

Invocation of Healing

Daily

Invocation of Life



Invocation of Protection

Daily



Close-Quarters Spell Quick Action

Special: You can only have one Invocation up at a time. It also does not stack with another Invocation by another caster.

Effect: Gain an extra use of your Heal spell this battle. The first time you use Heal this battle, the recovery is free.

Close-Quarters Spell Quick Action

Special: You can only have one Invocation up at a time. It also does not stack with another Invocation by another caster.

Effect: This battle, you and each of your allies can each separately add the escalation die to a single save made by that character. In addition, you and your allies do not die from hit point damage when your negative hit points equal half your normal hit points; instead you die when your negative hit points equal your full hit points.

Close-Quarters Spell

Quick Action

Special: You can only have one Invocation up at a time. It also does not stack with another Invocation by another caster.

Effect: This battle, critical hits against you and your nearby allies deal normal damage instead of critical damage.