

Earth Elemental, Tier III · Neutral · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Gigantic	2	4	12	14	10	8	6	16	10	4	20

Classes

Creature. Creatures have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Creature Class.

Traits

Elemental. This model cannot be affected by the following Traits: Stagger, Vampirism, Mindgame. It cannot be affected by the Charm or Toxic Environment. It cannot enter Bleeding, Poisoned, and Weakened. If the model's HP reaches 0, it is removed from the field.

Survival (Scorching, Forest, Swamp Environment). This model is not affected by the Scorching, Forest, Swamp Environment.

Elemental Essence (Element). This model cannot suffer Effects from (Element) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Element) Spell Damage.

Watchful. This model receives a double amount of Activation Points in its Reactive role.

Affinity (Earth). A model with this Trait can cast (Earth) Spells. (For example: Earth = fire, water, profane, etc.)

Skills

Regeneration. During its Strategic phase, this model may regain 1 HP and cancel the Bleeding, Weakened and Crippled States.

Hurl. This model may declare a STK 1 Ranged Attack with RCH distance and PW equal to its T value, AoE: Circular S, and Stagger Trait. The STK value cannot be modified. If the target is within 1/2 RCH distance, this model benefits from +4 ACC for the duration of this Attack action. (It may not use any other Ranged Weapon or Spell during this Activation Sequence.)

Spellcrafts — Rooting Embrace (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Rooting Embrace	I	Earth	Spell, Rooting Embrace, Ranged	—	Casting Aura	1	Focus; Affects all enemy models within the Casting Aura. On hit, the model becomes Immobilized State.

Inventory

Inventory space: 2

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Earthen Fists	1	Weapon	T	1	2	—	Stagger; Knockdown.

Glossary

Bleeding. A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Charm. When an enemy model declares Reaction against this model, it must first perform an Intellect roll. If it fails the roll, it may not declare any Normal Action other than Nothing until the end of the Activation Sequence.

Focus. Spells or Items with this Trait do not have a target when declaring Attack or Assist. Instead, the caster or the user is the center of the Effect and the specified models within the caster's Casting Aura become affected by the Effect of the Spell or Item with this Trait.

Immobilized. A model in this state cannot perform any Movement, Special Movement or Special Action. This state can be canceled with a successful Dodge, which may be performed either with Agility or Toughness. When it declares Dodge, it cannot move or enter/cancel the Crouched state, unless it performs a successful Dodge.

Knockdown. A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.

Mindgame. A Dodge against an Attack with this Trait uses INT instead of AG. If a model suffers a Mindgame Hit with PW, it rolls INT instead of making a Damage Roll. On a failed roll, the model suffers damage.

Poisoned. A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Stagger. A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). This Trait does not affect models two or more Sizes larger than the attacker.

Weakened. A model in this state has halved Toughness, and -1 Stamina.