

Glossary: Special abilities (version 1.2)

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.)

Adrenaline (sp): Use this ability to increase your *speed* by 2 for two combat rounds. This ability can only be used once per combat.

Ambidextrous (pa): You can equip main-hand swords in your left hand, and vice versa.

Avenging spirit (co): When you take health damage from your opponent's damage score/damage dice, you can inflict damage back to them equal to your *armour*. This

ability ignores your opponent's *armour*. (Note: you cannot use modifier abilities to increase this damage.) You can only perform *Avenging spirit* once per combat.

Backfire (co): Instead of rolling for a damage score when you have won a round, you can use the *backfire* ability. This automatically inflicts 3 damage dice to your opponent, but its also does 2 damage dice to your hero, ignoring *armour*. You can only use this ability once per combat.

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

Beep! Beep! (pa): Whenever you discover gold on your travels, you may automatically double the amount. Gold that is given to you by another character (for example, as a reward) cannot be doubled. (Note: this ability cannot be used by pickpockets.)

Black rain (co): (requires a bow in the left hand). Instead of rolling for a damage score after winning a round, you can use *black rain* to shower your enemies with dark magic. Roll 1 damage die and apply the result to *each* of your opponents, ignoring their *armour*. You can only use *black rain* once per combat.

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*.

Blood rage (mo): If you win two consecutive combat rounds and cause health damage in both rounds, you automatically go into a blood rage. This increases your *brawn* by 2 for the remainder of the combat.

Bolt (co): Instead of rolling for damage, you can 'charge up' your wand. When you win your *next* round of combat you can then release the charge. This allows you to inflict 3 damage dice to one opponent, ignoring their *armour*. Bolt can only be used once per combat.

Brutality (co): (see *overpower*). You can only use *brutality* once per combat.

Bull's eye (mo): You may fire an arrow/bullet at your opponent before combat starts, automatically inflicting 1 damage die, ignoring *armour*. Bull's eye will also inflict any harmful passive abilities you have, such as *venom* and *bleed*. (Note: An assassin using *first strike* cannot use this ability.)

Burn (pa): All opponents who have suffered health damage from *ignite* automatically lose 1 *health* at the end of every combat round. This ability ignores *armour*.

Cat's speed (sp): This ability allows you to roll an extra die to determine your attack speed for one round of combat. You may only use this ability once per combat.

Cauterise (mo): This ability can be used anytime 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.

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 die anytime 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.

Chill touch (sp): Use this ability to reduce your opponent's *speed* by 2 for one combat round. You can only use *chill touch* once per combat.

Cleansing light (pa): Automatically heals the hero for 2 *health* at the end of each combat round.

Cleave (co): Instead of rolling for a damage score after winning a round, 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.

Click your heels (sp): Raise your *speed* by 2 for one combat round. This ability can only be used once per combat.

Clymonistra's adornments: If your hero is wearing both pieces of Clymonistra's set (necklace and ring) then you may use the *vampirism* ability (see *vampirism*).

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

Corruption (co): If your damage score causes health damage to your opponent, you can inflict *corruption* on them, reducing either their *brawn* or *magic* by 2 points for the remainder of the combat. You can only use this ability once per combat.

Courage (sp): Use this ability to increase your *speed* by 4 for one combat round. You can only use this ability once per combat.

Cripple (co): If your damage score causes health damage to your opponent, you can also *cripple* them. This immediately lowers their *speed* score by 1 for the remainder of the 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.

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

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.

Deadly poisons (mo): If you have the *venom* special ability, its damage is increased by 1 (causing 3 points of damage instead of only 2).

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

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

Deflect (co): (see *overpower*). You can only use *deflect* 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 *disrupt* them. This immediately lowers their *magic* score by 3 for the remainder

of the combat. You can only use this ability once per combat.

Dodge (co): Use this ability when you have lost a combat round, to avoid taking damage from your opponent. (Note: You will still take damage from passive abilities such as *bleed* or *venom*).

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

Ebony and ivory: If your hero is equipped with both swords (ebony and ivory) then you may use the *cripple* ability (see *cripple*).

Embers (pa): Your *burn* ability now does 2 damage to each opponent (instead of 1).

Ensnare (co): If your opponent has used a dodge ability (such as *evade*, *vanish* or *sidestep*) you can immediately *ensnare* them, allowing you to win back control of the round and roll for damage as normal (as if their ability had never been played). *Ensnare* can only be used once per combat.

Eureka (mo): Use anytime in combat to raise your *speed*, *brawn* or *magic* score by 1 for one combat round. You can only use this ability once per combat.

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

Execution (sp): (requires a sword in the main hand). Once an opponent's *health* is equal to or less than your *speed* score, you may automatically 'execute' them at the start of the combat round, reducing their *health* to zero. (Note: You can only execute a single opponent in each combat round.)

Expertise (mo): If, after winning a round, your opponent uses an ability that would strike back at you (such as *sideswipe*, *retaliation*, *riposte*, *overpower*, *deflect* and *brutality*) you can ignore the damage. You can only use expertise 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.

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 re-roll some or all of your dice when rolling for attack speed. You may only use this ability once per combat.

Finery of the fallen: If your hero is wearing both pieces of the fallen set (gauntlets and chest) then you may use the *fallen hero* ability (see *fallen hero*).

Fire aura (pa): You are surrounded by magical flames. All opponents take 1 damage, ignoring *armour*, at the end of every combat round.

First cut (pa): This ability allows you to inflict 1 health damage to your opponent *before* combat begins. This ability ignores *armour*.

First strike (pa): (requires a dagger in the main hand). Before combat begins you may automatically inflict 1 damage die to an opponent, ignoring *armour*. This will also inflict any harmful passive abilities you have, such as *venom* and *bleed*.

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

Fortitude (mo): Use anytime in combat to raise your *brawn* or *armour* score by 3 for one combat round. You can only use *fortitude* once per combat.

Good taste (pa): Each time you use a potion in combat, roll 1 die and add the result to the potion's benefit. For example, if you use a pot of magic (+3 to *magic*) and you rolled a [5], you would benefit from +8 to your *magic* instead.

Gut ripper (mo): Change the result of *all* dice you have rolled for damage to a [6]. You can only use *gut ripper* once per combat.

Hamstring (co): If your opponent has used a dodge ability (such as *evade*, *sidestep* or *vanish*), you can immediately use your *hamstring* ability to cancel their dodge, allowing you to roll for damage as normal (as if the dodge ability had never been played). *Hamstring* can only be used once per combat.

Haste (sp): (see *cat's speed*). You can only use *haste* once per combat.

Head butt (co): Use this ability to prevent your opponent from rolling for damage. This automatically ends the combat round. You can only use *head butt* once per combat.

Heal (mo): You may instantly restore 4 *health* during a combat. This ability can only be used once per combat. If you have multiple items with the *heal* ability, each one can be used to restore 4 *health*.

Ice shards (co): If you win a combat round, instead of rolling for a damage score, you can shower a single opponent with ice shards. This automatically does damage equal

to your *magic* score, ignoring your opponent's *armour*. *Ice shards* can only be used once per combat.

Ice shield (mo): Use this ability to add 1 die to your *armour* score for one combat round. This ability can only be used once per combat.

Ignite (co): If you win a combat round, instead of rolling for a damage score, you can cast *ignite*. Roll 2 damage dice and apply the result to *each* of your opponents, ignoring their *armour*. It also causes them to *burn*. *Ignite* can only be used once per combat. (Note: You cannot use modifier abilities to increase this damage.)

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.

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

Judgement (co): When you take health damage from your opponent's damage score/damage dice, you can inflict damage back to your opponent equal to half your *speed* score, rounding up. This ability ignores *armour*. You can only perform *judgement* once per combat.

Kick start (pa): When you lose your last point of *health*, a magical shock automatically brings you back to life, restoring you to 15 *health*. This also removes all passive effects on your hero. You can only use *kick start* once per combat.

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

Last laugh (mo): You may force your opponent to re-roll *all* of their dice (for either their attack speed or for their damage score). This ability can only be used once per combat and you must accept the re-rolled results.

Lay of the land (sp): You can now use the natural features of the land to your advantage. Add one extra die when rolling for your attack speed, for one combat round only.

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*.

Life spark (pa): Every time you roll a double, you automatically heal 4 *health*. This cannot take you above your maximum *health*.

Light fingers (pa): Each time you find gold or are awarded gold for defeating enemies or completing quests, you may automatically double the amount.

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.)

Loot master (pa): You no longer suffer restrictions on how many rewards you can choose from, when restrictions are given. You cannot, however, choose items that belong to other paths or careers.

Martyr (mo): Instead of taking the result of your opponent's damage, you can choose to lose 5 *health* instead. This ability can only be used once per combat.

Mend (mo): You can cast this spell anytime in combat to automatically heal yourself or an ally for 15 *health*. This ability can only be used once per combat.

Midas touch (pa): Every time you destroy an item of equipment (by replacing it with a new item) you gain 30 gold crowns. This ability does not work on backpack items.

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

Nature's revenge (co): Use this ability instead of rolling for a damage score, to automatically bind a single opponent in deadly thorns. This inflicts 2 damage dice to your opponent, ignoring *armour*. It also reduces their *speed* by 1 for the next combat round. This ability can only be used once per combat.

Nightwalker set: If your hero is wearing both pieces of nightwalker armour (chest and gloves) then you may use the *gut ripper* ability (see *gut ripper*).

Overload (co): You can use the *overload* ability to roll an extra die 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 perform *overpower* 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.

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.

Poison mastery (pa): Health damage from the *venom* special ability is increased by 1 (causing 4 points of health damage instead of only 3).

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.

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.

Raining blows (mo): Every time you get a [6] result when rolling for your damage score, you may automatically roll another die to add further damage. If you roll a [6] again, you may roll another die – and so on.

Rake (co): Instead of rolling for a damage score after winning a round, 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.

Reflect (co): If your opponent is a vampire then you can use the magic mirror to reflect any *health* damage that they would have inflicted, back onto the vampire. This ability can only be used once per combat.

Regrowth (mo): You may instantly restore 6 *health* anytime during combat. If you have multiple items with the *regrowth* ability, each one can be used to restore 6 *health*.

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

Riposte (co): (see *Retaliation*). You can only use *riposte* once per combat.

Royal regalia: If your hero is wearing both pieces of the majesty set (shoulders and greaves) then you may use the *cripple* ability (see *cripple*).

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

Sacrifice (co): You may use this ability after an opponent has rolled their damage dice/damage score, to instantly *sacrifice* your shades. The shades absorb all the damage instead and you are unharmed. This destroys your shades instantly.

Savagery (mo): You may raise your *brawn* or *magic* 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.)

Second sight (mo): Your reflexes are heightened. This lowers the result of each die your opponent rolls for damage by 2.

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.

Seeing red (pa): If your *health* is reduced to 20 or less, you may add 2 to your *speed*. If you are healed and your *health* rises above 20, you lose your bonus.

Shackle (sp): (see *webbed*). You can only use *shackle* once per combat.

Shades (pa): At the start of combat, you automatically summon a group of shades to aid you. The shades add 2 to each die of damage you roll, for the duration of the combat. Once the shades have been summoned, they remain in play until you *sacrifice* them.

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 (sp): When rolling for your attack speed, all results of [1] automatically become a [3].

Shield spin (pa): (requires a shield in the left hand). Each time your opponent gets a [1] when rolling for attack speed, they are hit by your shield, taking 1 damage dice, ignoring *armour*. They cannot use a re-roll to avoid this.

Shield wall (co): (requires a shield in the left hand). Use this ability to double your *armour* score and inflict 1 damage die to your opponent, ignoring their *armour*. You can only use this ability 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. (If your opponent had an *armour* of 15 they would take an extra 8 damage.) You can only use *shock!* 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.

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

Spider sense (co): (see *Dodge*). You can only use *spider sense* once per combat.

Spindlesilk set: If your hero is wearing all three pieces of spindlesilk armour (chest, boots and cloak) then you may use the *spider sense* ability (see *spider sense*).

Stake (sp): If your opponent is a vampire and their *health* is reduced to 10 or less, you may immediately stake them. This reduces their *health* to zero and you automatically win the combat.

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

Steal (mo): Use this ability anytime 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.

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

Swamp legs (sp): Reduce your opponent's *speed* by 1 for one combat round. You can only use this ability once per combat.

Swift strikes (pa): (requires a sword in the main and left hand) For each [6] that you roll for your attack speed, you can inflict damage to *any* opponent, equal to the *speed* of your fastest weapon (either main or left hand). This ability ignores *armour*.

Thorn armour (co): Use this ability to raise your *armour* by 3 for one combat round. It also inflicts 1 damage dice, 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 fist (co): When your opponent's damage score/damage dice causes health damage, you can immediately retaliate using your thorn fist. This inflicts 2 damage dice back to them, ignoring *armour*. You can only use *thorn fist* once per combat.

Thorns (pa): At the end of every combat round, you automatically inflict 1 damage to all of your opponents. 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.

Tourniquet (mo): This spell can be cast at any time to remove any *bleed*, *venom* and/or *disease* effects that you or an ally have been inflicted with. This ability can only be used once per combat.

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

Usurper (mo): (only usable in hero vs. hero combat). Use anytime during a combat to steal a speed or modifier ability that your opponent has already played. You may then play this ability against them during the combat, based on the ability's description.

Usurper can only be used once per combat.

Vampirism (mo): When you inflict damage on your opponent, you can heal yourself for half the amount of *health* that your opponent has lost, rounding up. *Vampirism* can only be used once per combat.

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

Vanquish (mo): You may raise your *brawn* score by 2 for one combat round. You can only use *vanquish* 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*.

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.

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

Zapped! (sp): Use this ability to automatically shrink your opponent, making them weaker. Your opponent's *speed*, *brawn* and *magic* are lowered by 3 until the end of the combat round. Then the ability wears off and their stats are restored. You can only use this ability once per combat.