

Glossary: Special abilities (Legion of Shadow)

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.

Attraction (pa): Each time you roll a [6] for your damage score, you can lower your opponent's *armour* by 1.

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 it also does 2 damage dice to your hero, ignoring *armour*. You can only use this ability once per combat.

Banshee's wail (co): Use this ability to stop your opponent rolling for damage when they have won a round. 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.

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.

Brain drain (mo): You may spend *magic* to increase your damage score. For each *magic* point you spend, you may increase your damage score by 1 for one round. You can spend up to a maximum of 5 *magic* points (increasing your damage score by 5). Your *magic* is restored at the end of the combat. You can only use this ability once per combat.

Bright shield (mo): Use this ability to raise your *armour* by 4 for one combat round. You can only use *bright shield* 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 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.

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 once 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.

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 set (-): 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 next three combat rounds. You can only use this ability 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.

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

Dark claw (pa): For every double that you roll (before or after a re-roll), your hero automatically inflicts 4 damage to their opponent, ignoring *armour*.

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.

Demolish (sp): This ability reduces the number of dice your opponent can roll for attack speed by 1, for one combat round only. It also lowers their

armour by 1 for the remainder of the combat. You can only use *demolish* 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*).

Dominant (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 set (-): 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 any time 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.

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.

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.

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

Finery of the fallen set (-): 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 will also inflict any harmful passive abilities you may have, such as *venom* and *bleed*. (This ability cannot be used by assassins.)

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 may have, such as *venom* and *bleed*.

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.

Fortitude (mo): Use any time 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 backpack item to increase your *magic* in combat, roll 1 die and add the result to the item's benefit.

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.

Haunt (co): Instead of rolling for a damage score, you can cast *haunt*. This summons a vengeful spirit to attack a single opponent. They will take 2 damage, ignoring *armour*, at the end of every combat round, until they roll a double (for speed or damage). Then the spirit is dispelled. You can only cast *haunt* 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 can cast this spell any time in combat to automatically heal yourself or an ally for 4 *health*. 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*.

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): If you do not wish to choose a reward when you defeat an enemy, you may award yourself an extra 20 gold crowns instead.

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 any time in combat to automatically heal yourself or an ally for 15 *health*. This ability can only be used once per combat.

Merciless (pa): You may add 1 to each die you roll for your damage score if your opponent has been inflicted with *bleed*, *disease* or *venom*.

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.

Patchwork pauper (pa): When replacing an item of equipment in your chest, feet, cloak or gloves locations on your hero sheet, you can keep the special ability from the old item but replace its name and attributes with those of the new item.

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.

Puncture (co): Instead of rolling for a damage score, you can puncture an opponent with a well-aimed arrow. This does 2 dice of damage, ignoring *armour*. It also reduces your opponent's *armour* by 1 for the remainder of the combat. You can only use puncture 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, 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 can cast this spell any time in combat to automatically heal yourself or an ally for 6 *health*. 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 dice 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 set (-): If your hero is wearing both pieces of the royal regalia 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 *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 (pa): 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.

Second wind (mo): You may use *second wind* at any time to restore one speed ability that you or an ally has already played. This allows you/your ally to use that speed ability a second time in the same combat.

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

Snakes alive! (sp): You may entangle your opponent in coils of dark magic, lowering their *speed* by 2 for one combat round. This ability can only be used 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*).

Spore cloud (co): When your opponent's damage score/damage dice causes health damage, you can use spore cloud to inflict 2 damage dice back to them, ignoring *armour*. You can only use this ability once per combat.

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 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.

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 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 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 die for your own. You can only use *trickster* once per combat.

Usurper (mo): (only usable in hero vs. hero combat). Use any time 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*.

Vitriol (pa): Use at the start of combat to coat your weapons in deadly bile. This does 1 damage to all opponents, including your hero, at the end of every combat round.

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.

Windwalker (co): If you win a round, you can use all your attack speed dice for your damage score (adding your *brawn* or *magic* 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.)

Zapped! (sp): Use this ability to automatically shrink your opponent, reducing their *speed*, *brawn* and *magic* 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.