

shadow ^{of the}
demon lord

afflictions



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asleep

You are prone and unconscious. Another creature that can reach you can use an action to wake you up. Unless otherwise noted, taking damage removes this affliction.

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blinded

You cannot see. You treat everything else as totally obscured (see Obscurement). Other creatures make attack rolls with 1 boon against your Defense or Agility. Your perception challenge rolls that rely on sight automatically result in a failure. Finally, your Speed becomes 2 unless your normal Speed is lower.

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charmed

You see the source of the affliction as a trusted friend and ally. You cannot choose the creature that bestowed the affliction as the target of your attacks.

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compelled

You cannot use actions or move. Instead, during each fast turn (see Combat), the creature that bestowed the affliction can force you to move up to your Speed or to use an action. The creature that bestowed the affliction makes all decisions on your behalf.

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dazed

You cannot use actions.

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deafened

You cannot hear. Any Perception challenge roll you make to listen automatically results in failure.

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defenseless

You cannot defend yourself. Your Defense is 5, you cannot use actions, and any challenge roll you make using attributes automatically results in failure.

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disabled

You are defenseless. At the end of the round, make a Fate Roll (a d6).

On a 1, you start dying.
On a 2-5, nothing happens.
On a 6, you heal 1 damage and become impaired for 1 minute.

If at the end of the round, you have been disabled for three consecutive rounds, you stop being disabled and instead become unconscious for 1d3 hours. At the end of this time, you heal 1 damage and become impaired for 1 minute.

Disabled is not an affliction.

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diseased

You make all attack rolls and challenge rolls with 1 bane.

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Dying

You are unconscious. At the end of the round, make a Fate Roll (a d6).

On a 1, you die.

On a 2-5, nothing happens.

On a 6, you become disabled.

Dying is not an affliction

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Fatigued

You make all attack rolls and challenge rolls with 1 bane.

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Frightened

You make all attack rolls and challenge rolls with 1 bane. As well, you cannot take fast turns (see Combat).

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Grabbed

The effects of this affliction depend on your Size. If your Size is equal to or less than that of the creature grabbing you, you cannot move away from the creature that grabbed you until you remove the affliction. If your Size is larger than that of the creature grabbing you, whenever you move, the creature grabbing you can choose to move with you (by clinging to your body) or end the grab. (See Grab for more information on how to grab, and Escape for how to escape a grab.)

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Immobilized

You have Speed 0 and cannot benefit from bonuses to Speed. Other creatures make all attack rolls against you with 1 boon.

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Impaired

You make all attack rolls and challenge rolls with 1 bane.

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Poisoned

You make all attack rolls and challenge rolls with 1 bane.

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Prone

You lie on the ground. Other creatures can move through your space. You can only move by crawling or by using your move to stand up. You make Strength and Agility rolls with 1 bane. Creatures that can reach you make all attack rolls against you with 1 boon, creatures that cannot reach you make attack rolls against your Defense with 1 bane.

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Slowed

You can take only slow turns (see Combat), your Speed is halved, and you cannot benefit from increases to Speed.

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stunned

You cannot use actions or move. Any challenge roll you make automatically results in failure. You grant other creatures 1 boon on attack rolls made against you.

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surprised

You cannot use actions or move. Any challenge roll you make automatically results in failure.

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unconscious

Your Defense is 5, you cannot use actions or move, and you cannot perceive your surroundings. Any challenge roll you make automatically results in failure.

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