

GLOSSARY OF SPECIAL ABILITIES

The following list comprises all of the special abilities, both magical and temporal, that you may encounter along your journey.

SPELL SCROLLS

Special abilities may be in the form of magical spell, cast by utilizing a Spell Scroll. The *Cast Number* refers to the total number you must have in order to successfully cast the spell. (Random Number Chart + your Magic score).

EQUIPMENT ABILITIES

Also on this list are the Special Abilities that are included with certain pieces of equipment. Abilities included within an item automatically happen during combat. You do not need to cast a spell.

POTIONS

Sometimes Special Abilities are found within a potion. If this is the case, its effects automatically happen when the potion is consumed during combat, so you would not need to cast the spell. Remember, you may drink a potion at any time during combat.

Dodge (Equipment Ability): When you are dealt damage in combat you take no damage instead. You may only use this once per combat. This ability DOES NOT stack if you have more than 1 item with Dodge.

Drain (Cast #8): For the remainder of combat, each time you cause damage to your opponent, you gain 3 Health. You may not go over your maximum Health score.

Fireball (Cast #12): Deal 10 damage to your enemy, ignoring their Defense. Additionally, they are burned, and lose 1 Health at the start of every Combat Round thereafter.

Fly (Equipment Ability): When combat begins, you take flight. Both your Speed and Defense scores increases by 2 until your first Health is lost.

Frost (Cast #13/ Equipment Ability): You unleash a blast of frozen death upon your enemy! They lose 5 Health ignoring their Defense. They are also frozen, and during the next Combat Round are automatically hit by your Attack.

Ghost Form (Cast #11): You become ghostly transparent. Your enemy has difficulty seeing and striking such an ambiguous opponent. For 3 Combat Rounds, both your Speed and Defense scores increase by 3.

Haste (Equipment Ability): When determining your Speed at the start of the first Combat Round only, you may pick 2 numbers from the Random Number Chart. Add these 2 numbers together with your Speed score.

Healing (Cast #5/ Potion): Restore 8 health.

Iron Skin (Cast #5/ Potion): Increases your Defense by 5 for the remainder of the combat

Luck (Equipment Ability): You may re-pick any number from the Random Number Chart once per combat. If you have multiple items with the Luck ability, you may use this ability for each one of those items.

Major Healing (Cast #8): Restore 12 Health

Minor Healing (Cast #3/ Equipment Ability/ Potion): Restore 5 Health. If this is an equipment ability, you may restore 5 Health automatically at any point during combat, but only once per combat.

Poison (Equipment Ability): If your weapon deals damage to an opponent, they are poisoned and lose 2 Health upon the conclusion of every Combat Round for the remainder of combat.

Rage (Cast #7/ Potion): Increases your Attack by 2 for the remainder of the combat.

Rust (Cast #9): Choose to rust out your opponent's armor or weapon. You have the choice to subtract 2 from either their Attack *or* Defense for the remainder of the combat. (They must be wielding a weapon or wearing armor for this spell to take effect)

Shock (Cast #5): Deal 4 damage to your enemy. This ignores their Defense.

True Strike (Equipment Ability): Your weapon seeks blood! You receive +5 Speed and +5 Attack at the start of one Combat Round of your choosing. (You may only use this ability once per combat)

Web (Cast #8): Your opponent is entangled within thick strands of spider webbing, they are slowed until they can maneuver their way out. For each of the next 3 Combat rounds, your enemy's Speed score is reduced by 3, then they fight as normal.

Wisdom (Potion only): The next time you would attempt to cast a Spell, it is automatically cast.