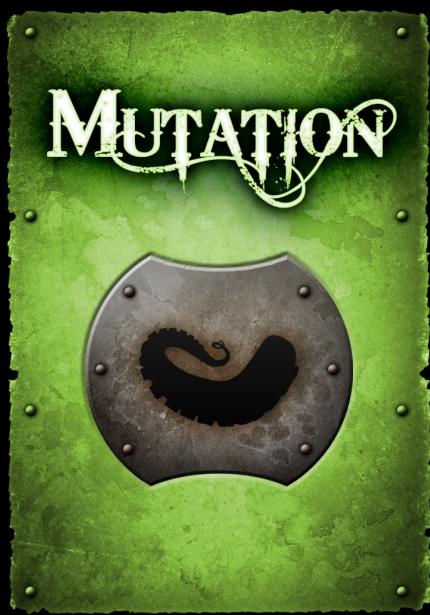
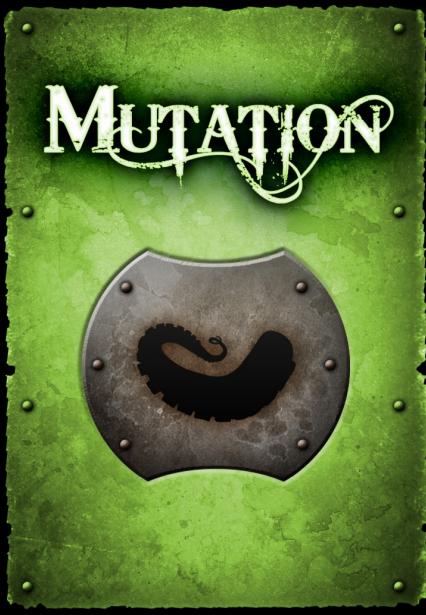
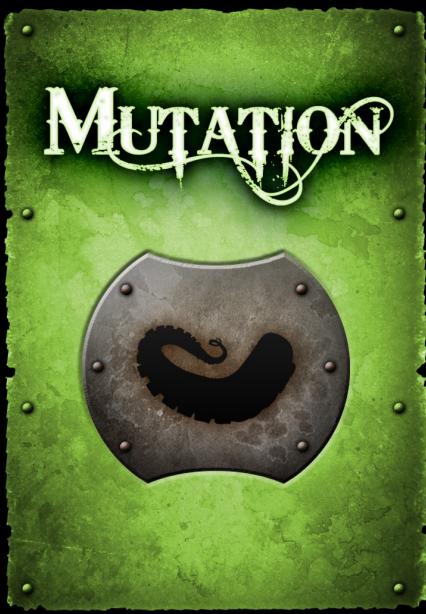
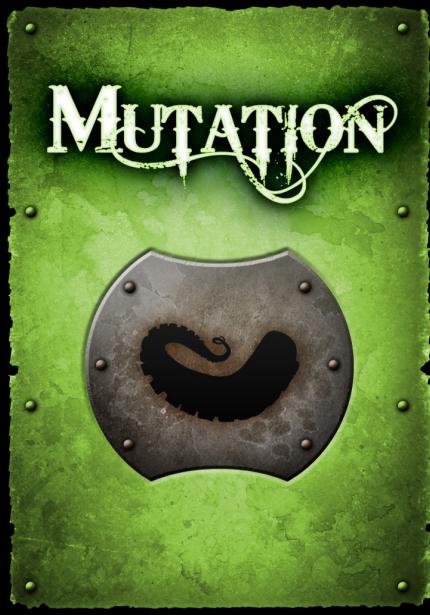
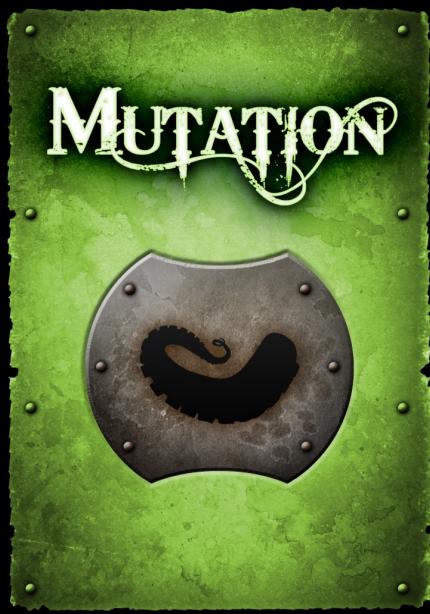
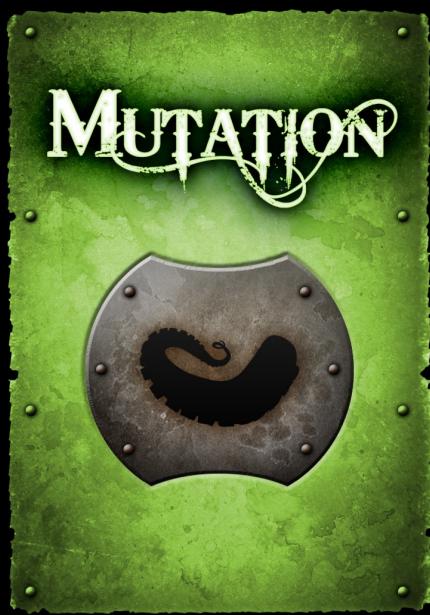
Mutation



Gross!

No game effect.





TENTACLE LEG

Mutation



Gross!

You are -1 Move each turn
(minimum of 1)



TENTACLE MUSTACHE

Mutation



Shopkeepers are intimidated by your writhing facial hair!

All Item prices in Town cost you \$10 less than normal (minimum \$10)



TENTACLE TAIL

Mutation



Twiitich.

+1 Move



-1 MAX CORRUPTION

TENTACLE TONGUE

Mutation



Gross!

No game effect.



THIRD EYE

Mutation



You have grown a third eye that can see into the Void.

One per Turn, you may spend 2 Grit to force a Threat card just drawn to be discarded and re-drawn.



VOID BOILS

Mutation



Painful.

You are -2 Health, but +1 Max Grit.



VOID INFECTION

Mutation



Dangerous.

Any time you pass through a Gate, you take 1 Corruption Point, ignoring Willpower.



VOID PLAGUE

Mutation



Contagious.

Any Hero adjacent to you at the end of a turn automatically takes D3 Wounds, ignoring Defence.



VOID SPEECH

Mutation



You can now understand what Void creatures are saying as they hiss and growl. This is unnerving to the extreme, but can give you a leg up in a fight.

At the start of each of your Activations, if there are any Void Enemies on your Map Tile, you are +1 Initiative, but you also take 1 Sanity Damage, ignoring Willpower.



-1 MAX CORRUPTION

