



### Blinded

You can't make Ranged or Area Attacks.



### Cursed

You can't benefit from powers or abilities of your allies, and they can't benefit from your powers. You can't benefit or allow others to benefit from Flanking.



### Dazed

You can only take one action during your turn. You may not make Reacts or Opportunity Attacks.



### Distracted

If any of an attacker's allies are adjacent to you, that attack is Brutal.



### Ensorcelled

While you are Ensorcelled by an enemy, at the start of your turn, that enemy may force you to take any single action you could normally make as a Free Action. This actions doesn't take any of your normal actions, and they can't force you to spend any kind of resource, expend, or burnout on it.



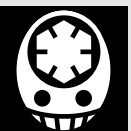
### Harrowed

Take X damage at the end of each turn, before recovering conditions. *If you would be Harrowed again, increase the Harrowed by the new amount.*



### Immobilized

You may not voluntarily move.  
*Creatures who Ensorcel you may not make you move either.*



### Manalocked

Whenever you spend Mana or Threat Points, take 5 damage per Mana or Threat Point spent.



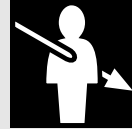
### Marked

If you make an attack that does not include the enemy that has you Marked, you are Violating the Mark. Attacks that violate a Mark deal one less die of damage, to a minimum of one die.



### Overwhelmed

You can not make Opportunity Attacks.



### Pinned

You may not voluntarily move, and you are immune to Forced Movement.  
*Creatures who Ensorcel you may not make you move either.*



### Slowed

Your Speed is reduced to 2.



### Staggered

You can't Shift.



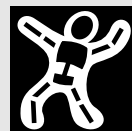
### Sundered

All Brutal attacks against you deal an additional die of damage.  
*For a total of two dice.*



### Swallowed

When you are Swallowed by an enemy, you are removed from play, and inside it's stomach! You do not have line of sight or effect to any creature other than the one that is Swallowing you. Your Distance to your Swallower is 1. At the end of each of your turns, take 10 damage that can't be Resisted. If the Swallowed condition ends, you are Displaced from your Swallower's space



### Weakened

Your attacks deal one less die of damage, to a minimum of one die.