damage.

In addition, the GM may rule that other circumstances can end an ongoing damage ailment; for example, jumping in a lake should end most kinds of Burn outright, and at least grant bonus dice against Corrosion. Depending on the source of the ailment, this might not always work – if you have Burn from being covered with sticky tar, immersing yourself in water might only grant bonus dice rather than remove the ailment outright.

Blind

The threshold of your Attack rolls increases by 2. (If nothing else is affecting it, it becomes 6.) This also applies to Perception, Driving, and any other skill roll that relies on vision. As an optional rule, if you still want to make strikes or otherwise use single-target abilities, the GM can make you point to a spot on the Battle Board while blindfolded and have you attack the nearest target to the spot you point at. (If there's any question which is the nearest target, use the definition under Battlefield Position — Definitions on page 52).

Confusion

On each of your turns, you make a basic strike against a random target (use the randomizer bag). You use the weapon you have in hand, or your unarmed strike if there's no other obvious candidate. You may end up attacking your allies or even yourself in this way; resolve this like any other attack, with the usual Defence roll and so on.

If you draw a token for a creature you can't reach with the weapon in your hand, move or about face in the way that most efficiently remedies this. You're so out of it that it does not occur to you to switch weapons, even if this would bring the target into range. Note that having done this, you won't necessarily attack that target as your next action — you have to draw a token from the bag again. Any physical damage knocks just enough sense into you to end this effect.

Curse

The threshold of every standard roll you make, for any reason, increases by 1. In addition, your 6s don't explode. This applies to Attack, Defence, Magic and Ward rolls, skill rolls, and other standard rolls such as the roll to gain Focus if you also have Pathos or Terror (see below). Even items you use (on yourself or otters) that have their own Ward or Magic dice are affected, but items others use on you work normally.

Disease

You can't recover hp.

If an effect would both restore hp to you and benefit you some other way, Disease only prevents the hp recovery; for example, a Nostrum wouldn't cause you to recover any hp, but it *would* give you additional Ward dice to try to remove this ailment with. This ailment may or may not deal damage or inflict some further penalty.

Drowning

All your actions get +1 Recovery, you can't use skills casually, and if you've made three Ward rolls to remove this ailment and failed to do so, you are defeated when you would make the fourth. (This only includes the rolls you automatically get every six ticks; there is no drawback to getting extra rolls beyond this.)

Defeat via this ailment does *not* kill you unless you want it to or the ailment is critical. Normally, you are found washed up in the nearest safe spot with 1 hp shortly after the current challenge is over. If there's no such safe space, this ailment becomes critical and you *can* die this way.

Sometimes you get this ailment from being in a hostile environment (e.g. water you failed your skill roll to swim in, or an unbreathable but not otherwise harmful gas). If you gain Drowning this way, and then are taken out of that environment, you get one additional success on each Ward roll to remove this ailment – for example, if you roll zero successes, this would still reduce the potence by one. You can *still* be defeated in this situation, but you definitely won't die – you'll just briefly lose consciousness and be reduced to 1 hp.

Exile

You are temporarily shunted off into another dimension. You can't take actions unless they specifically say you can take them while Exiled; if you have no such options, remove your token from the Initiative Track. Your allies can't use things like the Remedy spell or an Alchemy (Medicine) check to help you, since you aren't there to be helped; generally, the only means of ending this ailment are successful Ward rolls on your part, or any additional means specified by the effect that Exiled you.

Frog

You are transformed into a frog. Your equipment is mostly absorbed into your new form, though you can still use alchemical items like potions (don't think about this too hard). Frog has the following effects:

▸ Your Armour is reduced to 0, and you take double damage from anything that deals physical damage.

▸ The base damage for all strikes you can perform is reduced to 1. (Therefore, your strikes will generally deal only 1 damage per net success.) Anything that would add a bonus to the total damage adds 1 point instead of its usual amount.

▸ You can't cast spells *except* spells capable of removing and/or inflicting Frog. (This rule has an intentional loophole; you can only use spells that *could* do this, but that doesn't have to be what you use them *for*. For example, you could use Catharsis to remove a *different* status ailment from an ally.)

▸ You can use alchemical items, but only on yourself or targets in your row.

▸ You speak very slowly and sound like you have a frog in your throat.