

## COMMON CONDITION TOKENS

## ONSLAUGHT

The following condition tokens are not specific to any character, and can be applied by a variety of game effects:



- ◆ **Bleeding:** Fading. Bleeding characters suffer 1 irreducible damage at the start of their activation.



- ◆ **Intimidating:** Fading. After an enemy declares a non-☠, non-☹ attack, they must choose an Intimidating character as the target, if able.



- ◆ **Burning:** Enduring. Burning characters suffer 1 damage at the start of their activation. At the end of a Burning character's activation, remove Burning if that character did not move.



- ◆ **Poisoned:** Enduring. A character can have only one Poisoned token. When a Poisoned character activates, they suffer 1 ☹. Then roll 1 die (☰); 11-20, remove the Poisoned token. If a Poisoned character is healed (☠), remove their Poisoned token.



- ◆ **Dazed:** Fading. Dazed minis cannot take standard actions (⚔) or reactions.



- ◆ **Rooted:** Fading. Rooted minis cannot take move actions (⚡).



- ◆ **Disarmed:** Fading. Disarmed characters cannot make basic attacks.



- ◆ **Slowed:** Fading. A Slowed mini has a speed (⚡) of 2 (instead of the ⚡ on their battle wheel).



- ◆ **Ethereal:** Fading. A miniature with an Ethereal token cannot suffer damage from any source.



- ◆ **Stunned:** Fading. Stunned minis cannot take any actions or reactions.



- ◆ **Invisible:** Fading. Monsters ignore Invisible characters while resolving their activations. Invisible characters cannot be the target of attacks that are not ☹ or ☠ attacks.



- ◆ **Weakened:** Fading. When a Weakened mini hits with an attack, that attack deals half its base damage (☹), rounded down, before adding any additional damage modifiers.

# CHARACTER CONDITION TOKENS - HARPERS

The following Condition tokens are each unique to a specific character, and are applied following the game effects on that character's card:



- ◆ **Reckless:** Fading. Drakmau Rockbiter adds +3 to hit with their attacks and -2 to their armor class (♣).



- ◆ **Marked:** Enduring. Grabbleshanks adds 1 to the ♠ of each of their attacks that ☉ the bearer of **Marked**.



- ◆ **Inspiring:** Fading. Friendly characters at range 0-5 of Chloe Amasnodel gain +2 to die (♣) rolls while attacking and +1 to the damage of their basic attacks.



- ◆ **Enraged:** Fading. Drakmau Rockbiter adds 1 to the ♠ of each of their attacks. After they are hit by an attack, reduce the ♠ of that attack by 1.



- ◆ **Spike Growth:** Fading. The **Spike Growth** token is blocking terrain. It lasts from the time it is applied until the end of Abelio Mac Gabhann's next activation.



- ◆ **Taunted:** Enduring. While a mini is **Taunted**, they roll only a single ♣ instead of two dice while attacking targets (☉) other than Lightning-Dancer. If a mini gains a **Taunted** token while another mini is **Taunted**, move the taunted token from the original bearer to the new mini.



- ◆ **Chaotic:** Fading. Friendly characters gain +2 to their die (♣) roll while rolling 1 ♣. While rolling two or more dice, friendly characters gain +2 to their highest ♣ roll and -2 to their lowest ♣ roll.



- ◆ **Wolf:** Fading. Abelio Mac Gabhann gains +2 speed (♣), +2 armor ♣, and cannot use his ranged basic attack (♣), item cards, or cooldown (♣) abilities.



- ◆ **Evasive:** Fading. Nurith suffers half damage from all attacks originating from non-adjacent attackers. Total the damage from the attack and any additional effects then divide by two, rounding down.

# CHARACTER CONDITION TOKENS - ZHENTARIM

The following Condition tokens are each unique to a specific character, and are applied following the game effects on that character's card:



- ◆ **Cursed:** Enduring. Bedlam adds 1 to the damage (🔥) of each of their attacks that target (🎯) the bearer of **Cursed**. After the bearer of **Cursed** is defeated, Bedlam heals (🛖) 3 hit points (♥).



- ◆ **Stone's Endurance:** Fading. After Sha'Bel, Life-Sever is declared the target of an attack, cancel that attack and remove the **Stone's Endurance** token.



- ◆ **Magic Weapon:** Fading. Barachiel adds +1 to hit and +1 damage to his melee basic attack (🗡️).



- ◆ **Taunted:** Fading. While a character is **Taunted**, they roll only a single 🎲 instead of two dice while attacking targets (🎯) other than Daiyu Tseng. If a character gains a **Taunted** token while another character is **Taunted**, move the **Taunted** token from the original bearer to the new character.



- ◆ **Stealth:** Fading. Lasaelle Du'Arathmierre cannot become the 🎯 of an attack if they have cover from that attack.



- ◆ **Enraged:** Fading. "Ruby-Eye" Doireann adds 1 to the 🔥 of each of their attacks. After they are hit by an attack, reduce the 🔥 of that attack by 1.

# CHARACTER CONDITION TOKENS - MANY ARROWS

The following Condition tokens are each unique to a specific character, and are applied following the game effects on that character's card:



- ◆ **Eagles Rage:** Fading. Pa'Maljax adds 1 to the damage (♠) of each of his attacks. Enemies roll only 1 twenty-sided die (♠) during the Roll Dice step of an attack that targets Pa'Maljax. After Pa'Maljax is hit by an attack, reduce the ♠ of that attack by 1.



- ◆ **Ensnaring Strike:** Fading. After Yevolda the Unbroken hits with her melee basic attack (⚔), the target gains Rooted (Fading). Rooted characters cannot take move actions (♠).



- ◆ **Bear:** Fading. Snuks Treefriend gains +1 speed (♠), +2 to hit and +1 ♠ with her melee basic attack (⚔), and cannot use her ranged basic attack (⚔), item cards, or cooldown (♠) abilities.



- ◆ **Arcane Ward:** Fading. A character with an Arcane Ward token ignores all damage (♠) from attacks that deal a total of 3♠ or less.



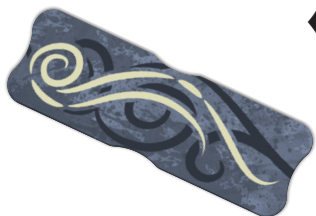
- ◆ **Illuminated:** Fading. When a character gains an Illuminated token, they must discard their Invisibility and Stealth tokens, and cannot gain those tokens while they have Illuminated. If a character with an Illuminated token is hit by a ⚔, that hit becomes a critical hit and Illuminated is discarded.



- ◆ **Beguiling Aura:** Fading. Thurkear the Wise gains +3 to their armor class (♠) and enemies adjacent to Thurkear cannot attack them.



- ◆ **Afraid:** Fading. A character with an Afraid token cannot move within range 5 of Thurkear the Wise. If a character with an Afraid token activates within range 5 of Thurkear, they must use their actions to move away from Thurkear until they are beyond range 5, if able.



- ◆ **Wind Barrier:** Fading. The Wind Barrier token is hindering terrain and blocks line of sight as if it were blocking terrain. If a mini activates on the Wind Barrier token or moves onto it during its move, it suffers 2 damage (♠).



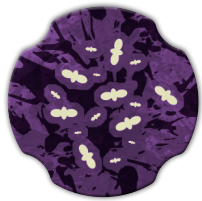
- ◆ **Ghost Walker:** Fading. Sarzumina gains +1 speed (♠) and ignores elevation, hindering terrain, blocking terrain, and minis while moving. They cannot end a move overlapping a mini or blocking terrain.



- ◆ **Fey Guidance:** Fading. A character with a Fey Guidance token gains +5 to hit with their ⚔ and ⚔ attacks.

## CHARACTER CONDITION TOKENS - RED WIZARDS

The following Condition tokens are each unique to a specific character, and are applied following the game effects on that character's card:



- ◆ **Cloak of Flies:** Fading. Farilun of Scardale has cover from all enemy attacks.



- ◆ **Calming Aura:** Fading. Enemies adjacent to Zhaleshah cannot attack Zhaleshah.



- ◆ **Marked:** Enduring. Vendrah Regalle adds 1 to the damage (🔥) of each of their attacks that ☉ the bearer of Marked.



- ◆ **Pureblood:** Fading. Zhaleshah's 🗡️ gains +2 to its maximum range, increasing to 2–5. Enemies damaged by Zhaleshah's 🗡️ or 🗡️ gain Poisoned.

## CHARACTER CONDITION TOKENS - SELLSWORDS

The following Condition tokens are each unique to a specific character, and are applied following the game effects on that character's card:



- ◆ **Blessings of Knowledge:** Fading. When Molly Farhill gains this token, she must choose whether to gain +1 🌊 to her attacks or +3 🛡️, and places the matching side of the token faceup.



- ◆ **Hill Rune:** Fading. Dralm suffers half damage from all ⚔️ attacks. Total the damage from the attack and any additional effects (even if those effects are not ⚔️ effects) then divide by two, rounding down.



- ◆ **Dreadful Aspect:** Fading. If an enemy begins its activation adjacent to Kithra Coldforge, it must end its activation non-adjacent to her, if able, and must use any action or ability required to accomplish this. Non-adjacent enemies cannot move or be placed adjacent to Kithra Coldforge.



- ◆ **Storm Rune:** Fading. When an enemy resolves an attack against Dralm that uses multiple 🎲s, they must use the lowest 🎲 result when applying that roll (*instead of the highest*).

# ADDITIONAL RULES

# ONSLAUGHT

The following are new rules that were introduced in various expansions.

## SUMMONING



**Summoners:** Some characters are summoners. This is indicated on their character cards by a chain symbol followed by the number and type of minions they can summon and maintain.



**Minions:** Minions are treated as friendly characters with the following exceptions:

- ◆ Minions do not count as friendly creatures for the purposes of scenario objectives or victory points. The only universal action a summoned creature can take is a move action (♠).
- ◆ Minions are not assigned initiative cards. Instead, they are activated by friendly characters, and can be activated multiple times per round.
- ◆ Minions are immediately removed from the map if there are not enough friendly summoners to maintain them. The total number of minions that can be on the map is equal to the total number of that type of minion listed after the chain symbol on friendly summoner cards. When there are too many minions on the map and some must be removed, the controlling player chooses which minions are removed.



**Mirror Matches:** The minion tokens in this set are double-sided. In the case of a match between two players fielding Vonkar Zzod, one player should use the Spiritual Weapon with a white border and the other player should use the side without a border.

## CHARGES

If an ability on a **character card** has charges (✱) instead of a cooldown (⌚) symbol, it functions differently from typical ⌚ abilities. At the start of each game, for each ✱ ability, set the ability dial to the number listed after the ✱ symbol. The ability itself details the ways in which ✱ can be spent and their effects; when one or more ✱ are spent, decrease the corresponding ability dial accordingly. When a character adds one or more ✱ to an ability, increase the dial accordingly, to a maximum of 5. When an ability dial has zero ✱ remaining, it cannot be used.

If a level up card has charges (✱), place that many ✱ tokens on the level up card the first time it is gained by a character during a game. Level up cards list the ways in which ✱ are removed or added and their effects; ✱ cannot otherwise be added or removed from level up cards. When a level up card has zero ✱ remaining, it is not discarded.