



## ***The Heart of Fire Player Guide***

### ***Index:***

- [How to use it](#)
- [Flowcharts](#)
- [Warrior path & careers](#)
- [Mage path & careers](#)
- [Rogue path & careers](#)
- [Equipments sets](#)
- [Glaive of souls \(hexed\)](#)
- [Collectibles \(loot cards, bookmarks etc.\)](#)
- [Recurring characters](#)
- [Errata](#)

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2022, Player guide and flowcharts developed by Marco Gariboldi

## How to use it

**DISCLAIMER:** This document contains major spoilers for the second book in the DestinyQuest series, *The Heart of Fire*. 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!

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This guide and the accompanying flowcharts are the definitive guide to DQII *The Heart of Fire*; They are up-to-date (comprehensive of errata).

When playing DQII *The Heart of Fire*, if you find discrepancies between the flowcharts and the book, follow the flowcharts' changes and you'll 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**

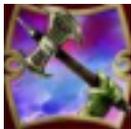
### Abilities:



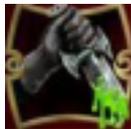
**Speed: sp**



**Modifier: mo**



**Combat: co**



**Passive: pa**

**Combat Round: CR**

### Flowchart links:

#### Act 1: Fenstone moors

<https://drive.google.com/drive/folders/1jY4An3imNC2fl1qp-KuqL1p9ll2z9r2F>

#### Act 2: Terral jungle

<https://drive.google.com/drive/folders/1MWPPtKtDtwInLBWaMh63a0xjazXx85Wu>

#### Act 3: Tartarus

<https://drive.google.com/drive/folders/1TaHyjuGe-wJqXdk7byDfiUs1Hx0jzux1>

## Warrior path & careers

### Warrior (Act 1 - Quest 73 - Section 110)

Attribute: +15H

### Monk (Act 1 - Quest 42 - Section 502)

Requirements:

- 1) word: *hallowed* / *prevail* / *papal*
  - 1.1) let Benin take the blood he needs (Act 1 - Quest 19 - Section 343), word: *hallowed* (Act 1 - Quest 19 - Section 343)
  - 1.2) defeat the mantichore with Benin (Act 1 - Quest 19 - Section 280), word: *prevail* (Act 1 - Quest 19 - Section 292)
  - 1.3) draw your weapons and defy the wiccans (Act 1 - Quest 42 - Section 296), word: *papal* (Act 1 - Quest 42 - Section 309)
- 2) ask the monk about his markings (Act 1 - Quest 42 - Section 316)
  - **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.
  - **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.

### Brigand (Act 1 - Quest 42 - Section 446)

Requirements: you must not have the word: *hallowed* / *prevail* / *papal*, examine the painted warriors (Act 1 - Quest 42 - Section 116)

- **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.
- **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.

### Drake (Act 2 - Quest 529 - Section 745)

Requirement: defeat Issakhar (Act 2 - Quest 529 - Section 662), Drake spirit (talisman) +1S (Act 2 - Quest 529 - Section 745)

- **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.
- **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.

### Spirit hunter (Act 2 - Quest 443 - Section 461)

Requirements:

- 1) risk taking the black spear, *hexed* (Act 2 - Quest 217 - Section 602)
- 2) Stone font (remove *hexed* and remake the Glaive of souls anew)

Requirements: cross the bridge to the pagoda (Act 2 - Quest 443 - Section 613)

- 2.1) defeat Gheira (Act 2 - Quest 633 - Section 633) and gain the Spirit of the panther (Act 2 - Quest 633 - Section 663)
  - 2.2) defeat Anansi (Act 2 - Quest 643 - Section 643) and gain the Spirit of the spider (Act 2 - Quest 643 - Section 450)
  - 2.3) defeat Kaala (Act 2 - Quest 371 - Section 371) and gain the Spirit of the serpent (Act 2 - Quest 371 - Section 430)
- 3) Ancestral spear (main hand: spear) +2S/+3B (Act 2 - Quest 443 - Section 461)
- **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.

### **Titan** (Act 3 - Quest - 605 - Section 834)

Requirements: defeat Garm and Erkil (Act 3 - Quest 605 - Section 605 / 379), Titan stone (talisman) +1S (Act 3 - Quest 605 - Section 834)

- **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.
- **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.

## **Mage path & careers**

### **Mage** (Act 1 - Quest 8 - Section 272)

Attributes: +10H

Requirements: Prince's seal (Act 1 - Quest 73 - Section 3)

### **Acolyte** (Act 1 - Quest 42 - Section 487)

Requirements:

- 1) word: *hallowed* / *prevail* / *papal*
  - 1.1) let Benin take the blood he needs (Act 1 - Quest 19 - Section 343), word: *hallowed* (Act 1 - Quest 19 - Section 343)
  - 1.2) defeat the mantichore with Benin (Act 1 - Quest 19 - Section 280), word: *prevail* (Act 1 - Quest 19 - Section 292)
  - 1.3) draw your weapons and defy the wiccans (Act 1 - Quest 42 - Section 296), word: *papal* (Act 1 - Quest 42 - Section 309)
- 2) enter the chapel and speak to the priest (Act 1 - Quest 42 - Section 245)
- 3) Benediction (talisman) +1M (Act 1 - Quest 42 - Section 487)

## DestinyQuest II - *The Heart of Fire* - Player Guide

- **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.
- **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.

### **Druid** (Act 1 - Quest 42 - Section 403)

Requirements: you must not have the word: *hallowed / prevail / papal*, climb the stairs and speak to Damaris (Act 1 - Quest 42 - Section 126), Elder seed (talisman) +1M (Act 1 - Quest 42 - Section 403)

- **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.
- **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*.

### **Scholar** (Act 2 - Quest 571 - Section 622)

Requirements:

- 1) defeat Zephyr (Act 2 - Quest 217 - Section 573) and take The Book of Alpha (Act 2 - Quest 217 - Section 239)
  - 2) defeat Anansi (Act 2 - Quest 643 - Section 643) and take The Book of Omega (Act 2 - Quest 643 - Section 465)
  - 3) investigate the lecture room (Act 2 - Quest 443 - Section 661), let him die and take The Book of Enigma (Act 2 - Quest 443 - Section 540)
  - 4) defeat Xenos (Act 2 - Quest 571 - Section 390) and take The mind's eye (talisman) +1M (Act 2 - Quest 571 - Section 622)
- **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.
  - **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.

### **Runecaster** (Act 2 - Quest 443 - Section 778)

Requirements: defeat the Lich (Act 2 - Quest 443 - Section 599)

- **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.
- **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.

## **Rogue path & careers**

### **Rogue** (Act 1 - Quest 73 - Section 85)

Attributes: +5H

### **Pilgrim** (Act 1 - Quest 42 - Section 481)

Requirements:

- 1) word: *hallowed / prevail / papal*
  - 1.1) let Benin take the blood he needs (Act 1 - Quest 19 - Section 343), word: *hallowed* (Act 1 - Quest 19 - Section 343)
  - 1.2) defeat the manticore with Benin (Act 1 - Quest 19 - Section 280), word: *prevail* (Act 1 - Quest 19 - Section 292)
  - 1.3) draw your weapons and defy the wiccans (Act 1 - Quest 42 - Section 296), word: *papal* (Act 1 - Quest 42 - Section 309)
- 2) talk to Bea (Act 1 - Quest 42 - Section 148)
  - **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.
  - **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.

### **Pariah** (Act 1 - Quest 42 - Section 302)

Requirements: you must not have the word: *hallowed / prevail / papal*, speak to the rogue (Act 1 - Quest 42 - Section 389)

- **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.
- **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.

### **Thief** (Act 2 - Quest 443 - Section 753)

Requirements: Investigate the lecture room (Act 2 - Quest 443 - Section 661), use the antidote and help the thief (Act 2 - Quest 443 - Section 522)

- **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.

- **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*).

### **Venomancer** (Act 2 - Quest 371 - Section 473)

Requirements: defeat Kaala (Act 2 - Quest 371 - Section 371), Kaala's scale (talisman) +1S (Act 2 - Quest 371 - Section 473)

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

### **Blood archer** (Act 3 - Quest 874 - Section 846)

Requirements:

- 1) word: *blood debt* (Act 1 - Quest 135 - Section 498), attack the metal warrior and defeat it (Act 1 - Quest 135 - Section 484)
  - 2) Head out onto the ledge (Act 3 - Quest 874 - Section 841), and take Agilax, the string of tears (left hand: bow) +2S/+3B (Act 3 - Quest 874 - Section 846)
- **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 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*.

## **Equipment sets**

### **Faith and duty** +2S/+3B (Requirements: none)

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.

- **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.

- 1) **Faith** (left hand: sword) +1S/+2B (Act 1 - Quest 158 - Section 276)

Requirements:

- 1) Coat of many scales (Act 1 - Quest 33 - Section 367), word: *joseph* (Act 1 - Quest 8 - Section 254)
  - 1.1) explore the church (Act 1 - Quest 8 - Section 111), talk to the man "Joseph" (Act 1 - Quest 8 - Section 152)
  - 1.2) survive the zombie horde (Act 1 - Quest 33 - Section 262), Special achievement: Coat of many scales
  - 1.3) let Joseph keep the coat (Act 1 - Quest 8 - Section 209), word: *joseph*

- 2) word: *fallen knight* (Act 1 - Quest 216 - Section 127)
  - 2.1) word: *joseph* (Act 1 - Quest 216 - Section 332), lose the fight against Bilhah the Fish and the Ruffians, ask the vagrant to share his story (Act 1 - Quest 216 - Section 127)
  - 2.2) defeat Gairn (Act 1 - Quest 158 - Section 158)
- **Immobilise (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 *immobilise* once per combat.
- 2) **Duty** (main hand: sword) +1S/+1B (Act 1 - Quest 216 - Section 221)

Requirements:

- 1) word: *duty*, ask them to tell you more about the Wiccans (Act 1 - Quest 216 - Section 162)
- 2) defeat Dagona (Act 1 - Quest 256 - Section 256) and take the Dagona's locket (Act 1 - Quest 256 - Section 285),
- **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.

**Night fiend** +2B/+1A (Requirements: none)

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.

- **Exploit (pa)**: For each [1] result your opponent gets when rolling for attack speed, you automatically inflict 1 damage back to them, ignoring *armour*.
- 1) **Gloves of the night fiend** (gloves) +1B (Act 1 - Quest 33 - Section 48)
  - 2) **Hood of the night fiend** (head) +1B/+1A (Act 1 - Quest 42 - Section 493)

**Call of nature** +1S/+2M/+1A (Requirements: **Druid**)

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.

- **Wild child (mo)**: You may add 1 to your die result, when using the *ley line infusion* ability.
- 1) **Weeper's blooms** (gloves) +1S/+2M (Act 2 - Quest 365 - Section 709)
  - 2) **Rain dance** (ring) +1A (Act 2 - Quest 217 - Section 458)

**Cistene's chattels** +1S/+3M (Requirements: **Acolyte**)

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.

- **Miracle (pa)**: Your *bless* ability now increases one attribute (*magic* or *brawn*) by 2 for the remainder of the combat.
- 1) **Lost scriptures** (left hand: spell book) +1S/+2M (Act 2 - Quest 217 - Section 346)
  - 2) **Black pearl rosary** (necklace) +1M (Act 2 - Quest 217 - Section 534)

**Missionary's calling** +2S/+2B (Requirements: **Pilgrim**)

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.

- **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.
- 1) **Cobwebbed capotain** (head) +1S/+1B (Act 2 - Quest 217 - Section 255)
  - 2) **Preacher's coat** (chest) +1S/+1B (Act 2 - Quest 217 - Section 246)

### **Pagan's spirit** +2S/+2B/+1A (Requirements: **Pariah**)

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.

- **Vindicator (pa)**: You may use your *double-punch* ability twice in the same combat and add 2 to the result each time.
- 1) **Storm riders** (feet) +1S/+1A (Act 2 - Quest 217 - Section 297)
  - 2) **Feral falcate** (left hand: dagger) +1S/+2B (Act 2 - Quest 217 - Section 507)

### **Seraphim's symbols** +2B/+1A (Requirements: **Monk**)

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.

- **Tranquillity (pa)**: You may heal 2 *health* a round when you use the *meditation* ability, instead of only 1.
- 1) **Sanctified scale** (necklace) +1A (Act 2 - Quest 217 - Section 569)
  - 2) **Pious halo** (ring) +2B (Act 2 - Quest 217 - Section 556)

### **Savage arms** +2S/+4B (Requirements: **Brigand**)

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.

- **Mangle (mo)**: For each [6] you roll for your damage score, you can add 2 to the result.
- 1) **Squall** (left hand: axe) +1S/+2B (Act 2 - Quest 217 - Section 160)
  - 2) **Thunder** (main hand: axe) +1S/+2B (Act 2 - Quest 217 - Section 528)

### **Bood-sworn** +5S/+8B/+3A

Requirements:

- 1) risk taking the black spear, *hexed* (Act 2 - Quest 217 - Section 602)
  - 2) Warrior
  - 3) you must avoid the cure available in Act 2 (see related section "Glaive of souls") to still be *hexed* in Act 3
- **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 hexed abilities. You can use *blood-sworn* as many times as you wish, losing 4 *health* each time.
- 1) **Blood-sworn crown** (head) +2S/+3A (Act 3 - Quest 605 - Section 615)
  - **Iron will (mo)**: you may instantly increase your own or an ally's *armour* score by 3 for one combat round. You can only use *iron will* once per combat.
  - 2) **Blood-sworn chestguard** (chest) +2S/+4B (Act 3 - Quest 727 - Section 800)

## DestinyQuest II - *The Heart of Fire* - Player Guide

- **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.
- 3) **Blood-sworn gauntlets** (gloves) +1S/+4B (Act 3 - Quest 832 - Section 679)
- **Resolve (mo)**: Cast this spell any time in combat to raise your own or an ally's *armour* by 4 for one combat round.

### **Volcanism** +5S/+7M/+4A

#### Requirements:

- 1) risk taking the black spear, *hexed* (Act 2 - Quest 217 - Section 602)
  - 2) Mage
  - 3) you must avoid the cure available in Act 2 (see related section "Glaive of souls") to still be *hexed* in Act 3
- **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 hexed abilities.
- 1) **Volcanist's hood** (head) +2S/+3M (Act 3 - Quest 605 - Section 803)
  - **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.
  - 2) **Volcanist's vestment** (chest) +2S/+4A (Act 3 - Quest 727 - Section 808)
  - **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.
  - 3) **Volcanist's handwraps** (gloves) +1S/+4M (Act 3 - Quest 832 - Section 708)
  - **Melt (co)**: If your damage score causes health damage to your opponent, you can also cast *melt*. This lowers the same opponent's *armour* by 2 for the remainder of the combat. You can only use *melt* once per combat.

### **Prowler** +4S/+12B

#### Requirements:

- 1) risk taking the black spear, *hexed* (Act 2 - Quest 217 - Section 602)
  - 2) Rogue
  - 3) you must avoid the cure available in Act 2 (see related section "Glaive of souls") to still be *hexed* in Act 3
- **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 hexed abilities.
- 1) **Prowler's cowl** (head) +2S/+4B (Act 3 - Quest 605 - Section 878)
  - **Vanish (co)**: Use this ability when you have lost a combat round, to avoid taking damage from your opponent's damage score. Use *vanish* to turn invisible for several seconds, avoiding your opponent's damage for one round. You can only use *vanish* once per combat. (Note: You will still take damage from passive abilities such as *bleed* or *venom*).
  - 2) **Prowler's tunic** (chest) +1S/+4B (Act 3 - Quest 727 - Section 732)

- **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.
- 3) **Prowler's handguards** (gloves) +1S/+4B (Act 3 - Quest 832 - Section 838)
- **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.

## Glaive of souls (hexed)

Requirements: risk taking the black spear (Act 2 - Quest 217 - Section 602)

In touching the spear, you have become *hexed*, the effects are as follows:

- **hexed (pa)**: You can only use a maximum of *eight* special abilities in a combat (including modifier and passive abilities). No more than eight abilities can ever be played in one combat - you get to choose those that are activated / used and those that are not - even those that would ordinarily happen automatically. You must remain *hexed* until you find a cure for your affliction.

If you wish, you may now equip and wield the black spear of Mortzilla:

**Glaive of souls** (mai hand: spear) +2S/+2B/+2M (Act 2 - Quest 217 - Section 602)

Note: this item can only be equipped if you are *hexed*. If you are cured, the item will break and must be removed from your hero sheet).

- **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.

### Cure:

- 1) **Elder sap** (1 use, backpack) Restore health and remove *hexed* (Act 2 - Quest 365 - Section 734)

Requirements: Brigand - Druid - Pariah

- 2) **Saint's blessing** (1 use, backpack) Restore health and remove *hexed* (Act 2 - Quest 365 - Section 368)

Requirements: Acolyte - Monk - Pilgrim

- 3) **Pot of cleansing** (1 use, backpack) Remove *hexed* (Act 3 - Quest 557 - Section 609)

Requirements: "The Abussos" Quest 607 completed

- 4) **Stone font** (remove *hexed* and remake the Glaive of souls anew)

Requirements: cross the bridge to the pagoda (Act 2 - Quest 443 - Section 613)

- 4.1) defeat Gheira (Act 2 - Quest 633 - Section 633) and gain the Spirit of the panther (Act 2 - Quest 633 - Section 663)
- 4.2) defeat Anansi (Act 2 - Quest 643 - Section 643) and gain the Spirit of the spider (Act 2 - Quest 643 - Section 450)
- 4.3) defeat Kaala (Act 2 - Quest 371 - Section 371) and gain the Spirit of the serpent (Act 2 - Quest 371 - Section 430)

### Mage:

**Ancestral stave** (main hand: staff) +2S/+3M (Act 2 - Quest 443 - Section 514)

- **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

- **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

**Rogue:**

**Ancestral blade** (main hand: sword) +2S/+3B (Act 2 - Quest 443 - Section 526)

- **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
- **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*.

**Warrior:**

**Ancestral spear** (main hand: spear) +2S/+3B (Act 2 - Quest 443 - Section 461)

Ability: **Spirit hunter** career

If you don't have the three spirits, the Glaive of souls is broken, and with it the curse. You can take the **Runed rod** (backpack) (Act 2 - Quest 443 - Section 377).

## Forge Magical Items

(Act 3 - Quest 631 - Section 755)

Reagent 1	Reagent 2	Item type (Section)
Onyx blade	Phoenix feather	Sword (796)
Onyx blade	Golem core	Dagger (536)
Runed rod	Energised crystal	Staff (649)
Runed rod	Phoenix feather	Wand (474)
Energised crystal	Phoenix feather	Talisman (674)

- **Onyx blade**

1.1) **Onyx blade** (Act 2 - Quest 376 - Section 470)

Requirements: Rune stone (Atto 2 - Quest 365 - Section 757)

look for an alternative route (Act 2 - Quest 365 - Section 644), investigate the hollow (Act 2 - Quest 365 - Section 695), search the cave for supplies (Act 2 - Quest 365 - Section 757)

1.2) **Onyx blade** (Act 3 - Quest 557 - Section 849)

Requirements: 700 gold crowns

- **Runed rod**

1.1) **Runed rod** (Act 2 - Quest 443 - Section 377)

Requirements: Glaive of souls, risk taking the black spear, *hexed* (Act 2 - Quest 217 - Section 602)

The Glaive of Souls must NOT contain the spirits of the panther, the spider and the serpent, cross the bridge to the pagoda (Act 2 - Quest 443 - Section 613)

1.2) **Runed rod** (Act 3 - Quest 557 - Section 849)

Requirements: 700 gold crowns

- **Energised crystal** (Act 3 - Quest 874 - Section 893)

Requirements:

- 1) defeat Tourmalus (Act 3 - Quest 874 - Section 874)
- 2) "The Abussos" (Act 2 - Quest 607) completed

- **Phoenix feather** (Act 3 - Quest 874 - Section 654)

Requirements:

- 1) Bronze urn (Act 2 - Quest 443 - Section 725)  
inspect the pyramid (Act 2 - Quest 443 - Section 581), choose the bird (Act 2 - Quest 443 - Section 725)
- 2) defeat the Quetzal Volax (Act 3 - Quest 874 - Section 784)

- **Golem core**

1.1) **Golem core** (Act 3 - Quest 874 - Section 843)

Requirements:

- 1) defeat Sparkakus (Act 3 - Quest 874 - Section 855)
  - 1.1a) Black iron key (Act 2 - Quest 135 - Section 2)

Requirements: turn the wheel clockwise (Act 2 - Quest 135 - Section 385), step through the magic portal (Act 2 - Quest 135 - Section 395) attempt to fight the Poltergeist and defeat it (Act 2 - Quest 135 - Section 266 / 147)

1.1b) Thief

1.2) **Golem core** (Act 3 - Quest 557 - Section 849)

Requirements: 700 gold crowns

**Item type:**

**Ravenos, bringer of ruin** (Act 3 - Quest 631 - Section 796)

(main hand: sword) +2S/+5B

Requirements: Warrior / Rogue

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

**Mortis, shard of doom** (Act 3 - Quest 631 - Section 536)

(left hand: dagger) +2S/+5B

Requirements: Warrior / Rogue

- **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 can still only inflict 2 damage.)
- **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*.

**Occulus, eye of pain** (Act 3 - Quest 631 - Section 649)

(main hand: staff) +2S/+5M

Requirements: Mage

- **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
- **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 can still only inflict 2 damage.)

**Scriva, nimbus of nightmare** (Act 3 - Quest 631 - Section 474)

(left hand: wand) +3S/+4M

Requirements: Mage

- **Curse (ve)**: 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 curse once per combat.
- **Sear (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 *sear*, you can still only add 1 to the result.)

**Fade, splinter of shadow** (Act 3 - Quest 631 - Section 674)

(talisman) +2S/+4H

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

## 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) (Rare) **Crow wing** (main hand: axe) +1S/+2B

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

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

2) (Rare) **Sanguine shiv** (left hand: dagger) +1S/+2B

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

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

3) (Rare) **Wytchwood warden** (main hand: staff) +1S/+2M

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

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

4) (Rare) **Fighting spirit** (chest) +1S/+1A

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

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

5) (Rare) **Devout steel** (left hand: sword) +1S/+2B

- **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.

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

6) (Rare) **Sainted scriptures** (left hand: spell book) +1S/+1A

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

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

#### Art postcard:

1) **Witch Bane** (main hand: flintlock) +1S/+3B

- **Splash damage (co)**: instead of rolling for a damage score deal 1 damage die to all opponents, ignoring *armour*. Regain a modifier ability.

Requirements: you can equip this item when you complete "Bullets over Blighthaven" (Act 1 Quest 60)

#### Loot card boosters:

1) (Rare) **Bramble guard** +1S/+4B, \***Tangle doom** +2S/+5B (feet)

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

Requirements: Warrior, you can equip this item when you defeat Orgorath (Act 1 - Quest 151 - Section 237 / 268); \*You can upgrade when you complete Act 2

2) (Rare) **Emerald warden** +1S/+4M, \***Writhing carapace** +2S/+6M (chest)

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

Requirements: Mage, you can equip this item when you defeat Orgorath (Act 1 - Quest 151 - Section 237 / 268); \*You can upgrade when you complete Act 2

3) (Rare) **Deathblow thorn** +1S/+4B, \***Fireblood tooth** +2S/+5B (main hand: dagger)

- **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.
- **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.

Requirements: Rogue, you can equip this item when you defeat Orgorath (Act 1 - Quest 151 - Section 237 / 268); \*You can upgrade when you complete Act 2

## Recurring characters

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

The following list, in alphabetical order, includes all the recurring characters of the *DestinyQuest* saga that appeared in *The Heart of Fire*:

- **Bloodmoon, Conall**<sup>2</sup>

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*)

- **Cornelius, Jenlar**

DQI - Act 1 - Quest 97 "Boss: Bridge troll" (*mentioned*)

DQI - Act 2 - Quest 330 "No Hope"<sup>3</sup> (*mentioned*)

DQI - Act 2 - Quest 310 "Village, town or camp" (*mentioned*)

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

DQI - Act 2 - Quest 343 "The sunken city" (*mentioned*)

DQI - Act 2 - Quest 326 "The count's ball" (*mentioned*)

DQI - Act 2 - Quest 313 "Legendary monster: Logan" (*mentioned*)

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"

DQI - Act 3 - Quest 553 "Ravenwing's camp" (*mentioned*)

DQI - Act 3 - Quest 589 "Winter's hill" (*mentioned*)

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

DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow" (*mentioned*)

DQII - Act 1 - Quest 73 "Behind the mask" (*mentioned*)

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

DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*mentioned*)

DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)

DQIV - Act 2 - Quest 481 "Knives in the dark" (*mentioned*)

- **Dale, Avian**<sup>5</sup>

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"<sup>4</sup> (*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"<sup>6</sup> (*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*)

- **Falks, Eldias<sup>7</sup>**

DQI - Act 2 - Quest 326 "The count's ball"  
DQII - "Prologue: The Great Escape<sup>6</sup>" (*mentioned*)  
DQII - Act 1 - Quest 33 "Bullets over Blight Haven"  
DQIV - Act 1 - Quest 68 "Trouble out of Tombstone<sup>8</sup>" (*mentioned*)

- **Judah - Lightbringer, The<sup>9</sup>**

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<sup>8</sup>" (*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<sup>10</sup>" (*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*)

DQIII - Act 1 - Quest 500 "The Hall of Vindsvall" (*mentioned*)

- **Lorcan**

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

DQII - "Prologue: The Great Escape"<sup>6</sup> (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, The**<sup>11</sup>

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*)

- **Shara Khana (pack)**

DQI - Act 2 - Quest 330 "Village, town or camp"

DQII - Act 2 - Quest 376 "Vengeance of the tigris"

- **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

- <sup>1</sup> Pag. 60-61 DestinyQuest: The World Companion
- <sup>2</sup> Pag. 112-118 DestinyQuest: The World Companion
- <sup>3</sup> Pag. 148 DestinyQuest: The World Companion
- <sup>4</sup> Pag. 150 DestinyQuest: The World Companion
- <sup>5</sup> Pag. 86-93 DestinyQuest: The World Companion
- <sup>6</sup> Pag. 154 DestinyQuest: The World Companion
- <sup>7</sup> Pag. 118-122 DestinyQuest: The World Companion
- <sup>8</sup> Pag. 170 DestinyQuest: The World Companion
- <sup>9</sup> Pag. 19-28 DestinyQuest: The World Companion
- <sup>10</sup> Pag. 168 DestinyQuest: The World Companion
- <sup>11</sup> Pag. 74-75 DestinyQuest: The World Companion

## Errata

The following errata refers mainly to the 1st edition of *The Heart of Fire*.  
All the Flowcharts are updated with the errata.

- (Act 1 - Quest 216 - Section 37)

By talking to the roadside robbers, you should also record the keyword *Raven*.

- (Act 1 - Quest 8 - Section 99)

Carvel map

Cost: ~~40~~ 5 gold crowns

- (Act 1 - Quest 73 - Section 174 / 261)

The option text should read:

If you have a high *magic* score and wish to learn the path of the mage, turn to 3. If you have a high *brawn* score and wish to learn the path of the warrior or the rogue, turn to 142.

- (Act 1 - Quest 33 - Section 284)

~~Shadow~~ **Headless** and the Flaming Skull

- (Act 1 - Quest 135 - Section 464 / 469 / 477)

When ending the Toymaker's Tower, you should be given the keyword *tower*.

- (Act 1 - Quest 42 - Section 502)

To return to the courtyard, turn to 260.

- (Act 2 - Quest 376 - Section 478)

If you have the keyword *Wiccan* on your hero sheet, turn to 665. Otherwise, turn to 740.

## DestinyQuest II - *The Heart of Fire* - Player Guide

- (Act 2 - Quest 217 - Section 573)

\* Slipstream: If you win a combat round, roll a die. On a result of [1] or [2] you are caught in the zephyr's slipstream and are sucked inside its whirling coils. Instead of rolling for damage, your hero takes 4 damage instead, ignoring *armour*. If your result is [3] or higher, you may strike against your opponent as normal.

- Act 2 - Quest 529 - Section 761)

Drakefire raiment (~~robes~~ chest) +2S/+3M

- (Act 3 - Quest 832 - Section 679)

Blood-sworn gauntlets (gloves) +1S/+4B

Ability: ~~unstoppable (mo)~~ resolve (mo)

### Glossary

- **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*.

### Missing abilities in the glossary (book):

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

### Online Glossary (missing abilities):

- **Many scales (mo)**: You may instantly increase your own or an ally's *armour* score by 3 for one combat round. You can use this ability 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.