



### **Sun Feather**

Helps the beholder see in the dark. Its magic can be used twice. Then the feather will wilt. Can imbue weapons.



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#### **Strong Attack**

With your sword you slash your enemy  
Roll + Strength

#### **Strong Attack**

With your sword you slash your enemy  
Roll + Strength

#### **Stab**

With your sword you stab your enemy  
Roll + Dexterity

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With your sword you stab your enemy  
Roll + Dexterity

#### **Backstab**

With your scimitar you stab your enemies in the back  
Roll + Speed

#### **Backstab**

With your scimitar you stab your enemies in the back  
Roll + Speed

#### **Dagger Attack**

With your dagger you stab your enemies  
Roll + Dexterity

#### **Dagger Attack**

With your dagger you stab your enemies  
Roll + Dexterity

#### **Beast Form**

You transform into your animal and attack  
Roll + Strength + 1

#### **Beast Form**

You transform into your animal and attack  
Roll + Strength + 1

### Dagger Throw

You throw your dagger at your enemies

Roll + Dexterity

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You throw your dagger at your enemies

Roll + Dexterity

### Bow and arrow

You shoot your enemies with your bow and arrow

Roll + Dexterity

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You shoot your enemies with your bow and arrow

Roll + Dexterity

### Fireball

You create a fireball that you shoot at your enemies.

Roll + Dexterity

### Fireball

You create a fireball that you shoot at your enemies.

Roll + Dexterity

### Ray of Frost

You create frost ray that you shoot at your enemies. Targets 3 sq wide - 10 sq long

Roll + Dexterity

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You create frost ray that you shoot at your enemies. Targets 3 sq wide - 10 sq long

Roll + Dexterity

### Heal

You can heal 1 character of your choice

1d4

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### Thornwhip

You make roots from the ground whip your enemies. Targets 3 x 3 sq

Roll + Strength

### Thornwhip

You make roots from the ground whip your enemies. Targets 3 x 3 sq

Roll + Strength

### Mage Hand

You create a huge hand that can hit your enemies

Roll + Strength

### Mage Hand

You create a huge hand that can hit your enemies

Roll + Strength

### Song of inspiration

You sing a song. It gives a character of your choice and extra 1d4 roll

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You sing a song. It gives a character of your choice and extra 1d4 roll

### Evade

You want to move away from this enemy

Roll + Dexterity

### Evade

You want to move away from this enemy

Roll + Dexterity

### Shield

With your shield you want to block your enemy's next attack

Roll + Armour

### Shield

With your shield you want to block your enemy's next attack

Roll + Armour

### Dodge

You want to dodge your enemy's next attack

Roll + Dexterity

### Dodge

You want to dodge your enemy's next attack

Roll + Dexterity



Healing Potion  
Will heal the drinker 2  
hearts.



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Will heal the drinker 2  
hearts.



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Rope



Rope



Rope



Rope



Rope



Rope



Rope



Rope



Rope



Torch



Torch



Torch



Torch



Torch



Torch



Torch



Torch



Torch