

Glossary: Special abilities (The Heart of Fire)

The following is a list of all the abilities associated with special items and hero careers. The letters in brackets after each name refers to the type of ability – speed (sp), combat (co), modifier (mo), passive (pa).

Unless otherwise stated in the text, each ability can only be used *once* during a combat – even if you have multiple items with the same ability (i.e. if you have two items with the *piercing* ability, you can still only use *piercing* once per combat). The same rule applies to passive abilities (i.e. even if you have two items with the *venom* ability, you can only have one *venom* effect in play at a time).

Acid (mo): 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.)

Ashes (sp): Use at the start of combat to surround yourself with holy ashes. This increases your *armour* by 1 for the duration of the combat.

Atonement (mo): Use at the end of a combat round to heal yourself and an ally for the total passive damage inflicted on an opponent in that round from *bleed*, *barbs*, *disease*, *fire aura*, *thorns* and *venom*. You can only use *atonement* once per combat.

Back draft (co): When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 2 damage dice back to them, ignoring *armour*. You can only use *back draft* once per combat.

Backstab (co): (requires a dagger in the main or left hand) If you or an ally play an *immobilise*, *knockdown*, *stun* or *webbed* ability in combat, you may automatically *backstab* the affected opponent, inflicting 2 damage dice, ignoring *armour*. If you have won the round, you can still roll for a damage score as normal.

Barbs (pa): You automatically inflict 1 damage to all of your opponents, at the end of every combat round. This ability ignores *armour*.

Beguile (mo): You may use one of your speed abilities twice in the same combat, even if its description states it can only be used once.

Bleed (pa): If your damage dice/damage score causes health damage to your opponent, they continue to take a further point of damage at the end of each combat round. This damage ignores *armour*.

Bless (mo): This ability can be cast at any time on yourself or an ally to heal 6 *health* and increase one attribute (*magic* or *brawn*) by 1 for the remainder of the combat. *Bless* can only be used once per combat.

Blessed blades (mo): (requires a sword in the main hand and left hand.) You can heal yourself anytime in a combat for the total *brawn* modifier of your two weapons. You can only use *blessed blades* once per combat.

Blessed bullets (co): While Virgil is your companion, you may use this ability instead of rolling for a damage score. It automatically inflicts 3 damage dice to a single opponent, ignoring *armour*. It also reduces their *speed* by 1 for the next combat round. You can only use *blessed bullets* once per combat. If you are *hexed*, this ability does not count towards your quota of abilities.

Blind (sp): (see *webbed*). You can only use *blind* once per combat.

Blind strike (co): If you or an ally play an *immobilise*, *knockdown*, *stun* or *webbed* ability, you can immediately inflict 2 damage dice to the affected opponent, ignoring *armour*. If you have won the round, you can still roll for a damage score as normal. This ability can only be used once per combat. (Note: a thief cannot use *backstab* and *blind strike* in the same combat round.)

Blink (co): (see *Dodge*). You can only use *blink* once per combat.

Blood hail (co): Instead of rolling for a damage score after winning a round, you can use *blood hail* to shower your enemies with arrows. Roll 2 damage dice and apply the result to each of your opponents, ignoring their *armour*. If any opponent is already inflicted with *bleed* from a previous round, then they take an extra 4 damage.

Blood-sworn set (pa): If your hero is wearing all three items from the blood-sworn set (head, gloves and chest) then you may use the *blood-sworn* ability. This allows you to sacrifice 4 *health* to use an ability that

you haven't already used. This ability will not count towards your quota of ten hexed abilities. You can use *blood-sworn* as many times as you wish, losing 4 *health* each time.

Blood thief (mo): For every [6] you roll for your damage score/damage dice, you may instantly restore 4 *health*. This cannot take you above your starting *health*.

Bright spark (mo): Your powers are amplified, allowing you to re-roll any dice for your damage score for the duration of the combat. You must accept the result of the re-rolled dice.

Broken trust (pa): If you wish to use Virgil's blessed bullets ability, you must roll a die. On a [6] result, you can use the ability as normal. If the result is [1] to [5] then the ability fails. You cannot try to use the ability again, or use a different combat ability, until the next round.

Call of nature set (-): If your hero is equipped with both items from the *call of nature* set (ring and gloves), then you can use the *wild child* ability. (See *wild child*.)

Cauterise (mo): This ability can be used any time in combat to remove all *venom*, *bleed* and *disease* effects that your hero is currently inflicted with. You can only use it once in combat – and once used, your hero is again susceptible to these effects.

Channel (mo): Sacrifice 2 *magic* to increase your damage score by 4 for one round. You can use this ability once for each item with the *channel* ability. At the end of the combat, your *magic* is restored to full.

Charge (sp): In the first round of combat, you may increase your *speed* by 2.

Charm (mo): You may re-roll *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 re-roll. Each *charm* can only be used once per combat.

Charm offensive (co): For each item with the *charm* ability that your hero is wearing, you can add 2 to your damage score. (If you had four items with *charm*, you could add 8 to your damage score.) You can only use *charm offensive* once per combat.

Cistene's chattels set (-): If your hero is equipped with both items from the *Cistene's chattels* set (necklace and spell book), then you can use the *miracle* ability. (See *miracle*.)

Cleave (co): Instead of rolling for a damage score, you can use *cleave*. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*. You can only use *cleave* once per combat.

Command (co): When an opponent wins a combat round, use *command* to instantly halt their attack, allowing you to roll for damage instead (as if you had won the combat round). This ability can only be used once per combat.

Compulsion (co): You can use *compulsion* to roll an extra die when determining your damage score. However, you must lower your *speed* by 2 for the next combat round. This ability can only be used once per combat.

Confound (co): Use *confound* to avoid taking damage from your opponent when they have won a combat round. It also inflicts 1 damage die back to them, ignoring *armour*, and lowers their *brawn* and *magic* score by 1 for the remainder of the combat. *Confound* can only be used once per combat.

Constrictor (sp): (see *webbed*). You can only use *constrictor* once per combat.

Convulsions (pa): If your damage score causes health damage to your opponent, they automatically suffer convulsions. In all future combat rounds, the affected opponent will lose the combat round if they roll a double for attack speed – even if their result is higher.

Corrode (co): If your damage score causes health damage to your opponent, you can also cast *corrode*. This lowers the same opponent's *armour* by 2 for the remainder of the combat.

Counter (co): If your opponent wins a combat round you can use *counter* to lower your opponent's damage score by 2 and inflict 1 damage die back to them, ignoring *armour*. This ability can only be used once per combat.

Coup de grace (pa): When an opponent is reduced to 10 *health* or less, you can immediately use *coup de grace* to reduce them to zero *health*. You can only use *coup de grace* once per combat.

Crawlers (sp): Cover your opponent in creepy-crawlies, forcing them to itch and scratch their way through the combat. This lowers their *speed* by 1 for two combat rounds. *Crawlers* can only be used once per combat.

Critical strike (mo): Change the result of all dice you have rolled for damage to a [6]. You can only use this ability once per combat.

Cruel twist (mo): If you get a [6] result when rolling for your damage score, you can use *cruel twist* to roll an extra die for damage. This ability can only be used once per combat.

Cunning (mo): You may raise your *brawn* score by 3 for one combat round. You can only use *cunning* once per combat.

Curse (sp): (see *webbed*). You can only use *curse* once per combat.

Cutpurse (pa): Each time you successfully complete a combat, roll a die to discover what item you find:

[1] or [2] A purse containing 20 gold crowns.

[3] or [4] An elixir of invisibility (1 use – backpack item. Grants the ability: *vanish*).

[5] or [6] A flask of healing (1 use – backpack item. Use any time in combat to restore 6 *health*).

Dark pact (co): Sacrifice 4 *health* to charge your strike with shadow energy, increasing your damage score by 4. This ability can only be used once per combat.

Deceive (mo): (see *trickster*). You can only use *deceive* once per combat.

Deep wound (co): You can use this ability to roll an extra die when determining your damage score. You can only use this ability once per combat.

Defender (pa): You may use this ability any time in a team battle (as a support or attack hero), to take the damage that would normally have been inflicted to an ally and apply it to yourself (*armour* can be used as normal, if appropriate to the type of damage). *Defender* can only be used once per combat.

Deflect (co): (see *overpower*). You can only use *deflect* once per combat.

Demon blood (pa): You may permanently increase your *health* by 10. (*Hexed* heroes may now use up to ten abilities in a single combat.)

Demon claws (pa): For every double that you roll for attack speed (before or after a re-roll), your hero automatically inflicts 4 damage to their opponent. This ability ignores *armour*.

Demon spines (co): (see *retaliation*). You can only use *demon spines* once per combat.

Dirge (co): Use this ability to stop your opponent rolling for damage when they have won a round. You can only use *dirge* once per combat.

Disease (pa): If your damage dice/damage score causes health damage to your opponent, they continue to take 2 points of damage at the end of each combat round. This damage ignores *armour*.

Disrupt (co): If your damage score causes health damage to your opponent, you can also cast *disrupt*. This lowers your opponent's *magic* by 3 for the remainder of the combat.

Dodge (co): Use this ability when you have lost a combat round, to avoid taking damage from your opponent's damage score.

Dominate (mo): Change the result of one die you roll for damage to a [6]. You can only use this ability once per combat.

Doom (co): If your damage score causes health damage to your opponent, you can also curse them with the sigil of doom. This lowers their *armour*, *brawn* and *magic* by 1 for the remainder of the combat.

Double punch (co): (requires a dagger in the main hand and left hand.) Use this ability instead of rolling for a damage score, to automatically inflict 2 damage dice plus the total *brawn* modifier of your two weapons to a single opponent. This ability ignores *armour*. You can only use *double punch* once per combat.

Elysium soaked (pa): Every time you use a modifier ability in combat roll 1 die. On a [1] result the ability fails. You cannot try to use the ability again until the next combat round. If the result is [2] or more, you can use the ability as normal.

Evade (co): (see *dodge*). You can only use *evade* once per combat.

Exploit (pa): For each [1] result your opponent gets when rolling for attack speed, you automatically inflict 1 damage back to them, ignoring *armour*.

Faith and duty set (-): If your hero is equipped with both swords from the *faith and duty* set, then you can use the *redemption* ability. (See *redemption*.)

Faith (pa): Each time you roll a double, you automatically heal 2 *health*. This ability cannot take you above your starting *health*.

Faithful friend (mo): Summon a faithful hound to your side, increasing your damage score by 2 for one combat round. This ability can only be used once per combat.

Fallen hero (mo): Use this ability to raise your *brawn* by 3 for one combat round and heal 10 *health*. This ability can only be used once per combat.

Fatal blow (co): Use *fatal blow* to ignore half of your opponent's *armour*, rounding up. This ability can only be used once per combat.

Fear (mo): Lowers your opponent's damage score by 2 for one combat round. This ability can only be used once per combat.

Fearless (sp): Use this ability to raise your *speed* by 2 for one combat round. This ability can only be used once per combat.

Feint (mo): You may reroll some or all of your dice, when rolling for attack speed. This ability can only be used once per combat.

Fiend's finest set (-): If your hero is wearing both pieces of the *night fiend* set (gloves and hood), then you can use the *exploit* ability. (See *exploit*.)

Fiery temper (pa): Keep a record of all [6] results that your opponent rolls for damage. For every two [6] results your *brawn* is increased by 2. At the end of the combat, your *brawn* returns to normal.

Finesse (mo): Use *finesse* to re-roll one die for damage, adding 2 to the result. This ability can only be used once per combat.

Fire aura (pa): You are surrounded by magical flames. This automatically inflicts 1 damage to all of your opponents at the end of every combat round. This ability ignores *armour*.

Fire shield (pa): Your *fire shield* will protect you from some opponents' attacks. See combat descriptions for when you can use this ability.

Flurry (co): Instead of rolling for a damage score, you can use *flurry* to shower your enemies with daggers. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*. You can only use *flurry* once per combat.

Focus (mo): Use any time in combat to raise your *magic* score by 3 for one combat round. You can only use this ability once per combat.

Focused strike (co): (requirement: fist *or* fist weapon in each hand.) Use *focused strike* to ignore your opponent's *armour* and apply your full damage score to their *health*. This ability can only be used once per combat.

Frostbite (co): If your damage score causes health damage to your opponent, you can also cast *frostbite*. This lowers your opponent's *speed* by 1 for the next two combat rounds. This ability can only be used once per combat.

Gouge (pa): Increases the damage caused by the *bleed* ability by 1.

Gorilla rage (mo): Each time you play a combat ability, roll a die. On a [6] result you may raise your *brawn/magic* by 1 for the duration of the combat.

Gut ripper (mo): (see critical strike). You can only use *gut ripper* once per combat.

Greater heal (mo): You can cast this spell any time in combat to automatically heal yourself or an ally for 8 *health*. This ability can only be used once per combat. If you have multiple items with the *greater heal* ability, each one can be used once to restore 8 *health*.

Haste (sp): You may roll an extra die to determine your attack speed for one round of combat. You may only use this ability once per combat.

Heal (mo): You can cast this spell any time in combat to automatically heal yourself or an ally for 4 *health*. This ability can only be used once per combat. If you have multiple items with the *heal* ability, each one can be used once to restore 4 *health*.

Headshot (pa): Once an opponent's *health* is reduced to 5 or less you may automatically 'headshot' them, reducing their *health* to zero. You can only use *headshot* once per combat.

Heartless (mo): You may raise your *brawn* or *magic* score by 2 for one combat round. You can only use *heartless* once per combat.

Heavy blow (co): (see *deep wound*). You can only use *heavy blow* once per combat.

High five (mo): Change the result of any die that you have rolled for your hero to a [5]. This ability can only be used once per combat.

Holy protector (pa): Each undead opponent takes 1 point of damage at the end of every combat round, ignoring *armour*.

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 re-roll the saved die. *Hooked* can only be used once per combat.

Hypnotise (mo): All of your opponent's [6] results for their damage score can be rerolled. You must accept the result of the rerolled dice.

Immobilise (sp): (see *webbed*). You can only use *immobilise* once per combat.

Impale (co): A penetrating blow that increases your damage score by 3. In the next combat round, your opponent's *speed* is lowered by 1. You can only use *impale* once per combat.

Indomitable (pa): You are immune to any effects or abilities that would lower your *brawn* in combat.

Insight (mo): Cast any time in combat to lower your opponent's *armour* by 2 for two combat rounds. You can only use *insight* once per combat.

Insulated (pa): This ability will protect you from some opponents' lightning attacks. See combat descriptions for when you can use this ability.

Iron will (mo): (see *might of stone*). You can only use *iron will* once per combat.

Knockdown (sp): (see *webbed*). You can only use *knockdown* once per combat.

Last defence (mo): If your *health* is 10 or less, you may raise your *brawn* by 2.

Last rites (pa): Once an opponent has 15 or less *health*, you can instantly cast this spell to lower your opponent's *speed* and *armour* by 1 for the remainder of the combat. *Last rites* can only be used once per combat.

Leech (pa): Every time your damage score/damage dice causes health damage to your opponent, you may restore 2 *health*. This cannot take you above your maximum *health*.

Ley line infusion (co): Call on the fickle powers of nature to aid you. Instead of rolling for a damage score, roll 1 die. If the result is:
[1] Both you and your opponent take 1 die of damage, ignoring *armour*. Roll separately for each.
[2] or [3] You are healed for 5 *health* and your opponent takes 1 die of damage, ignoring *armour*.
[4] or [5] You are healed for 8 *health* and your opponent takes 1 die of damage, ignoring *armour*.
[6] You and an ally are both healed for 8 *health* and your opponent takes 1 die of damage, ignoring *armour*.

Lightning (pa): Every time you take health damage as a result of an opponent's damage score/damage dice, you automatically inflict 2 points of damage to them in return. This ability ignores *armour*. (Note: If you have multiple items with *lightning*, you still only inflict 2 damage.)

Magic tap (mo): Cast this spell any time in combat to raise your *magic* score by 2 for one combat round. If you roll a double (for attack speed or damage), then this spell is restored and can be used again.

Mangle (mo): For each [6] you roll for your damage score, you can add 2 to the result.

Meditation (co + pa): Instead of rolling for a damage score, you can cast *meditation*. This automatically heals 1 *health* at the end of every combat round for the duration of the combat.

Melt (co): (see *corrode*). You can only use *melt* once per combat.

Might of stone (mo): You may instantly increase your own or an ally's *armour* score by 3 for one combat round. You can only use this ability once per combat.

Miracle (pa): Your *bless* ability now increases one attribute (*magic* or *brawn*) by 2 for the remainder of the combat.

Missionary's calling set (-): If your hero is equipped with both items from the *missionary's calling* set (head and chest) then you may use the *penance* ability (see *penance*).

Monkey mob (co): Instead of rolling for a damage score, you can summon a monkey mob to pelt a single opponent with stones. The mob cause 2 damage at the end of each combat round, ignoring *armour*, for the duration of the combat. This ability can only be used once per combat.

Near death (mo): If your *health* is 10 or less, you may raise your *magic* by 2.

Overload (co): You can use the *overload* ability to roll an extra dice when determining your damage score. You can only use this ability once per combat.

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.

Packmaster (co): Instead of rolling for a damage score, you can summon a molten hound to attack a single opponent. The hound causes 2 damage at the end of each combat round, ignoring *armour*. As soon as you roll a double (for speed or damage), the hound leaves the combat. You can only use this ability once per combat.

Pagan's spirit set (-): If your hero is equipped with both items from the *pagan's spirit* set (dagger and boots) then you may use the *vindicator* ability (see *vindicator*).

Parasite (mo): (see *steal*). You can only use *parasite* once per combat.

Parry (co): Use this ability to stop your opponent rolling for damage after they have won a round. This ability can only be used once per combat.

Penance (mo): You may spend 4 *health* to add one extra die when rolling for your damage score. You may choose to use this ability before or after rolling your dice. *Penance* can only be used once per combat.

Piercing (co): Use *piercing* to ignore your opponent's *armour* and apply your full damage score to their *health*. This ability can only be used once per combat.

Pillage (pa): Each time you win a combat, roll two dice and automatically receive that amount of gold as a reward. This is in addition to any other gold or treasure you might receive.

Pound (co): A mighty blow that increases your damage score by 3. However, in the next combat round you must lower your *speed* by 1. This ability can only be used once per combat.

Primal (co): Instead of rolling for a damage score, you can cast this enchantment. It will automatically raise your own or an ally's *brawn* and *magic* score by 2 for the remainder of the battle. *Primal* can only be used once per combat.

Prophecy (co): Use this ability when you have lost a combat round to avoid taking damage from your opponent. You can only use this ability once per combat.

Prowler set (pa): If your hero is wearing all three items from the *prowler* set (head, gloves and chest) then you may use the *prowler* ability. This allows you to use *evade*, *blind strike*, *backstab*, *sidestep* and *vanish* (if available) without counting them towards your quota of ten hexed abilities.

Purge (mo): You may cast this spell on yourself or an ally to automatically remove all *disease* and *venom* effects. This ability can only be used once per combat.

Quicksilver (sp): Increase your *speed* by 2 for one combat round. You can only use *quicksilver* once per combat.

Radiance (sp): Dazzle your foes, temporarily blinding them. This lowers your opponent's *speed* by 2 for one combat round. *Radiance* can only be used once per combat.

Rake (co): Instead of rolling for a damage score, you can *rake* an opponent. This inflicts 3 damage dice, ignoring *armour*. (Note: You cannot use modifiers with this ability.) You can only use *rake* once per combat.

Reaper (mo): For each 5 health damage that your damage score inflicts on an opponent, you can heal 1 *health* (rounding down). For example, if you inflicted 19 damage to an opponent, you could heal 3 *health*. You can only use *reaper* once per combat.

Reckless (sp): Use this ability to roll an extra die for your attack speed. However, if you lose the combat round, your opponent gets an extra damage die. You can only use *reckless* once per combat.

Redemption (mo): Use this ability to raise your *brawn* by 2 for one combat round and heal 4 *health*. This ability can only be used once per combat.

Refresh (mo): Cast this spell any time in combat to restore an ability that you or an ally has already used – allowing you to use it again. You can only cast *refresh* once per combat.

Regrowth (mo): You can cast this spell any time in combat to automatically heal yourself or an ally for 6 *health*. This ability can only be used once per combat. If you have multiple items with the *regrowth* ability, each one can be used once to restore 6 *health*.

Resolve (mo): Cast this spell any time in combat to raise your own or an ally's *armour* by 4 for one combat round.

Retaliation (co): When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 1 damage dice back to them, ignoring *armour*. You can only use *retaliation* once per combat.

Roll with it (mo): If you win a round, you can use the result of *one* of your attack speed dice for your damage score (adding your *brawn* as normal). You can only use this ability once per combat.

Rust (co): If your damage score causes health damage to your opponent, you can also inflict *rust*. This lowers your opponent's *armour* by 2 for the remainder of the combat.

Safe path (sp): (see *fearless*). You can only use *safe path* once per combat.

Savage arms set (-): If your hero is equipped with both items from the *savage arms* set (main hand and left hand axe) then you may use the *mangle* ability (see *mangle*).

Savage call (co): Instead of rolling for a damage score, you can utter a *savage call*. This will automatically raise your *brawn* score by 2 for the remainder of the battle.

Savagery (mo): You may raise your *brawn* score by 2 for one combat round. You can only use *savagery* once per combat.

Sear (mo): 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 *sear*, you can still only add 1 to the result.)

Searing mantle (pa): Your armour is coated in fire. This causes 1 damage to all opponents at the end of every combat round for every 4 *armour* you are wearing.

Second skin (pa): You are immune to the *piercing* ability. If an opponent uses *piercing*, you may use *armour* as normal to absorb the damage.

Seraphim's symbols set (-): If your hero is equipped with both items from the *seraphim's symbols* set (necklace and ring) then you may use the *tranquillity* ability (see *tranquillity*).

Shadow fury (co): Use this ability to add the speed of both your weapons (main hand and left hand) to your damage score. This ability can only be used once per combat.

Shadow speed (mo): When rolling for your attack speed, all results of [1] can be changed to a [3].

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.

Shock! (co): If your damage score causes health damage to your opponent, you can also electrocute them with the *shock!* ability. This inflicts 1 extra damage for every 2 points of *armour* your opponent is wearing, rounding up. You can only use *shock!* once per combat.

Shock treatment (pa): If an ally falls in battle, you can use *shock treatment* to restore them back to 10 *health*. This also removes all passive effects on that hero. This ability can only be used once per combat.

Shunt (co): If your damage score causes health damage to your opponent, you can also *shunt* them. This reduces their *speed* by 2 for the next combat round. You can only use *shunt* once per combat.

Sidestep (co): (see *dodge*). You can only use *sidestep* once per combat.

Sideswipe (co): (see *retaliation*). You can only use *sideswipe* once per combat.

Silver frost (mo): Use *silver frost* to 'freeze' your opponent's attack speed dice, forcing them to use the same dice result in the next combat round. You can only use *silver frost* once per combat.

Siphon (mo): All of your opponent's [6] results become a [1] when rolling for their damage score.

Skewer (co): Instead of rolling for a damage score, you can *skewer* your opponents. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*. This also lowers their *speed* by 1 for the next combat round. You can only use *skewer* once per combat.

Slam (co): Use this ability to stop your opponent rolling for damage when they have won a round. In the next combat round only, your opponent's *speed* is reduced by 1. You can only use this ability once per combat.

Slick (co): If you win a round, you can use the total of your attack speed dice for your damage score (adding your *brawn* as normal). You can only use this ability once per combat. (Note: you cannot use modifier abilities to alter these dice results once they are used for your damage score.)

Snake strike (pa): (requires a snake in the left hand.) Before the first combat round begins you may automatically inflict 2 damage dice to a single opponent, ignoring *armour*. This will also inflict any harmful passive abilities you have, such as *bleed* and *venom*.

Sneak (mo): You may change the result of one of your opponent's speed dice to a [1]. This ability can only be used once per combat.

Spirit mark (co + mo): When your damage score causes health damage to an opponent, you can also mark them with an ancestral rune. In subsequent combat rounds, the mark allows you to increase your damage score by 2 against this same opponent for the remainder of the battle.

Allies also benefit from this modifier. *Spirit mark* can only be used once per combat.

Spirit ward (mo): Cast this spell any time in combat, on yourself or an ally, to raise *armour* by 6 for one combat round. *Spirit ward* can only be used once per combat.

Stagger (co): If your damage score causes health damage to your opponent, you can *stagger* them. This lowers their *armour* to zero for the next combat round only. You can only use *stagger* once per combat.

Steal (mo): Use this ability any time in combat to automatically raise one of your attributes (*speed*, *brawn*, *magic* or *armour*) to match your opponent's. The effect wears off at the end of the combat round. You can only use *steal* once per combat.

Steadfast (pa): You are immune to *knockdown*. If an opponent has this ability, you can ignore it.

Stone rain (co): Instead of rolling for damage after winning a round, you can cast *stone rain*. This will automatically inflict 1 damage die to a single opponent, ignoring *armour*. In each consecutive round, *stone rain* will double its damage on the same opponent. (In the second round, you would roll 2 damage dice, the third round 4 damage dice.) If you use another ability (of any type) or lose a round, *stone rain* ends. This ability will last up to three rounds (4 damage dice). It can only be cast once per combat.

Stone skin (co): Instead of rolling for a damage score, you can activate *stone skin*. This lowers your *speed* by 2. *Stone skin* can be removed at any time by winning a combat round and choosing not to roll for damage. While in stone skin:

✧ If an opponent wins a combat round, roll a die. On a [1] or [2] result, their blow glances off your stone skin and they do not roll for damage.

✧ You cannot use any abilities other than *trample*. Passive abilities that have already been applied (such as *bleed*) will continue to damage opponents.

Suppress (mo): Reduce the result of your opponent's attack speed by 2 for one combat round. *Suppress* can only be used once per combat.

Sure edge (mo): If your hero is equipped with an axe, sword, dagger or spear, you can use *sure edge*. This adds 1 to each die you roll for your damage score for the duration of the combat.

Sure grip (mo): All [1] results can be changed to a [6] result when rolling for your attack speed.

Surefooted (mo): You may re-roll all of your hero's speed dice. You must accept the result of the second roll. *Surefooted* can only be used once per combat.

Surge (co): A powerful attack that increases your *magic* score by 3. However, in the next combat round you must lower your *speed* by 1. This ability can only be used once per combat.

Stun (sp): (see *webbed*). You can only use *stun* once per combat.

Swarm (co): Instead of rolling for a damage score, you can unleash a swarm of bugs. Roll 1 damage die and apply this to a single opponent, ignoring *armour*. In the next combat round only, their *speed* is lowered by 1. This ability can only be used 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.

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.

Thorn cage (co + pa): Instead of rolling for a damage score, you can cast *thorn cage*. It automatically encases one opponent in a cage of thorns, inflicting 1 damage die (ignoring *armour*). It also inflicts 1 point of damage to the same opponent at the end of each combat round for the duration of the combat. *Thorn cage* can only be used once per combat.

Thorns (pa): You automatically inflict 1 damage to all of your opponents, at the end of every combat round. This ability ignores *armour*.

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.

Tome raider (pa): Using the monocle you are able to unlock the hidden secrets of the arcane. You may automatically add 2 *magic* to each spell book in your possession.

Toxicology (pa): You are immune to all *delirium*, *disease* and *venom* effects.

Trample (co): Instead of rolling for a damage score, you can *trample*. Roll 3 damage dice and apply the result to each of your opponents, ignoring *armour*. You can only use *trample* once per combat.

Tranquillity (pa): You may heal 2 *health* a round when you use the *meditation* ability, instead of only 1.

Tremor strike (sp): Make the ground beneath your enemies' feet tremble. This lowers opponents' *speed* by 2 for two combat rounds.

Trickster (mo): You may swap one of your opponent's speed die for your own. You can only use *trickster* once per combat.

Turn up the heat (pa): Increase the damage caused by *fire aura* by 1. Allies in team battles also benefit from this increase.

Underhand (mo): If you get a double when rolling for attack speed but your result is lower than your opponent's, you can use *underhand* to win the round. *Underhand* can only be used once per combat.

Unstoppable (mo): When an opponent wins a combat round, you may spend 5 *health* to automatically win it back and roll for damage. You can only use *unstoppable* once per combat.

Vampirism (mo): When you inflict damage to your opponent you can heal yourself for half the amount of *health* your opponent has lost, rounding up. You can only use *vampirism* once per combat.

Vanish (co): (see *Dodge*). Use *vanish* to turn invisible for several seconds, avoiding your opponent's damage for one round. You can only use *vanish* once per combat.

Veil (co): Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You may also increase your *speed* by 1 for the duration of the next combat round. You can only use *veil* once per combat.

Venom (pa): If your damage dice/damage score causes health damage to your opponent, they lose a further 2 *health* at the end of every combat round for the remainder of the combat. This ability ignores *armour*.

Vindicator (pa): You may use your *double-punch* ability twice in the same combat and add 2 to the result each time.

Volcanism set (pa): If your hero is wearing all three items from the *volcanism* set (head, gloves and chest) then you may use the *volcanism* ability. This allows you to use *back draft*, *fire aura*, *sear* and *fire shield* (if available) without counting them towards your quota of ten hexed abilities.

Volley (co): Instead of rolling for a damage score, you can use *volley* to shower your enemies with arrows. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*. You can only use *volley* once per combat.

Vortex (co): Instead of rolling for a damage score, you can cast *vortex* – a spinning whirlwind of dark energy. At the start of each subsequent combat round, roll a die. On a [1] or [2] result, you have been hit by the vortex and must lose 2 *health*. A result of [3] or higher, each opponent is hit instead and must lose 2 *health*. Once cast, the *vortex* stays in play for the rest of the combat. The die result cannot be modified.

War paint (mo): The runes on your body give you greater protection and strength. You may raise your *brawn* or *armour* score by 3 for one combat round. You can only use *war paint* once per combat.

Wave (co): Instead of rolling for a damage score, you can assault your enemies with a wave of mental energy. This does damage equal to your current *magic* score, ignoring *armour*. You can proportion this damage amongst any/all of your opponents, but no single opponent can take more than half of your *magic* score, rounding up. You can only use *wave* once per combat.

Weaver (pa): Each time you play a combat ability, you may heal 2 *health*.

Webbed (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 this ability once per combat.

Wild child (mo): You may add 1 to your die result, when using the *ley line infusion* ability.

Windblast (sp): (See *webbed*.) You can only use windblast once per combat.

Wisdom (mo): Use any time in combat to raise your *magic* score by 2 for one combat round. You can only use this ability once per combat.

Wish master (sp): You can cast this spell at the start of a combat round to grow into a giant. Your *speed* is lowered by 1 but your *magic* and *armour* are increased by 2 for the remainder of the combat. *Wish master* can only be used once per combat.

Wither (co): Instead of rolling for a damage score, you can cast *wither*. This inflicts 2 damage dice to a single opponent, ignoring *armour*. It also reduces their *brawn* or *magic* score by 1 for the remainder of the combat. You can only use *wither* once per combat.