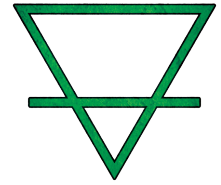
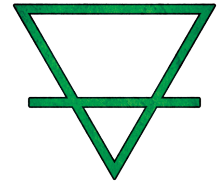


ERTHEN: ABILITIES REFERENCE



Ability Name	Ability Type	Description
Alter Earth	Special	The Geomancer can place any combination of two Clear, Difficult, or Water Terrain markers on any spaces on the battleground within Weapon Range and line of sight, permanently changing the type of terrain for the spaces. The Geomancer can place terrain markers on spaces occupied by characters, unless the character is on Elevated Terrain.
Camouflage	Defense (Passive)	Death Vines and Hellebores receive a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1.
Cation Blast	Ranged Combat (Area Attack)	The Ion Core must use Cation Blast or Magnetic Force when making a Ranged Combat attack. The Ion Core cannot make a normal Ranged Combat attack. Place the target space of the Cation Blast template within Weapon Range and line of sight. The elevation level of the target space is the affected elevation level. The Cation Blast targets all spaces of the template on the affected elevation level. Add one die to attacks against Mechanical characters.
Constrict	Close Combat - Ranged Combat	The Death Vine can constrict a target when making a Close Combat or Ranged Combat attack. If the attack is successful, the target is injured as normal and a Constrict marker is placed on the target. A character cannot take a Move action while they have a Constrict marker. The character can use an action to remove the Constrict marker. A character can only have one Constrict marker at a time.
Earth Travel	Move	Geomancers and Hellebores can Move through Difficult, Elevated, and Water Terrain with no increase to Move cost.
Heal	Special	The Geomancer can flip an allied Earth character's counter (including its own counter) from injured to healthy if the target is within Weapon Range and line of sight.
Huge	Special	For a full description of the Huge ability, reference the For What Remains rulebook, p. 21.
Hydro Merge	Move - Defense (Passive)	The Death Vine can Move through Water Terrain with no increase to Move cost and receives a +1 Defense when in Water Terrain.

ERTHEN: ABILITIES REFERENCE



Ability Name	Ability Type	Description
Magnetic Force	Ranged Attack	The Ion Core must use Cation Blast or Magnetic Force when making a Ranged Combat attack. The Ion Core cannot make a normal Ranged Combat attack. The target of this attack does not receive character or terrain Defense bonuses and cannot use any Defense abilities. This attack does not injure the target; however, if the attack is successful, the target can be moved to any space within the Ion Core's Weapon Range and line of sight. This ability can be used by the Ion Core on itself and its allies, but a Ranged Combat attack roll is still required. If this ability forces the target to withdraw from one or more adjacent enemy characters, the enemy characters do not receive free immediate Close Combat attacks. The Ion Core can move a Huge character with this ability as long as the entire Huge character is within Weapon Range and at least one space of the Huge character is in line of sight.
Shockwave	Ranged Combat (Area Attack)	The Tremor must use the Shockwave ability when making a Ranged Combat attack. The Tremor cannot make a normal Ranged Combat attack. The attack affects all spaces within Weapon Range and on the same elevation level as the Tremor, including spaces adjacent to the Tremor. Make a Ranged Combat attack against each affected character. The attacks do not injure targets; however, if an attack is successful, place a Shockwave marker on the target. A character with a Shockwave marker must spend their next action to remove the Shockwave marker and can take no other action. A character can only have one Shockwave marker on it at a time. This ability has no effect against Huge characters.
Stoneskin	Defense (Passive)	If the Tremor is injured by an attack, roll one die. If the result is 8 - 10, ignore the injury.
Toxin Burst	Ranged Combat (Area Attack)	The Hellebore must use Toxin Burst when making a Ranged Combat attack. The Hellebore cannot make a normal Ranged Combat attack. The attack affects all spaces within Weapon Range and line of sight, including spaces adjacent to the Hellebore. If the attack covers more than one elevation, choose the affected elevation level. This ability has no effect against Mechanical and Earth characters.