

Bark Skin

The Hexmaster's skin hardens and becomes almost impenetrable. The druid gains + 2 NA. The effect lasts until the end of the battle, or for ten turns outside of battle.

 8

CV: 8/4

Calm Animal

This invocation can be used to calm certain animals, including Cave Bears, Dire Wolves, Wolves, Giant Toads, Giant Snakes, Giant Spiders, Giant Scorpions, Giant Centipedes, Giant Rats, and Raptors. If successfully cast, the animal must pass a RES test or do nothing in its next activation (forfeiting both AP).

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CV: 10/5

Banish Elemental

Can be cast on an elemental in LOS. A successfully cast spell forces the elemental to take a RES test. If it fails, it takes 1d10 DMG with no NA Modifier.

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CV: 12/6

Web

The Hexmaster conjures thick cobwebs in 1d6 random squares on a tile in LOS (which could be the tile occupied by the Hexmaster). Any enemy or hero on a tile that is covered in web must make a DEX test or they are entangled in the web. Enemies use DEX when testing to get free. All spiders are immune to this invocation.

Special: Quick

 12

CV: 12/6

Cure Disease

A successful cast cures an adjacent hero from disease.

Special: Touch

 12

CV: 15/7

Cure Poison

A successful cast cures an adjacent hero from poison.

Special: Touch

 12

CV: 15/7

Create Food

A successful cast creates one ration of food. This spell can only be cast during rest if the Hexmaster has enough Mana at the start of the rest and only once per rest. Although this food is created with magic, a witch hunter may still eat it.

 8

CV: 20/10

Break Darkness

The druid radiates a light that hurts demons and undead. Any demon or undead within LOS and three squares of the Hexmaster must pass a RES test at the start of their activation while the spell is active. If the test fails, the enemy loses 1 HP with no armour or NA Modification.

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CV: 10/5

Poison Ivy Dart

The druid can shoot a magic missile at an enemy in LOS, causing 1d6 DMG. The enemy must then pass a RES test or be poisoned. Undead creatures are immune to this poison.

Special: Quick

 10

CV: 10/5

Invocation



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