

Invoker
Utility Power

Wall of Light

Use this power at the start of your Hero phase.

Place the Wall of Light token in your tile. At the start of your next turn, remove the Wall of Light token.

(Any hero that ends their turn in the same tile as the Wall of Light token may heal 2 HP.)

Invoker
Utility Power

Symbol of Hope

Use at the start of your Hero phase.

Target a tile within 2 tiles of you. All heroes on that tile heal 1 HP and gain +2 AC until the start of your next turn.

Invoker
Utility Power

Shield of Light

Use at the start of your Hero phase.

Target another hero. Until the start of your next turn that hero is +3 AC and the first monster to hit that hero may be pushed up to 1 tile away.

Invoker
Daily Power

Searing Orb

Target a tile within 2 tiles of you. Attack each monster on that tile.

Hit or miss, each monster is -4 to attack rolls until the start of your next turn.

Att +7

Dmg 1

Invoker
Daily Power

Icon of Terror

Attack each monster in your tile.

Hit or miss, each monster may be moved up to 1 tile away.

Att +7

Dmg 2

Invoker
At-Will Power

Grasping Shards

Target one tile within 2 tiles of you. Attack each monster on that tile.

Att +7

Hit: Immobilized until the start of your next turn.

Invoker
At-Will Power

Divine Bolts

Attack up to 2 monsters each within 2 tiles of you.

Att +6

Dmg 1

Invoker
At-Will Power

Avenging Light

Attack a monster within 2 tiles of you.

Att +8

Dmg 1

Invoker
Daily Power

Purging Flame

Target one monster within 2 tiles of you.

Att +7

Dmg 1 and target suffers 2 damage at the start of your next turn.

Miss: Target suffers 1 damage at the start of your next turn.