

# CONDITIONS



## BURN

Each Upkeep Phase, roll 1 attack die of direct damage for each Burn marker on each object. On a roll of "0", remove that Burn marker.



## CRIPPLE

Creature is Restrained. At the end of each of its Action Phases, Crippled creature may attempt an escape roll: on a roll of 7 or higher, remove Cripple.



## DAZE

Whenever a creature makes an attack, roll the effect die. If the result is 7 or higher, the attack is resolved normally. If the result is 6 or less, the attack "misses" its target. The Dazed creature suffers a -2 penalty to all Defense rolls for each Daze marker it has. All Daze markers are removed at the end of the creature's Action Phase.



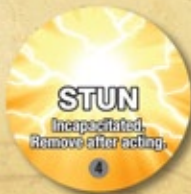
## ROT

This object receives 1 direct damage during the Upkeep Phase each round.



## SLEEP

This creature is in a deep sleep and is Incapacitated. If this creature receives any damage, remove Sleep and replace it with a Daze marker.



## STUN

Creature is Incapacitated. All Stun markers are removed at the end of the creature's Action Phase.



## WEAK

This is a Poison condition which weakens a creature. For each Weak condition on it, the creature loses 1 attack die from all non-spell attacks it makes. Cannot reduce an attack to zero dice. Has no effect on damage barriers or attack spells.