



Water Loa

COMMAND
CONDUIT
LVL 2

✦ PASSIVE

ARCANE

When making an Attack against the Water Loa , , and  rolled during the Attack roll are considered non-existent.

H₂O

The *Water Loa* is not affected by Water terrain and may never choose to leave it. The *Water Loa* never provokes Break Attacks. If removed from Water, movement it makes must be towards Water. When the *Water Loa* affects an opponent with a Spell or hits an opponent with an Attack, place a *Water* token on the space the target occupies.



2 TIDAL BOLT  6 ATK

2 CLEANSING RAIN
Remove an Effect from a figure within SOI.

2 REVERSE OSMOSIS
Cast a **SPELL 6**. Deal Magic Damage equal to 2 plus the difference rolled on the target's failed Conviction Check.

3 FLOODING
Replace all adjacent spaces with *Water* tokens.



 +1 TO THE ROLL  FU: HEAL 2

CONVICTION:   CASTING: 

DEFENSE  9

MOVEMENT  6

ARMOR  0

COMBAT DICE  

A LESSON IN CONDUCTION

The magic of Conduction Summoning allows its practitioners to channel the forms of other creatures through their own bodies, allowing them to take on their physical characteristics. The name Conduction Summoning is a bit of a misnomer, as nothing is really being summoned. Instead, the summoner's own body twists and stretches into the shape of whatever creature they want to become.

This can be a harrowing experience for a novice conduction summoner. While not necessarily painful, having your body contort into an entirely different shape is a very strange sensation. First-timers will sometimes change back to their normal forms only to vomit or pass out from the stress of the experience. With practice, however, these side effects can be overcome, and for many, the utility of such a skill outweighs the unpleasantness.

While a conduction summoner is in an altered form, they retain their mental capacity and memories. They can still speak as long as their temporary physiology allows them to make the proper sounds, and are still themselves for all intents and purposes.

Unfortunately, many monsters can differentiate between members of their own packs and unfamiliar creatures, and it usually proves difficult to infiltrate a group of creatures, even if you look like one of them. Care also must be taken when conducting into the form of a monster to avoid being attacked by your fellow adventurers on accident.

Orion pulled out against the waters around him. A swell surged, swallowing his small, crystalline body, and taking shape. He could feel the water as it became an extension of him. The sensation was incredible. He dashed forward through the pool, rolling over its surface almost effortlessly. It was how he imagined flying must feel as the water carried him smoothly above the surface, suspending him in his translucent body. It almost made him regret having to fight the creatures.

