

Glossary: Special abilities (Dune Sea)

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), and warp (wa).

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).

Acid (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 *acid*, you can still only add 1 to the result.)

Acuity (co): Instead of rolling for a damage score, you can cast *acuity*. This reduces an opponent's *armour* by 3 and restores 2 spent *magic* points.

Anguish (pa): Allows you to play *curse* and *fear* twice in the same combat.

Arcane feast (co): Use instead of rolling for a damage score to lower your opponent's *magic* by 2 and raise your own *magic* by 2 for the remainder of the combat.

Armour breaker (pa): At the start of each combat round, reduce one opponent's *armour* by 1.

Astral manipulator (pa): Minions in a passive stance cannot be targeted by opponents.

Astute guardian (pa): While you have 6 or more *armour*, you can roll an extra damage die when playing *counter*, *overpower*, *retaliation* and *sideswipe*.

Augment (mo): Spend 2 *magic* points to roll an extra die for your damage score, adding 2 to the die result.

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

Backlash (pa): For each point of *magic* you spend, you may automatically inflict 2 damage to an opponent of your choosing, ignoring *armour*.

Barter (pa): When dealing with vendors and quartermasters, you can reduce all costs for items you wish to buy by 20 silver.

Blade finesse (pa): (requires a sword in the main hand.) For each [6] result for your damage score, you can add 1 to your score.

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*.

Blind (sp): (see *webbed*).

Blinding rays (co): Instead of rolling for a damage score, you can cast *blinding rays*. This deals 4 damage to any three opponents, ignoring *armour*, and reduces their *speed* by 1 for the next combat round.

Blood mark (pa): Choose an opponent before the combat begins. For the duration of the combat the chosen opponent will take 1 extra damage from *bleed*.

Bonshaker (mo): Use this ability to reroll all of your opponent's speed dice.

Broken bond (pa): When your mastiff is defeated in combat, you may immediately deal 1 die of damage to an opponent of your choosing, adding 2 to the result. This ability ignores *armour*.

Bull guard (mo): For each damaged opponent, you can gain 1 *armour* for the duration of one combat round.

Bulwark (co) Instead of rolling for a damage score, you can inflict damage to one opponent equal to your current *armour*, ignoring your opponent's *armour*.

Burn (co): Instead of rolling for a damage score, you can deal 3 damage to an opponent, ignoring *armour*.

Channel (mo): Spend 2 *magic* points to increase your damage score by 4. This ability can be used once for each item with the *channel* ability.

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

Charged shot (mo): Spend 1 *magic* point to increase your damage score by 4.

Charm (mo): You may reroll 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 reroll.

Cheat death (pa): When you lose your last point of *health*, you may immediately inflict 1 damage die to an opponent of your choosing, ignoring *armour*. Then raise your *health* to 3.

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

Combustion (co): Instead of rolling for a damage score, you can inflict 2 damage dice to your opponent, ignoring *armour*. At the end of the next combat round, they will take a further damage die, ignoring *armour*.

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

Conflagration (mo): You can sacrifice your fire sprite at any time to inflict 1 damage die to a single opponent, ignoring their *armour*. This action removes the fire sprite from play.

Consume (mo): Reduce the result of each of your opponent's die results for attack speed by 1 (to a minimum of 1).

Corona (pa): Whenever you spend 3 or more *magic* points in one combat round, you may raise your *armour* by 1 for the duration of the combat.

Corruption (co): If your damage score causes health damage to an opponent you can inflict *corruption* on them, lowering their *brawn* or *magic* score by 2 for the remainder of the combat.

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

Coup de grace (pa): Once during a combat, when an opponent is reduced to 10 *health* or less, you can immediately use *coup de grace* to reduce them to zero *health*.

Critical strike (mo): Change the result of all dice you have rolled for damage to a [6].

Cruel twist (mo): If you get a [6] result when rolling for your damage score, you can use *cruel twist* to roll an extra die for damage.

Cunning (mo): You may raise your *brawn* score by 3 for one combat round.

Curse (sp): (see *webbed*).

Cutthroat (pa): Each time you play *evade*, *sidestep* or *vanish*, then you may increase your *brawn* by 1 for the duration of the combat.

Cyclone (mo): When using *cleave*, you can roll two damage dice instead of one.

Dampen (mo): (see *mind fumble*)

Dancing rapier (pa): Add 1 to the result of each die you roll for damage.

Dark bond (pa): Each time the gloom shade takes health damage from an opponent's damage score, you may regain one spent *magic* point.

Dark distraction (co): Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You may also inflict 1 damage die to an opponent of your choosing, ignoring *armour*.

Dark haze (wa): Use this ability to raise your *brawn* by 3 for one combat round. Your *speed* is lowered by 1 in the next combat round. This ability costs 4 *health* to use.

Dark mending (pa): Each time you cast *heal* or *regrowth*, inflict 3 damage to an opponent of your choosing, ignoring *armour*.

Dark pact (co): Sacrifice 4 *health* to charge your attack with shadow energy, increasing your damage score by 4.

Deadsilver (co): Instead of rolling for a damage score, you can aim a deadsilver bullet. This inflicts 3 damage dice to your opponent, ignoring *armour*. Their *speed* is reduced by 2 for the next combat round.

Death from above (pa): If you lose a combat round, roll a die. On a [5] or [6] your attacking opponent takes damage equal to the *brawn* of your talon wing, ignoring *armour*. This occurs before your opponent rolls for their damage score or any abilities are played.

Deep wound (co): Roll an extra die when determining your damage score.

Deflect (co): (see *overpower*).

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

Dominate (mo): Change the result of one die you roll for damage to a [6].

Drainage (mo): (see *fear*).

Energy boost (mo): Spend 2 *magic* points to increase the *armour* of your minion by 3.

Evade (co): (see *dodge*).

Evocation (co): If your minion is currently in play, then you can use *evocation* to add its current *magic* to your damage score.

Far sight (pa): If the talon wing is your pet, then you automatically win the first round of combat, without needing to roll for attack speed.

Fast aid (pa): Whenever you play *evade*, *gloom*, *sidestep* or *vanish*, then you may heal 3 *health*.

Fatal blow (co): Ignore half of your opponent's *armour* (rounding up) when rolling for your damage score.

Fear (mo): Lower your opponent's damage score by 2 for one combat round.

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

Fireball (co): Instead of rolling for a damage score, you can blast an opponent with a *fireball*. This inflicts 3 damage dice to a single opponent of your choosing, and 3 damage to any opponents next to them on the combat list, ignoring *armour*.

Fire boost (pa): While the fire sprite is in play your fire abilities (if available) are made more powerful. You may add 1 to each die rolled for *back draft*, *combustion*, *immolation* and *fireball*.

Fire pact (co): Sacrifice 3 *health* to charge your attack with fire magic, increasing your damage score by 3.

Fire starter (pa): At the start of each combat round, inflict 2 damage to an opponent of your choosing, ignoring *armour*.

First blood (pa): Before the first combat round you can automatically inflict 4 damage to an opponent of your choosing, ignoring *armour*. (Note: This will also inflict any harmful passive abilities you might have, such as *bleed* and *toxic blades*.)

First cut (pa): Before the first combat round you can automatically inflict 1 damage to an opponent of your choosing, ignoring *armour*. (Note: This will also inflict any harmful passive abilities you might have, such as *bleed* and *toxic blades*.)

Fists of the tempest (co): Instead of rolling for a damage score, you can spend 2 *magic* points to shape the wind into powerful fists of magic. Roll three damage dice and assign each result to one or more opponents, ignoring *armour*. Each opponent struck by this ability lowers their *armour* by 2 for the remainder of the combat.

Forked strike (co): Instead of rolling for a damage score, you can bring down a lightning strike. Roll a die for each opponent. On a result of [3] or more they take 2 damage dice, ignoring *armour* (roll separately for each opponent).

Fortress (mo): Raise your *armour* by 6 for one combat round and inflict 4 damage to an opponent of your choosing, ignoring their *armour*.

Freerunner (mo): Increase your attack speed result by 3. If you win the combat round, then you may raise your *brawn* by 2 until the end of the round.

Frenzy (sp): Increase your *speed* by 3 for one combat round.

From shadows (wa): Inflict damage equal to the *speed* and *brawn* of your main hand weapon to any two opponents, ignoring *armour*. This ability costs 4 *health* to use.

Frost guard (mo): Use any time in combat to raise your *armour* score by 3 for one combat round and lower all your opponents' *speed* by 1 for the next round only.

Furious sweep (co): Instead of rolling for a damage score, you can use *furious sweep*. Roll 2 damage dice and apply the result to each of your opponents, ignoring their *armour*. Your *speed* is lowered by 1 for the next round only.

Ghost (mo): Use any time in combat to ignore the passive damage you would ordinarily suffer at the end of a combat round. If you are a mage, casting this spell will also restore 1 spent *magic* point.

Glimmer dust (co): Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You can also heal 4 *health*.

Gloom (co): Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You can also restore a warp ability that you have already used.

Gluttony (mo): Sacrifice 6 *health* to increase your damage score by 3.

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

Guardian (pa): Each time an opponent's damage score inflicts health damage to your pet, they take 2 damage in return, ignoring *armour*.

Greater healing (mo): Once per combat, Valya will heal you for 8 *health*. This ability cannot take you above your starting *health*.

Gut ripper (mo): (see *critical strike*).

Haste (sp): You may roll an extra die to determine your attack speed for one round of combat.

Headshot (pa): Once during a combat, when an opponent's *health* is reduced to 5 or less you may automatically 'headshot' them, reducing their *health* to zero.

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

Healing spring (co + pa): Instead of rolling for a damage score, you can summon a healing spring. This automatically restores 4 *health* to your hero, then a further 1 *health* at the end of every combat round.

Hooked (mo): Use this ability to save one die result from your attack speed roll to use in the next combat round. You cannot change or reroll the saved die.

Immobilise (sp): (see *webbed*).

Immolation (co): Instead of rolling for a damage score, you can cast *immolation*. Roll 1 damage die and apply the result to any two of your opponents, ignoring *armour*.

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.

Improved misdirection (wa): Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You may raise your *speed* by 2 in the next combat round. This ability costs 4 *health* to use.

Inner focus (mo): Use any time in combat to raise your *speed*, *brawn* or *magic* score by 1 for one combat round.

Innovation (co): Instead of rolling for a damage score, you can cast *innovation*. This inflicts 4 damage to any two opponents, ignoring *armour*, and restores up to 2 spent *magic* points.

Intimidate (mo): Use to reroll all dice for attack speed, for both yourself and your opponent. You must accept the rerolled results.

Iron will (mo): (see *might of stone*).

Knockdown (sp): (see *webbed*).

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

Leech strike (co): Instead of rolling for a damage score, you can cast *leech strike*. This automatically inflicts 2 dice of damage to an opponent, ignoring *armour*, and heals you for 4 *health*.

Lick your wounds (pa): If the mastiff is in a passive stance, then it may restore 4 *health* to itself at the end of the combat round. This ability cannot take the mastiff above its starting *health*.

Life charge (mo): Spend 1 *magic* point to heal yourself for 4 *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.)

Lightning boost (pa): While the lightning spark is in play your lightning abilities (if available) are made more powerful. You may increase the damage of *forked strike*, *storm shock* and *shock blast* by 3.

Lodestone attraction (co): Replace your *armour* value with that of an opponent's until the end of the combat round.

Luck of the draw (pa): (requires a flintlock in the left hand.) Each time you play a modifier ability, you can immediately inflict 2 damage to an opponent of your choosing, ignoring their *armour*.

Malice (mo): You may raise your *brawn* score by 3 for one combat round.

Melt armour (co): Instead of rolling for a damage score, you can cast *melt armour*. This inflicts 2 damage dice to an opponent, ignoring *armour*, and lowers their *armour* by 2 for the remainder of the combat.

Might of stone (mo): You may instantly increase your *armour* score by 3 for one combat round.

Mind flay (co): Instead of rolling for a damage score, you can cast *mind flay*. Roll 1 damage die and apply the result to each of your opponents, ignoring *armour*. For each opponent targeted, you may restore 1 *health* to your hero.

Mind fumble (mo): Spend 1 *magic* point to lower your opponent's damage score by 4.

Minor mirage (co + pa): Instead of rolling for a damage score, you can spend 1 *magic* point to cast a mirage on yourself or a minion. If the target of the spell is hit in combat (as the result of losing a combat round), roll a die. On a result of [6] the attack is ignored.

Misdirection (wa): Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You may raise your *speed* by 1 in the next combat round. This ability costs 4 *health* to use.

Mortal wound (mo): You may raise your *brawn* score by 4 for one combat round.

Overpower (co): This ability stops your opponent from rolling for damage after they have won a combat round, and automatically inflicts 2 damage dice, ignoring *armour*, to your opponent.

Pack spirit (mo): You can spend an unused speed or combat ability (making it unavailable for the rest of the combat) to boost the *brawn* of your mastiff by 1 for the remainder of the combat. This ability can be used multiple times as required.

Paralysis (mo): If the metal scorpion is in aggressive stance and deals health damage to an opponent, then that opponent's *speed* is lowered by 1 for the next combat round.

Piercing (co): Use *piercing* to ignore your opponent's *armour* and apply your full damage score to their *health*.

Poison cloud (co): Instead of rolling for a damage score you can cast *poison cloud*. This inflicts 1 damage to two opponents at the end of every combat round for the duration of the combat. (Your chosen targets must be next to each other on the combat list).

Protection (mo): Use any time in combat to turn an opponent's [6] result for their damage score into a [1].

Quick cuts (pa): Each time you play a speed ability, you may inflict damage to one opponent equal to the *brawn* of your main hand weapon, ignoring *armour*.

Quick draw (mo): Before each combat begins you may automatically inflict 2 damage, ignoring *armour*, to all of your opponents. (Note: This will not inflict any harmful passive abilities you might have, such as *bleed*.)

Quicksilver (sp): Increase your *speed* by 2 for one combat round.

Rapid pulse (pa): While your *health* is 10 or less, you can increase the damage effect of *bleed* on all affected opponents by 1.

Rebound (co): When your opponent's damage score causes health damage, you can use *rebound* to increase your *speed* by 2 for the next combat round only.

Rebuke (pa): If your *health* is 10 or less, you can add 1 to each die you roll for your damage score.

Recall (mo): Use any time in combat to restore a modifier ability that you have already used. (Once used, this ability cannot be restored by the use of other abilities.)

Reckless (sp): Use this ability to roll an extra die for your attack speed. However, if you lose the combat round, your opponent gets an extra damage die.

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

Rend (co): Instead of rolling for a damage score you can cast *rend*. This inflicts 1 damage die plus the *brawn* or *magic* of your main hand weapon to your opponent, ignoring *armour*, and also lowers their *armour* by 1.

Resolve (mo): Cast this spell any time in combat to raise your *armour* by 4 for one combat round.

Resurrection (mo): When your minion loses its last point of *health*, you can spend 3 *magic* to bring it back to life with its base *magic*, *armour* and *health* scores. Once used, this ability cannot be restored through the use of other abilities.

Retaliation (co): When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 1 damage die back to them, ignoring *armour*.

Retribution (co): When your opponent's damage score causes health damage, you can immediately retaliate by rolling 1 damage die and applying the result to any three of your opponents, ignoring *armour*.

Ricochet (co): Instead of rolling for a damage score, you can aim a bouncing bullet with *ricochet*. Roll a die for each opponent and apply the relevant damage, ignoring *armour*: [1] no damage, [2] to [4] 1 damage die, [5] or [6] 2 damage dice.

Rust (co): If your damage score causes health damage to your opponent, you can lower their *armour* by 2 for the remainder of the combat.

Sand dance (co): (requires a sword in the main hand *and/or* left hand.) Deal damage to all opponents equal to the *brawn* value of any swords you have equipped. If you play a speed ability in the following combat round, it is free to use (i.e. it can be used again in the same combat).

Savagery (mo): You may raise your *brawn* score by 2 for one combat round.

Scarab swarm (co): Instead of rolling for a damage score after winning a combat round, you can unleash your mechanical scarabs on one opponent. The target's *armour* is reduced by 3 and they take 2 dice of damage, ignoring *armour*.

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.)

Seraph's protection (wa): Raise your *armour* by 3 and restore a *charm* ability (if available) that you have already used. This ability costs 4 *health* to use.

Scalding geyser (co + pa): Instead of rolling for a damage score, you can summon a *scalding geyser*. This automatically inflicts 4 damage to one opponent, ignoring *armour*, then deals a further point of damage at the end of each combat round, ignoring *armour*.

Scythe (co): Instead of rolling for a damage score, you can deal 3 damage to three opponents, ignoring *armour*.

Shadow boost (pa): While the gloom shade is in play your shadow abilities (if available) are made more powerful. *Dark pact* can be used without sacrificing *health*, *poison cloud* can target three adjacent opponents (instead of two) and *mind flay* restores 2 *health* for each targeted opponent.

Shadow well (wa): Restore a modifier ability that you have already used. This ability costs 4 *health* to use.

Shock! (co): If your damage score causes health damage to your opponent, you can also electrocute them with the *shock!* ability. This inflicts one extra damage for each 2 points of *armour* your opponent is wearing, rounding up.

Shock blast (co): Spend 2 *magic* points to inflict 2 dice of damage to one opponent, ignoring *armour*, plus a further 1 damage for each point of *armour* they are wearing.

Shroud burst (wa): Inflict 3 damage to all opponents, ignoring *armour*. This ability costs 4 *health* to use.

Sidestep (co): (see *dodge*).

Sideswipe (co): (see *retaliation*).

Sinking sand (mo): Spend 1 *magic* point to force an opponent to use their same attack speed result in the next combat round.

Sinister schemes (pa): Each time you use a warp ability, you may increase your *speed* and *brawn* by 1 for the duration of the current combat round.

Sixth sense (mo): Use any time in combat to change an opponent's [6] result to a [1].

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

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

Slipstream (mo): Spend 1 *magic* point to win back a combat round that you would have lost, allowing you to roll for damage instead.

Sneak (mo): You may change the result of one of your opponent's speed dice to a [1].

Soul burst (pa): When you lose your last point of *health*, a magical shock automatically brings you back to life, restoring you to 10 *health*.

Somersault (mo): You may use one of your die results for your attack speed to replace a die you have rolled for your damage score.

Spark jolt (pa): At the end of every combat round, the lightning spark deals 1 damage, ignoring *armour*, to all opponents.

Spark daggers (pa): Before the first combat round you can automatically inflict 2 damage, ignoring *armour*, to two opponents of your choosing. (Note: This will also inflict any harmful passive abilities you might have, such as *bleed* and *toxic blades*.)

Spring strike (sp): For each damaged opponent, you can add 1 to your attack speed result.

Storm shock (co): When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 3 damage to all opponents, ignoring *armour*.

Sunstroke (co): Spend 1 *magic* point to inflict 2 dice of damage to one opponent, ignoring *armour*. Their *speed* is lowered by 1 for the next combat round.

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

Surefooted (mo): You may reroll all of your hero's speed dice. You must accept the result of the second roll.

Sweet spot (pa): Before a combat begins, choose a number 1–6. Each time your opponent rolls this number for their attack speed, they automatically take 2 damage.

Tactics (mo): Reroll any die for damage, adding 2 to the result.

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

Thorn shield (co): You may raise your *armour* by 3 for one combat round and inflict 1 die of damage to an opponent of your choosing, ignoring their *armour*.

Throwing knives (mo): Before combat begins, you can automatically inflict 3 damage, ignoring *armour*, to one opponent. (Note: This will not inflict any of your own passive abilities (such as *bleed*) to that opponent.)

Torrent (co): Instead of rolling for a damage score, you can cast *torrent*. This automatically inflicts 8 damage to two opponents, ignoring *armour*.

Toxic blades (pa): (requires a dagger in the main *and* left hand.) If your damage dice/damage score causes health damage to an opponent, they continue to take a further point of damage at the end of each combat round. This damage ignores *armour*.

Trickster (mo): You may swap one of your opponent's speed dice for your own.

Trojan exploit (wa): Raise your *brawn* or *magic* by 2 for one combat round and gain a *charm* special ability. (Note: The *charm* ability is lost at the end of the combat.). This ability costs 4 *health* to use.

Unbowed (pa): Each time you raise your *armour* in combat, you may restore your *health* by the same amount as the modifier.

Unshakeable (co): For each damaged opponent, you can raise your damage score result by 1.

Vanish (co): (see *dodge*).

Veiled strike (pa): Each time you use *evade*, *sidestep* or *vanish* in a combat you can immediately inflict 1 damage die to a chosen opponent, ignoring *armour*.

Vigour mortis (co): You may raise your damage score by 2 and restore 4 *health*.

Virulence (co): Instead of rolling for a damage score, you can cast *virulence*. This will spread all the passive effects currently inflicted on one opponent (such as *bleed* and *toxic blades*) to all other opponents.

Volatile link (pa): Your summoned minion has 3 extra *health*. When they are defeated in combat, they explode, inflicting 1 damage die to all opponents, ignoring *armour* (roll separately for each opponent).

Volatile mix (mo): Roll a number of dice as instructed and apply each of the resulting effects to your hero:

- [1] Reduce your *brawn* and *magic* by 1 for the remainder of the combat
- [2] Lose 1 *health*
- [3] Restore 2 *health*
- [4] Restore 4 *health*
- [5] Increase your *brawn* and *magic* by 2 for the remainder of this combat round
- [6] Restore 6 *health*

Water jets (mo): You may reroll all of your opponent's speed dice once per combat round.

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

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

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

Whirlwind (pa): Each time you use a speed ability, you can increase your *brawn* by 2 until the end of the combat round.

Windfall (co): When your opponent's damage score causes health damage, you can use *windfall* to restore one speed ability that you have already used.

Winds of fate (pa): Each time you use an ability that requires you to spend *magic*, roll a die. On the result of a [5] or [6] the ability can be used without spending any *magic*.

Winged tormenter (pa): Choose a target before combat begins. If the talon wing is in a passive stance then it can deal 1 damage to the chosen target, ignoring *armour*, at the end of each combat round.

Wrath (pa): Each time you cast *heal* or *regrowth*, you can inflict 2 damage to an opponent of your choosing, ignoring *armour*.