

Holy Lightning



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Little healing



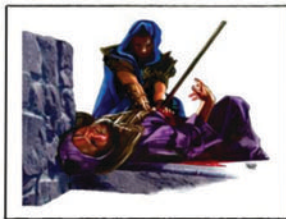
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Holy Light



You and all adjacent warriors roll 3 green dice. Every white shield restores 1 lost body point.

Sword of Virtue



A prayer transforms your weapon or that of an adjacent warrior into a holy weapon. All dice you normally roll when attacking are automatically skulls. The defence of your adversary is diminished with 1 die. After each use of the weapon roll 4 W.D, if this results in 1 or more black shields, the weapon shatters into a thousand pieces.

Cleansing



Your hands start to glow. If you touch a warrior in an adjacent square you can neutralize a poison.

Aura of Retaliation



As long as you can preserve this aura, you and all warriors within 2 squares distance (also diagonally) may roll 1 white die extra. Maintaining this aura does not cost an action, but at the start of every turn you are obliged to roll 1 Black Die. If you roll a skull the aura remain intact, otherwise it will wither away.

Expel Evil



This miracle has the same effect as holy water. All undead, skeletons, zombies and mummies in the same room or corridor as the Paladin are destroyed instantly.

Aura of Healing



As long as this aura remains intact, you and all warriors within squares radius may roll 1 green die. A white shield restores 1 lost B.P. At the beginning of your next turn you roll 1 W.D. On a roll of a white shield the aura disperses.

Aura of Concentration



As long as the aura stands you and all warriors within 2 squares radius may reroll all force, intelligence and agility tests, this also obtains for spells gone wrong. At the beginning of each turn roll 1 W.D. Rolling a white shield means the aura is exhausted.

Aura of Shelter



As long as this aura stays intact the defense of you and all warriors within 2 squares radius is increased with 1 die. Roll 1 W.D. at the start of your turn. A black shield results in the depletion of the aura.

Aura of Sanctity



This aura attacks all undead and demons within 2 squares radius with 1 green die. No defense is possible. At the beginning of your turn roll 1 W.D. the aura loses its strength if your roll results in a black shield.







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