



The Eye of Winter's Fury Player Guide

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2023, Player guide and flowcharts developed by Marco Gariboldi

How to use it

DISCLAIMER: This document contains *major spoilers* for the third book in the DestinyQuest series, *The Eye of Winter's Fury*. If you want to enjoy your adventure for the first time without prior knowledge of any quests, careers and other secrets, then STOP HERE! Otherwise, this guide provides a valuable insight into all the nooks and crannies of the book, which will help you develop the perfect hero – and discover the best loot and careers to unlock your potential and battle your way to success!

This guide and the accompanying flowcharts are the definitive guide to DQIII *The Eye of Winter's Fury*, enjoy the ultimate DestinyQuest experience!

Flowcharts

All the flowcharts are in .pdf format, allowing you to view them on your pc, tablet or smartphone; You can easily use the search command to find specific words and zoom on some specific section. You can also print them (A4 format) and use them beside your book, highlighting the path you are following with a pen or a pencil.

Puzzles: For each Quest that includes a puzzle, there are two files (Puzzle solved and NOT solved), so you can still solve the puzzle by yourself.

Abbreviations used in the flowcharts:

Attributes:

Speed: S

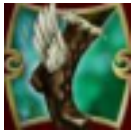
Brawn: B

Magic: M

Armour: A

Health: H

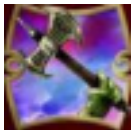
Abilities:



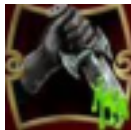
Speed: sp



Modifier: mo



Combat: co



Passive: pa

Combat Round: CR

Flowchart links:

Act 1: Skardfall

<https://drive.google.com/drive/folders/1Ch8PTnswOQOEjcXN9-NHDOhVZSatBFsM>

Act 2: The North Face & World's End

https://drive.google.com/drive/folders/1jiNG75ov1BDnZnU-lvn7B7iN95C_1O2r

Warrior path & careers

Warrior (Act 1 - Quest 369 - Section 32)

Requirements: train with Orrec (Act 1 - Quest 369 - Section 459)

Attribute: +15H

- **Upper hand (dm)**: You automatically win the next combat round (without needing to roll for attack *speed*). Upper hand can only be used once per combat.

Special ability (Act 1 - Quest 447 - Section 620)

- **Recuperation (dm)**: Gain 1 *health* at the end of each combat round for the duration of the combat. This ability can only be used once per combat.

Requirements: word: *triumph*, defeat Muttok elder or Desnar (Act 1 - Quest 447 - Section 475 / 702)

Were (Act 1 - Quest 447 - Section 607)

Requirements: none

- **Shape shift (co)**: Instead of rolling for a damage score, you can let *Nanuk* take full control of your body, shape shifting into a *bear*. This raises your *brawn* by 3 and restores 4 *health* but also lowers your *armour* to zero for the remainder of the combat. While in *bear* form, you cannot use *combat abilities* but you do benefit from *blood frenzy*. Once you have shape shifted, you cannot change back until the combat is over.
- **Blood frenzy (pa)**: If a *bleed* effect is in play then you may raise your *speed* by 1

Einherjar (Act 1 - Quest 500 - Section 215)

Requirements: none

- **Sound the charge! (sp + co)**: (requires a *horn* in the *left hand*) Roll an extra die for your attack *speed*. If you win the combat round, you may also roll an extra die for your damage score. This ability can only be used once per combat.
- **Rallying call (co)**: (requires a *horn* in the *left hand*) Instead of rolling for a damage score you can issue a *rallying call*. This instantly restores 6 *health* and raises your *brawn* by 2 for the next combat round only. This ability can only be used once per combat.

Storm carl (Act 1 - Quest 599 - Section 665)

Requirements: defeat Quelertang (Act 1 - Quest 599 - Section 599)

- **Hurricane rush (co)**: Give into your fury and become a reckless whirlwind of death! Use this ability instead of rolling for a damage score, to inflict 2 damage dice to each opponent ignoring *armour* (roll separately for each), but for every opponent you hit you must take 1 damage in return, ignoring *armour*. You can only use this ability once per combat
- **Spin shot (co)**: Instead of rolling for a damage score, you can use *spin shot*. This ability inflicts 2 damage dice to your opponent, ignoring *armour* – plus 3 extra damage for every *speed* point difference you have over your opponent in this round. You can only use this ability once per combat

Glaciator (Act 2 - Quest 683 - Section 396)

Requirements:

- 1) "The dead and the damned" Quest 638 completed
- 2) defeat Nanuk (Act 2 - Quest 683 - Section 668)
 - **Ice mantle (pa)**: You may permanently raise your *armour* by 2. You are also immune to any *effects/abilities* that would lower your *armour* in combat.
 - **Brittle edge (pa)**: Each time an opponent wins a combat round and rolls for a damage score, your opponent immediately takes 2 damage, ignoring *armour* (whether they cause *health* damage or not).

Mage path & careers

Mage (Act 1 - Quest 369 - Section 229)

Requirements: visit Segg (Act 1 - Quest 369 - Section 118)

Attributes: +10H

- **Recharge (dm)**: You regain a *speed* or *modifier ability* that you have already used in combat – allowing you to use it again. *Recharge* can only be used once per combat.

Special ability (Act 1 - Quest 447 - Section 302)

- **Spirit call (co + pa)**: Instead of rolling for a damage score after winning a round, you can summon a bear spirit to fight by your side. The bear spirit causes 2 damage at the end of each combat round to one nominated opponent. This ability can only be used once per combat.

Requirements: word: *triumph*, defeat Muttok elder or Desnar (Act 1 - Quest 447 - Section 475 / 702)

Shaman (Act 1 - Quest 447 - Section 686)

Requirements: none

- **Power totem (co + pa)**: (requires a totem in the left hand.) Instead of rolling for a damage score, you can imbue your totem with magic. This costs 1 *magic* to activate (your *magic* is restored at the end of the combat). Once activated, *power totem* inflicts 1 damage to all opponents at the end of each combat round - and also heals you for 1 *health* at the end of each combat round - for the duration of the combat. *Power totem* can only be cast once per combat.
- **Totem blast (co)**: (requires *power totem*). Instead of rolling for a damage score, you can invoke a totem blast. This causes two dice of damage to all opponents, ignoring *armour* - but cancels the effect of *power totem*.

Valkryn (Act 1 - Quest 500 - Section 431)

Requirements: Syn's heart (left hand: unique) +2S/+2M (Act 1 - Quest 500 - Section 431)

- **Frost hound (dm)**: (requires Syn's heart) When you defeat an opponent, you can transform the corpse into a frost hound. The hound will immediately attack another single opponent, inflicting 2 damage per round (ignoring *armour*) for the duration of the combat. You can only use this ability once per combat, to summon a single hound
- **Crystal armour (mo)**: (requires Syn's heart) Instead of rolling for a damage score, you can cast *crystal armour* to coat yourself in barbed ice. This raises your *armour* by 3 and also inflicts 1 damage to all opponents at the end of every combat round. Once

crystal armour is cast, if you lose a combat round and are unable to avoid your opponent's attack (by using dodge abilities such as *sidestep* or *vanish*), then you must roll a die:

[1] or [2] Your crystal armour is shattered, inflicting 4 damage to your hero.

[3] or [4] Your crystal armour is shattered, but you suffer no damage.

[5] or [6] Your crystal armour is unharmed.

(Note: if your crystal armour is shattered, you no longer benefit from its ability/powers for the remainder of the combat).

Revenant (Act 2 - Quest 683 - Section 643)

Requirements:

- 1) "The dead and the damned" Quest 638 completed
- 2) defeat Nanuk (Act 2 - Quest 683 - Section 668)
 - **Creeping cold (co + pa)**: Instead of rolling for a damage score, you can cast *creeping cold* on one opponent. This does 1 damage at the end of every combat round. For each [6] result you roll for any subsequent damage scores, *creeping cold* increases its damage by 1. This ability can only be used once
 - **Malefic runes (pa)**: For each opponent you defeat (reduced to zero *health*), you may raise your *magic* score by 1 for the remainder of the combat.

Chemist (Act 1 - Quest 157 - Section 484)

Requirements:

- 1) Judah's Book of Canticles (Act 1 - Quest 157 - Section 628 / 678)

Requirements:

- 1.1) "The bitter end" Quest 369 completed
- 1.2) word: *scripture* (Act 1 - Quest 157 - Section 585)
 - 1.2a) explore the compound (Act 1 - Quest 157 - Section 106), continue along the muddy track (Act 1 - Quest 157 - Section 426), enter Jailhouse Rock (Act 1 - Quest 157 - Section 365), take a seat in one of the alcoves (Act 1 - Quest 157 - Section 634), record the word: *covert* (Act 1 - Quest 157 - Section 373) accept Talia's offer (Act 1 - Quest 157 - Section 585) and record the word: *scripture* (Act 1 - Quest 157 - Section 585)
 - 1.2b) explore the compound (Act 1 - Quest 157 - Section 106), continue along the muddy track (Act 1 - Quest 157 - Section 426), enter Jailhouse Rock (Act 1 - Quest 157 - Section 365), take a seat in one of the alcoves (Act 1 - Quest 157 - Section 634), if you don't have the word: *covert* (Act 1 - Quest 157 - Section 457, then Section 731), agree to help and record the word: *scripture* (Act 1 - Quest 157 - Section 585)
- 1.3) Stones & Bones book / Hergest's Haunting book (Act 1 - Quest 113 - Section 557)
 - 1.3a) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), ignore him and look for a book (Act 1 - Quest 113 - Section 577)
 - 1.3b) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), examine the shelves (Act 1 - Quest 113 - Section 577)
 - 1.3c) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest

113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), ask about the prism (Section 64), examine the shelves (Act 1 - Quest 113 - Section 577)

1.3d) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), ask what is reading (Act 1 - Quest 113 - Section 105), examine the shelves (Act 1 - Quest 113 - Section 577)

1.4) Stones & Bones game

1.4a) enter "The Coracle" (Act 1 - Quest 157 - Section 80), watch the gaming table (Act 1 - Quest 157 - Section 14), if you have the word: *scripture* turn to Section 464, if you have 50 gold crowns then turn to Section 574, if you have Stones & Bones book turn to Section 401, if not turn to Section 511; To win you must: discard the three of swords (Act 1 - Quest 157 - Section 650), discard the one of crowns (Act 1 - Quest 157 - Section 245), discard the four of hearts (Act 1 - Quest 157 - Section 628), you have gained 50 gold crowns and *Judah's Book of Canticles*, plus the **Gambit (pa)** special ability.

1.4b) If you lose, follow the ruffians and defeat them to collect the *Judah's Book of Canticles* (Act 1 - Quest 157 - Section 655)

2) Chemist's notes (Act1 - Quest 157 - Section 491)

Requirements:

2.1) Party invitation (Act 1 - Quest 337 - Section 631)

Requirements: defeat Legendary monster Sasquatch (Act 1 - Quest 337)

2.2) Password

Requirements: enter "The Coracle" (Act 1 - Quest 157 - Section 80), try and enter the private room (Act 1 - Quest 157 - Section 123), hand the party invitation over and enter (Act 1 - Quest 157 - Section 253), take a closer look at the man's tattoos (Act 1 - Quest 157 - Section 662), Solution: Third day o' of the week – password for Dilain - heart (52).

2.2a) continue along the muddy track (Act 1 - Quest 157 - Section 426), head towards the prison (Act 1 - Quest 157 - Section 557) try to outwit the guards by passing the *speed* challenge (Act 1 - Quest 157 - Section 451)

2.2b) provide the with the password: Dilain - heart (52)

continue down the corridor (Act 1 - Quest 157 - Section 563), you must have the Hergest's Hauntings book to turn to Section 436, defeat the vile vermin (Section 491) take the Chemist's notes and turn to 661, you must have the *Judah's Book of Canticles* to turn to Section 741, defeat Mandaleev.

2.3a) let Talia take the chemical formula (Act 1 - Quest 157 - Section 89) and unlock the Chemist career with the Chemist's notes (Act 1 - Quest 157 - Section 484)

2.3b) insist Talia destroys the chemical formula (Act 1 - Quest 157 - Section 752), defeat Talia to find the chipped emerald (you can also be defeated), and unlock the Chemist career with the Chemist's notes (Act 1 - Quest 157 - Section 484)

- **Chaotic catalyst (co):** Instead of rolling for a damage score, you may douse your opponent in a volatile concoction. Roll a die to discover the result:

[1] or [2] Your opponent heals 6 *health*.

[3] or [4] Your opponent is inflicted with *venom* and must lose 2 health at the end of every combat round for the duration of the combat.

[5] or [6] Your opponent takes 4 damage dice, ignoring *armour*. Any opponent who is next to them on the combat list (above and below) takes 1 damage die, ignoring *armour*.

This ability can only be used once per combat.

- **Dry ice (co):** Use this ability instead of rolling for a damage score to shroud the battlefield in swirling smoke. At the beginning of each subsequent combat round, roll a die:
[1] or [2] You must lower your *speed* by 1 for the current round.
[3] or [4] No effect.
[5] or [6] Your opponent/s must lower their *speed* by 2 for the current round.

Rogue path & careers

Rogue (Act 1 - Quest 369 - Section 412)

Requirements: meet with Rook (Act 1 - Quest 369 - Section 211)

Attributes: +5H

- **Scarlet strikes (dm):** Automatically inflict damage equal to the *brawn* of your *main hand* and *left hand* weapons to all remaining opponents ignoring *armour*. *Scarlet strikes* can only be used once per combat.

Special ability (Act 1 - Quest 447 - Section 240)

- **Pain barrier (mo):** Heal yourself for the total passive damage inflicted to a single opponent in the current combat round. (For example, if an opponent was inflicted with *bleed* and *disease*, you would be able to heal 3 *health* – 1+2). This ability can only be used once per combat.

Requirements: word: *triumph*, defeat Muttok elder or Desnar (Act 1 - Quest 447 - Section 475 / 702)

Trapper (Act 1 - Quest 419 - Section 547)

Requirement:

- 1) "The bitter end" Quest 369 completed
 - 2) The White Wolf Trading Company (Act 1 - Quest 274 - Section 274) ask if he has any news (Act 1 - Quest 274 - Section 450), ask if he has any work (Act 1 - Quest 274 - Section 624) and record the word: *tracker*
- **Best laid plans (pa):** Before a combat starts, decide which type of trap you will lay (you can only lay one trap per combat). Roll a die to give you a trigger number:
 - 1) **Snap jack:** your trigger number is the number of rounds your trap will take to snap closed. (If you roll a 5 then your trap will activate at the start of the fifth combat round.) When it does, a single opponent of your choosing automatically takes 10 damage, ignoring *armour*.
 - 2) **Cluster mine:** your trigger number is the number of rounds your trap will take to go off and the maximum number of opponents affected. (If you roll a 3 then your trap will set off on the third round and affect three opponents.) Each affected opponent of your choosing takes 1 damage die ignoring *armour*, and their *armour* is then reduced by 1 for the remainder of the combat.
 - **Vital artery (co + pa):** Instead of rolling for a damage score after winning a round, you can use *vital artery*. This inflicts 1 damage die to a single opponent, ignoring *armour*, and does a further 1 point of damage at the end of each combat round for the duration of the combat. You can only use this ability once per combat.

Bard (Act 1 - Quest 157 - Section 618)

Requirements:

- 1) defeat Mandaleev (Act 1 - Quest 157 - Section 741), let Talia take the chemical formula (Act 1 - Quest 157 - Section 89)
- 2) Judah's Book of Canticles (Act 1 - Quest 157 - Section 628 / 678)

Requirements:

2.1) "The bitter end" Quest 369 completed

2.2) word: *scripture* (Act 1 - Quest 157 - Section 585)

2.2a) explore the compound (Act 1 - Quest 157 - Section 106), continue along the muddy track (Act 1 - Quest 157 - Section 426), enter Jailhouse Rock (Act 1 - Quest 157 - Section 365), take a seat in one of the alcoves (Act 1 - Quest 157 - Section 634), record the word: *covert* (Act 1 - Quest 157 - Section 373) accept Talia's offer (Act 1 - Quest 157 - Section 585) and record the word: *scripture* (Act 1 - Quest 157 - Section 585)

2.2b) explore the compound (Act 1 - Quest 157 - Section 106), continue along the muddy track (Act 1 - Quest 157 - Section 426), enter Jailhouse Rock (Act 1 - Quest 157 - Section 365), take a seat in one of the alcoves (Act 1 - Quest 157 - Section 634), if you don't have the word: *covert* (Act 1 - Quest 157 - Section 457, then 731), agree to help and record the word: *scripture* (Act 1 - Quest 157 - Section 585)

2.3) Stones & Bones book (Act 1 - Quest 113 - Section 557)

2.3a) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), ignore him and look for a book (Act 1 - Quest 113 - Section 577)

2.3b) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), examine the shelves (Act 1 - Quest 113 - Section 577)

2.3c) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), ask about the prism (Section 64), examine the shelves (Act 1 - Quest 113 - Section 577)

2.3d) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), ask what is reading (Act 1 - Quest 113 - Section 105), examine the shelves (Act 1 - Quest 113 - Section 577)

2.4) Stones & Bones game

2.4a) enter "The Coracle" (Act 1 - Quest 157 - Section 80), watch the gaming table (Act 1 - Quest 157 - Section 14), if you have the word: *scripture* turn to Section 464, if you have 50 gold crowns then turn to Section 574, if you have Stones & Bones book turn to Section 401, if not turn to Section 511; To win you must: discard the three of swords (Act 1 - Quest 157 - Section 650), discard the one of crowns (Act 1 - Quest 157 - Section 245), discard the four of hearts (Act 1 - Quest 157 - Section 628), you have gained 50 gold crowns and *Judah's Book of Canticles*, plus the **Gambit (pa)** special ability.

2.4b) If you lose, follow the ruffians and defeat them to collect the *Judah's Book of Canticles* (Act 1 - Quest 157 - Section 655)

- **Good vibrations (co)**: Turn your swords into vibrating blades of death. This doubles the *brawn* modifier of any glass swords you have equipped, for one combat round only. This ability can only be used once per combat.

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- **Deadly dance (sp):** Goad your opponent with a series of dodges and feints. This automatically lowers their *speed* by 2 for one combat round, but raises their *brawn/magic* by 1 for the remainder of the combat. This ability can be used twice in the same combat, but each time it is used your opponent's *brawn/magic* is increased.

Reaver (Act 1 - Quest 447 - Section 382)

Requirement: none

- **Take the bait (co):** (requires a grapple in the left hand). If you win a combat round, you can attempt to grapple your opponent with the link chain. Roll three dice and add the *speed* modifier of your grapple to the result. If this total is equal to or more than your opponent's *speed*, you are successful. This immediately inflicts damage to your opponent equal to your total (three dice plus the *speed* modifier), ignoring *armour*. It also reduces their *speed* by 2 for the next combat round of combat only. This ability can only be used once per combat. If you fail, you cannot roll for a damage score and the combat round ends. (You may use abilities that let you reroll dice to try and alter the outcome of your result.)
- **Spirit breaker (co):** Once you have successfully used *take the bait*, you can play a *spirit breaker*. This can be used in any subsequent combat round instead of rolling for a damage score. This inflicts three damage dice, ignoring *armour*, and reduces your opponent's *armour* by 2 for the remainder of the combat. This ability can only be used once per combat.

Soul thief (Act 2 - Quest 683 - Section 554)

Requirement: defeat Nanuk (Act 2 - Quest 683 - Section 668)

- **Mind flay (co):** Instead of rolling for a damage score you can cast *mind flay*. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*. For each opponent that takes damage, you may restore 2 *health* to your hero. This ability can only be used once per combat.
- **Heart steal (pa):** Whenever you use *piercing* or *deep wound* in combat, you may automatically roll an extra die for damage.

Items (pelts & jewelry)

You can trade/sell the pelts and jewelry in two different places:

- 1) The White Wolf Trading Company (Act 1 - Quest 274 - Section 730)

Note: if you have the **Trapper** career, you can increase the value of each pelt by 5 gold crowns.

Requirements:

- 1.1) "The bitter end" (Act 1 - Quest 369) completed
- 1.2) 5 gold crowns
- 1.3) White Wolf Hunting Permit (Act 1 - Quest 274 - Section 327)

Item	Gold crowns
Seal blubber	15
White fox pelt	30
Muttok pelt	50
Yeti pelt	70
Sasquatch pelt	120
Mammoth pelt	160

- 2) Warehouse clerk (Act 1 - Quest 157 - Section 104)

Note: if you have the **Trapper** career, you can increase the value of each pelt by 5 gold crowns.)

Item	Gold crowns
White fox pelt	25
Muttok pelt	40
Yeti pelt	60
Sasquatch pelt	100
Mammoth pelt	150
Chipped emerald	30
Flawless emerald	100
Flawless ruby	150

Seal blubber

Quantity: 1 (Act 1 - Quest 204 - Section 474)

Requirements:

- 1.1) follow the whispering and defeat Ice Wrath (Act 1 - Quest 204 - Section 565)
- 1.2) head down into the cave (Act 1 - Quest 204 - Section 474)

White fox pelt

- Quantity: 1 (Act 1 - Quest 204 - Section 3)

Requirements: look for an alternative entrance and defeat Doomta (Act 1 - Quest 204 - Section 275)

Muttok pelt

- Quantity: 1 (Act 1 - Quest 447 - Section 324)

Requirements: defeat the Muttok elder (Act 1 - Quest 447 - Section 475)

- Quantity: 2 (Act 1 - Quest 369 - Section 712)

Requirements: defeat Fenris (Act 1 - Quest 369 - Section 698)

- Quantity: 1 (Act 1 - Quest 204 - Section 474)

Requirements:

1.1) follow the whispering and defeat Ice Wrath (Act 1- Quest 204 - Section 565)

1.2) head down into the cave (Act 1 - Quest 204 - Section 474)

- Quantity: 2 (Act 1 - Quest 157 - Section 201)

Requirements:

- 1) seal blubber (Act 1 - Quest 204 - Section 474)

Requirements:

1.1) follow the whispering and defeat Ice Wrath (Act 1- Quest 204 - Section 565)

1.2) head down into the cave (Act 1 - Quest 204 - Section 474)

- 2) word: *ashes* (Act 1 - Quest 274 - Section 604)

Requirements: White Wolf Trading Company (Act 1 - Quest 274 - Section 274), ask about his precautions (Act 1 - Quest 274 - Section 549), attempt to break in (Act 1 - Quest 274 - Section 740), use the seal blubber (Act 1 - Quest 274 - Section 723), beat a hasty retreat (Act 1 - Quest 274 - Section 604)

- 3) defeat the Bounty hunter (Act 1 - Quest 157 - Section 601)

- Quantity: 2 (Act 1 - Quest 274 - Section 633)

Requirements:

- 1) seal blubber (Act 1 - Quest 204 - Section 474)

Requirements:

1.1) follow the whispering and defeat Ice Wrath (Act 1- Quest 204 - Section 565)

1.2) head down into the cave (Act 1 - Quest 204 - Section 474)

- 2) White Wolf Trading Company (Act 1 - Quest 274 - Section 274), ask about his precautions (Act 1 - Quest 274 - Section 549), attempt to break in (Act 1 - Quest 274 - Section 740), use the seal blubber (Act 1 - Quest 274 - Section 723), risk entering the blazing storeroom (Act 1 - Quest 274 - Section 633)

Yeti pelt

- Quantity: 1 (Act 1 - Quest 204 - Section 474)

Requirements:

1.1) follow the whispering and defeat Ice Wrath (Act 1- Quest 204 - Section 565)

1.2) head down into the cave (Act 1 - Quest 204 - Section 474)

- Quantity: 1 (Act 1 - Quest 274 - Section 633)

Requirements:

- 1) seal blubber (Act 1 - Quest 204 - Section 474)

Requirements:

- 1.1) follow the whispering and defeat Ice Wrath (Act 1- Quest 204 - Section 565)
- 1.2) head down into the cave (Act 1 - Quest 204 - Section 474)
- 2) White Wolf Trading Company (Act 1 - Quest 274 - Section 274), ask about his precautions (Act 1 - Quest 274 - Section 549), attempt to break in (Act 1 - Quest 274 - Section 740), use the seal blubber (Act 1 - Quest 274 - Section 723), risk entering the blazing storeroom (Act 1 - Quest 274 - Section 633)

Sasquatch pelt

- Quantity: 1 (Act 1 - Quest 337 - Section 440 / 131 / 561)

Requirements: defeat the Sasquatch (Act 1 - Quest 337 - Section 337)

Mammoth pelt

- Quantity: 1 (Act 1 - Quest 419 - Section 339)

Requirements: defeat Tekksertok (Act 1 - Quest 419 - Section 419)

Chipped emerald

- Quantity: 1 (Act 1 - Quest 369 - Section 583)

Requirements: slip into the crevice (Act 1 - Quest 369 - Section 434)

1.1) surprise and attack the goblin (Section 567)

1.2) attempt to creep past them (Section 493), you must fail a speed challenge (Act 1 - Quest 369 - Section 243), defeat the goblins (Act 1 - Quest 369 - Section 316)

- Quantity: 1 (Act 1 - Quest 337 - Section 413)

Requirements:

- 1) Judah's Book of Canticles (Act 1 - Quest 157 - Section 628 / 678)

Requirements:

1.1) "The bitter end" Quest 369 completed

1.2) word: *scripture* (Act 1 - Quest 157 - Section 585)

1.2a) explore the compound (Act 1 - Quest 157 - Section 106), continue along the muddy track (Act 1 - Quest 157 - Section 426), enter Jailhouse Rock (Act 1 - Quest 157 - Section 365), take a seat in one of the alcoves (Act 1 - Quest 157 - Section 634), record the word: *covert* (Act 1 - Quest 157 - Section 373) accept Talia's offer and record the word: *scripture* (Act 1 - Quest 157 - Section 585)

1.2b) explore the compound (Act 1- Quest 157 - Section 106), continue along the muddy track (Act 1 - Quest 157 - Section 426), enter Jailhouse Rock (Act 1 - Quest 157 - Section 365), take a seat in one of the alcoves (Act 1 - Quest 157 - Section 634), if you don't have the word: *covert* (Act 1 - Quest 157 - Section 457, then 731), agree to help and record the word: *scripture* (Act 1 - Quest 157 - Section 585)

1.3) Stones & Bones book / Hergest's Haunting book (Act 1 - Quest 113 - Section 557)

1.3a) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), ignore him and look for a book (Act 1 - Quest 113 - Section 577)

1.3b) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest

113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), examine the shelves (Act 1 - Quest 113 - Section 577)

1.3c) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), ask about the prism (Section 64), examine the shelves (Act 1 - Quest 113 - Section 577)

1.3d) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), ask what is reading (Act 1 - Quest 113 - Section 105), examine the shelves (Act 1 - Quest 113 - Section 577)

1.4) Stones & Bones game

1.4a) enter "The Coracle" (Act 1 - Quest 157 - Section 80), watch the gaming table (Act 1 - Quest 157 - Section 14), if you have the word: *scripture* turn to Section 464, if you have 50 gold crowns then turn to Section 574, if you have Stones & Bones book turn to Section 401, if not turn to Section 511; To win you must: discard the three of swords (Act 1 - Quest 157 - Section 650), discard the one of crowns (Act 1 - Quest 157 - Section 245), discard the four of hearts (Act 1 - Quest 157 - Section 628), you have gained 50 gold crowns and *Judah's Book of Canticles*, plus the **Gambit (pa)** special ability.

1.4b) If you lose, follow the ruffians and defeat them to collect the *Judah's Book of Canticles* (Act 1 - Quest 157 - Section 655)

2) Party invitation (Act 1 - Quest 337 - Section 631)

Requirements: defeat Legendary monster Sasquatch (Act 1 - Quest 337)

3) Password

Requirements: enter "The Coracle" (Act 1 - Quest 157 - Section 80), try and enter the private room (Act 1 - Quest 157 - Section 123), hand the party invitation over and enter (Act 1 - Quest 157 - Section 253), take a closer look at the man's tattoos (Act 1 - Quest 157 - Section 662), Solution: Third day o' of the week – password for Dilain - heart (52).

3.1a) continue along the muddy track (Act 1 - Quest 157 - Section 426), head towards the prison (Act 1 - Quest 157 - Section 557) try to outwit the guards by passing the *speed* challenge (Act 1 - Quest 157 - Section 451)

3.2b) provide the with the password: Dilain - heart (52)

5) continue down the corridor (Act 1 - Quest 157 - Section 563), if you don't have the *Hergest's Hauntings* book turn to Section 661, you must have the *Judah's Book of Canticles* to turn to Section 741, defeat Mandaleev; insist Talia destroys the chemical formula (Act 1 - Quest 157 - Section 752), defeat Talia to find the *chipped emerald* (Act 1 - Quest 337 - Section 413)

- Quantity: 1 (Act 1 - Quest 337 - Section 413)

Requirements:

1) *skeleton key* (Act 1 - Quest 86 - Section 490)

Requirements: take the left door (Act 1 - Quest 86 - Section 12), search through the debris (Act 1 - Quest 86 - Section 490)

2) defeat the Sasquatch (Act 1 - Quest 337 - Section 337), and open the metal casket with the *skeleton key* (Section 413); Note: if you don't have the *skeleton key* you can take *The hunter's chest* (Section 631), Sam Scurvy can open it (Act 1 - Quest 157 - Section 8), but he will keep the *chipped emerald*.

Flawless emerald

- Quantity: 1 (Act 1 - Quest 369 - Section 583)

Requirements: slip into the crevice (Act 1 - Quest 369 - Section 434), attempt to creep past them (Section 493), you must pass a speed challenge (Act 1 - Quest 369 - Section 243)

- Quantity: 1 (Act 1 - Quest 204 - Section 3)

Requirements: look for an alternative entrance and defeat Doomta (Act 1 - Quest 204 - Section 275)

Flawless ruby

- Quantity: 1 (Act 1 - Quest 157 - Section 406)

Requirements: Hergest's Haunting book (Act 1 - Quest 113 - Section 557)

1.3a) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), ignore him and look for a book (Act 1 - Quest 113 - Section 577)

1.3b) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), examine the shelves (Act 1 - Quest 113 - Section 577)

1.3c) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), ask about the prism (Section 64), examine the shelves (Act 1 - Quest 113 - Section 577)

1.3d) climb the stairs to the battlements (Act 1 - Quest 113 - Section 168), climb the stairs to the mage tower (Act 1 - Quest 113 - Section 301), explore the library (Act 1 - Quest 113 - Section 353), talk to the mage (Act 1 - Quest 113 - Section 16), ask what is reading (Act 1 - Quest 113 - Section 105), examine the shelves (Act 1 - Quest 113 - Section 577)

Collectibles

The following is a comprehensive list of all the collectible cards and other promotional material that was released for *The Heart of Fire* – containing unique item rewards that do not appear in the book.

Loot cards:

- 1) (Basic) **Black Sail** (left hand: grapple) +2S/+2B
 - **Hooked (mo)**: Use this ability to save one die result from your attack speed roll to use in the next combat round. You cannot change or reroll the saved die. Hooked can only be used once per combat
 - **Fear (mo)**: Lower your opponent's damage score by 2 for one combat round. This ability can only be used once per combat.

Requirements: You can equip this item when you learn the **Reaver** career.

- 2) (Basic) **Bloodmane** (necklace) +2B
 - **Barbs (pa)**: You automatically inflict 1 damage to all of your opponents at the end of every combat round. This ability ignores *armour*.

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- **Charm (mo)**: You may reroll one of your hero's dice any time during a combat. You must accept the result of the second roll. If you have multiple items with the charm ability, each one gives you a reroll.

Requirements: You can equip this item when you learn the **Were** career.

3) (Basic) **Cobalt Crown** (head) +1S/+2M

- **Cold snap (mo)**: Reroll any die for damage, adding 2 to the result. This ability can only be used once per combat.
- **Charm (mo)**: You may reroll one of your hero's dice any time during a combat. You must accept the result of the second roll. If you have multiple items with the *charm* ability, each one gives you a reroll.

Requirements: You can equip this item when you learn the **Valkryn** career.

Art postcard:

1) **Frost maul** (main hand: hammer) +1S/+5B

- **Frost fury (co)**: instead of rolling for a damage score deal 3 damage dice to all opponents, ignoring *armour*. Reduce their *speed* by 2 for the next combat round.

Requirements: you can equip this item when you complete "The Hall of Vindsvall" (Act 1 Quest 500)

Loot card boosters:

1) (Rare) **Blizzard plate** +2S/+2A, *Deep freeze +2S/+3A (chest)

- **Overpower (co)**: This ability stops your opponent from rolling for damage after they have won a round, and automatically inflicts 2 damage dice ignoring *armour*, to your opponent. You can only use *overpower* once per combat.
- **Thorn armour (co)**: Use this ability to raise your *armour* by 3 for one combat round. It also inflicts 1 damage die, ignoring *armour*, to all your opponents (roll once and apply the same damage to each opponent). This ability can only be used once per combat.

Requirements: Warrior, you can equip this item when you defeat Syn Hulda (Act 1 - Quest 500 - Section 292); *You can upgrade when you defeat Insidious (Act 2 - Quest 551 - Section 435)

2) (Rare) **Winter star** +1S/+2M, ***Aurora polaris** +1S/+4M (necklace)

- **Blizzard (co)**: Instead of rolling for a damage score, you can cast *blizzard*. This causes 2 damage dice to two opponents, ignoring *armour* (they must be next to each other on the combat list). Roll separately for each. At the end of the next combat round, each opponent also suffers an extra die of damage, ignoring *armour*.
- **Shatter (co)**: If your damage score causes health damage to your opponent, you can also *shatter* them. This reduces their *armour* by 2 for the remainder of the combat. You can only use *shatter* once per combat.

Requirements: Mage, you can equip this item when you defeat Syn Hulda (Act 1 - Quest 500 - Section 292); *You can upgrade when you defeat Insidious (Act 2 - Quest 551 - Section 435)

- 3) (Rare) **Whiteout guise** +1S/+3B, ***Cryobite helm** +2S/+4B (head)
- **Veiled strike (pa)**: Each time you use *evade*, *sidestep* or *vanish* in a combat you can immediately inflict 1 damage die to a chosen opponent, ignoring *armour*.
 - **Evade (co)**: Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. This ability can only be used once per combat. You can only use *evade* once per combat.

Requirements: Rogue, you can equip this item when you defeat Syn Hulda (Act 1 - Quest 500 - Section 292); *You can upgrade when you defeat Insidious (Act 2 - Quest 551 - Section 435)

Recurring characters

The events of this book occur during 'The End Days' (1384-present day)¹

The following list, in alphabetical order, includes all the recurring characters of the *DestinyQuest* saga that appeared in *The Eye of Winter's Fury*:

- **Arbuckle, Hal & Belinda**

DQI - Act 2 - Quest 321 "The seared scar"

DQIII - Act 2 - Quest 623 "Village, town or camp"

- **Bloodmoon, Conall**²

DQII - Act 1 - Quest 42 "The light and the dark"

DQII - Act 1 - Quest 151 "Boss: The forest of thorns"

DQII - "Epilogue"

DQIII - "Prologue: Blood and Betrayal" (mentioned)

- **Dale, Avian**³

DQI - "Prologue: The knight's legacy" (*mentioned*)

DQI - Act 1 - Quest 6 "Tithebury Cross" (*mentioned*)

DQI - Act 1 - Quest 97 "Boss: Bridge troll"

DQI - Act 2 - Quest 305 "The withered glade" (*mentioned*)

DQI - Act 2 - Quest 315 "The unicorn's horn" (*mentioned*)

DQI - Act 2 - Quest 419 "Boss: Shadowstalker" (*mentioned*)

DQI - Act 3 - Quest 864 "Waking the dead" (*mentioned*)

DQI - Act 3 - Quest 613 "Battle of the bone fields"⁴ (*mentioned*)

DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"

DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"

DQII - "Prologue: The Great Escape"⁵ (*mentioned*)

DQII - Act 1 - Quest 72 "Behind the mask" (*mentioned*)

DQII - Act 1 - Quest 151 " "Boss: The forest of thorns" (*mentioned*)

DQII - Act 2 - Quest 579 "Boss monster: Cernos the demon"

DQII - Act 3 - Quest 590 "The bridge of screams"

DQII - Act 3 - Quest 631 "The rune forge" (*mentioned*)

DQII - Act 3 - Quest 607 "The Abussos" (*mentioned*)

DQII - Act 3 - Quest 874 "The Crematorium" (*mentioned*)

DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower"

DQIII - Act 1 - Quest 113 "Bitter keep" (*mentioned*)

DQIV - Act 2 - Quest 557 "Town: Sand port" (*mentioned*)
DQIV - Act 2 - Quest 437 "Training day" (*mentioned*)
DQIV - Act 2 - Quest 461 "The pyramid of peril" (*mentioned*)
DQIV - Act 2 - Quest 568 "Crossing the line" (*mentioned*)

- **Gunston, Caeleb**

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"
DQI - Act 3 - Quest 553 "Ravenwing's camp"
DQI - Act 3 - Quest 575 "The warning"
DQI - Act 3 - Quest 618 "Against all odds"
DQI - Act 3 - Quest 864 "Waking the dead"
DQI - Act 3 - Quest 613 "Battle of the bone fields"⁴
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"
DQIII - Act 1 - Quest 86 "The Dread Gulf Dare" (*mentioned*)
DQIII - "Epilogue"
DQIV - Act 1 - Quest 64 "Crown Mesa"⁶ (*mentioned*)
DQIV - Act 2 - Quest 481 "Knives in the dark"
DQIV - Act 2 - Quest 709 "Night in the necropolis"

- **Judah - Lightbringer, The**⁷

DQI - Act 1 - Quest 25 "The stone circle" (*mentioned*)
DQI - Act 1 - Quest 97 "Boss: Bridge troll" (*mentioned*)
DQI - Act 2 - Quest 321 "The seared scar" (*mentioned*)
DQI - Act 2 - Quest 326 "The count's ball" (*mentioned*)
DQI - Act 3 - Quest 864 "Waking the dead" (*mentioned*)
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed" (*mentioned*)
DQII - Act 1 - Quest 8 "Village, town or camp" (*mentioned*)
DQII - Act 1 - Quest 135 "The Toymaker's Tower" (*mentioned*)
DQII - Act 1 - Quest 42 "The light and the dark" (*mentioned*)
DQII - Act 2 - Quest 376 "Revenge of the tigris" (*mentioned*)
DQII - Act 2 - Quest 571 "Village, town or camp" (*mentioned*)
DQIII - "Prologue Quest: Call of the wild" (*mentioned*)
DQIII - Act 1 - Quest 113 "Bitter keep" (*mentioned*)
DQIII - Act 1 - Quest 369 "The bitter end" (*mentioned*)
DQIII - Act 1 - Quest 157 "Ryker's Island" (*mentioned*)
DQIII - Act 2 - Quest 638 "The dead and the damned" (*mentioned*)
DQIII - "Epilogue" (*mentioned*)
DQIV - "Prologue: Crime and Punishment / Left for dead" (*mentioned*)
DQIV - Act 1 - Quest 17 "Digging for diamonds" (*mentioned*)
DQIV - Act 1 - Quest 68 "Trouble out of Tombstone"⁸ (*mentioned*)
DQIV - Act 1 - Quest 32 "The climb" (*mentioned*)
DQIV - Act 1 - Quest 447 "Boss monster: Tumbleweed" (*mentioned*)
DQIV - Act 1 - Quest 64 "Crown Mesa"⁶ (*mentioned*)
DQIV - Act 2 - Quest 568 "Crossing the line" (*mentioned*)
DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)
DQIV - Act 2 - Quest 843 "Dungeon delve: The tomb of Garriot" (*mentioned*)

- **Leonidas**

DQII - Act 1 - Quest 33 "Bullets over Blight Haven" (*mentioned*)
DQIII - "Prologue: Call of the wild" (*mentioned*)
DQIII - Act 1 - Quest 369 "The bitter end" (*mentioned*)

- **Lorcan**

DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"
DQII - "Prologue: The Great Escape⁵" (as the *librarian*)
DQII - Act 1 - Quest 163 "Team battle (advanced): The wicker man" (*fused with The Nevarin*)
DQII - Act 2 - Quest 376 "Revenge of the tigris" (as the *librarian*)
DQII - Act 2 - Quest 529 Team battle (advanced): Issakhar (*fused with The Nevarin*)
DQII - Act 2 - Quest 836 "Team battle (advanced): Krakatoa" (*fused with The Nevarin*)
DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*fused with The Nevarin*)
DQII - "Epilogue" (*fused with The Nevarin*)
DQIII - Act 2 - Quest 683 "Eye of the storm" (*mentioned*)
DQIII - "Epilogue" (*mentioned*)
DQIV - Act 2 - Quest 758 The Black Pyramid (as an *elven construct*)

- **Nevarin, The⁹**

DQI - main character
DQII - Act 1 - Quest "Team battle (advanced): The wicker man" (*fused with Lorcan*)
DQII - Act 2 - Quest 529 Team battle (advanced): Issakhar (*fused with Lorcan*)
DQII - Act 3 - Quest 836 "Team battle (advanced): Krakatoa" (*fused with Lorcan*)
DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*fused with Lorcan*)
DQII - "Epilogue" (*fused with Lorcan*)
DQIII - "Prologue: Blood and Betrayal" (*mentioned*)
DQIII - "Epilogue" (*mentioned*)
DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)

- **"Prophet, The"**

DQII - main character
DQIII - "Prologue: Blood and Betrayal" (as the *Demon Prince*)
DQIII - "Prologue: Call of the wild" (*mentioned as the Demon Prince*)
DQIII - Act 2 - Quest 683 "Eye of the storm" (as the *Demon Prince*)
DQIII - "Epilogue" (as the *Demon Prince*)

- **Vallimere, Arran¹⁰**

DQIII - main character
DQIV - Act 2 - Quest 709 "Night in the necropolis"

- **Vallimere, Lazlo**

DQII - Act 1 - Quest 73 "Behind the mask"
DQIII - "Prologue: Blood and Betrayal" (*mentioned*)
DQIII - Act 1 - Quest 157 "Ryker's Island" (*mentioned*)
DQIII - Act 1 - Quest 113 "Bitter Keep" (*mentioned*)
DQIII - "Prologue: Call of the wild" (*mentioned*)

Notes:

DQ: [DestinyQuest: The World Companion](#), 2022 Matador
DQI: [DestinyQuest I - The Legion of Shadow](#), 2012 Gollancz
DQII: [DestinyQuest II - The Heart of Fire](#), 2012 Gollancz
DQIII: [DestinyQuest III - The Eye of Winter's Fury](#), 2014 Gollancz
DQIV: [DestinyQuest IV - The Raiders of Dune Sea](#), 2019 Matador

- ¹ Pag. 60-61 DestinyQuest: The World Companion
- ² Pag. 112-118 DestinyQuest: The World Companion
- ³ Pag. 86-93 DestinyQuest: The World Companion
- ⁴ Pag. 150 DestinyQuest: The World Companion
- ⁵ Pag. 154 DestinyQuest: The World Companion
- ⁶ Pag. 168 DestinyQuest: The World Companion
- ⁷ Pag. 19-28 DestinyQuest: The World Companion
- ⁸ Pag. 170 DestinyQuest: The World Companion
- ⁹ Pag. 75-75 DestinyQuest: The World Companion
- ¹⁰ Pag. 83-86 DestinyQuest: The World Companion

Errata

All the Flowcharts are updated with the errata.

This is the complete list :

- Act 1 - Quest 113 - Section 293 / 348

Losing a combat to Rutus does not count as a 'defeat'. The text should read: If you manage to defeat this skilled soldier, turn to 147. If you lose the challenge, this does not count as a defeat. Turn to 258.

- Act 2 - Quest 638 - Section 507

The entry numbers for the last two choices have been swapped round.

- Act 1 - Quest 157 - Section 756

Final sentence should read: Replace the keyword *rookie/veteran* with *underdog*. Return to the map to continue your adventure.

- Glossary

(Some amendments to text and abilities - and a couple of omissions. All these have been added to the online glossary on the downloads page)

- **Acid** (~~me~~) (**pa**): Add 1 to the result of each die you roll for your damage score for the duration of the combat. (Note: if you have multiple items with *acid*, you can still only add 1 to the result.)
- **Aftershock** ~~After shock~~ (**co**): Use instead of rolling for a damage score to inflict 1 damage die to two opponents (they must be next to each other on the combat list), ignoring *armour*. Roll separately for each. This ability can only be used once per combat.

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- **Fatal blow (co):** Use *fatal blow* to ignore half of your opponent's *armour* (rounding up) when rolling for your damage score. This ability can only be used once per combat.
- **Good vibrations (co):** Turn your swords into vibrating blades of death. This doubles the *brawn* modifier of any glass swords you have equipped, for one combat round only. This ability can only be used once per combat.
- **Hurricane rush (co):** Give into your fury and become a reckless whirlwind of death! Use this ability instead of rolling for a damage score, to inflict 2 damage dice to each opponent ignoring *armour* (roll separately for each), but for every opponent you hit you must take 1 damage in return, ignoring *armour*. You can only use this ability once per combat.
- **Shackles ~~Shackled~~ (sp):** This ability reduces the number of dice your opponent can roll for attack speed by 1, for one combat round only. You can only use *shackles* once per combat. (Act 2 - Quest 594 - Section 576)
- **Spin shot (co):** Instead of rolling for a damage score, you can use *spin shot*. This ability inflicts 2 damage dice to your opponent, ignoring *armour* – plus 3 extra damage for every *speed* point difference you have over your opponent in this round. You can only use this ability once per combat.
- **Sweet spot (pa):** Before a combat begins, choose a number 1-6. Each time your opponent rolls a die with this result when rolling for attack speed, they automatically take 2 damage.
- **Time shift (sp):** You may raise your *speed* to match your opponent's for three combat rounds. You cannot play another speed ability until *time shift* has faded. This ability can only be used once per combat.
- **Totem blast (co):** (requires *power totem*). Instead of rolling for a damage score, you can invoke a totem blast. This causes two dice of damage to all opponents, ignoring *armour* - but cancels the effect of *power totem*.