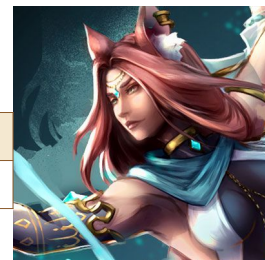


# Spelldancer Aeroturge · Sand Kingdoms · Eldfall Chronicles



| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|---|-----|----|----|
| Medium | 2   | 6   | 8   | 8   | 8   | 12  | 14 | 8 | 0   | 1  | 12 |

## Classes

**Enchanter.** Enchanters may cast Enchantment-Type Spells on allied models without performing a roll.

**Mage.** When casting a Spell, a Mage may spend an unspent Activation Point to reroll any number of dice. Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent to cover the price of Conjuration-type Spells or some other powerful Spells. When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

## Traits

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

**Survival (Scorching Environment).** This model is not affected by the Scorching Environment.

## Skills

**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.

## Spellcrafts — Art of Enchanting (Level III)

| Spell               | Lvl | Element | Type                                  | PW | RCH | STK | Effect                                                                                                                                                                                                                              |
|---------------------|-----|---------|---------------------------------------|----|-----|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Arcane Shield       | I   | Elder   | Spell, Enchantment / Ranged           | —  | 16  | 1   | Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.                                                          |
| Burning Touch       | I   | Fire    | Spell, Enchantment / Melee And Ranged | ★  | 16  | 1   | Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.                                                                                       |
| Cutting Chill       | I   | Water   | Spell, Enchantment / Ranged           | *  | 16  | 1   | Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.                                                                                       |
| Formless Edge       | I   | Air     | Spell, Enchantment / Ranged           | *  | 16  | 1   | The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.                                                                                                                                                                  |
| Featherlight        | II  | Air     | Spell, Enchantment / Ranged           | —  | 16  | 1   | Target gains +2 SPD.                                                                                                                                                                                                                |
| Melting Touch       | II  | Fire    | Spell, Enchantment / Ranged           | *  | 16  | 1   | Target gains: Ignore Armor; Burn 1.                                                                                                                                                                                                 |
| Mirror Bubble       | II  | Water   | Spell, Enchantment / Ranged           | *  | 10  | 1   | When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.           |
| Spectral Blade      | II  | Elder   | Spell, Enchantment / Ranged           | *  | 16  | 1   | Target gains: Ignore Armor and Stagger                                                                                                                                                                                              |
| Flameskin           | III | Fire    | Spell, Enchantment / Ranged           | *  | 16  | 1   | A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.                                                    |
| Hasten              | III | Elder   | Spell, Enchantment / Ranged           | —  | 16  | 1   | During the Strategic phase, the enchanted model may perform a Normal Movement and then remove the enchantment.                                                                                                                      |
| Ice Shield          | III | Water   | Spell, Enchantment / Ranged           | —  | 16  | 1   | When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3. |
| Protective Currents | III | Air     | Spell, Enchantment / Ranged           | —  | 16  | 1   | Attacks at the enchanted model suffer -4 attacking modifier. If the enchanted model is Hit, this Enchantment is removed, but all enemy models within 3" of the enchanted model suffer a Hit with Knockback 3, but no damage.        |

*Sand Kingdoms Scholars have access to spells across all elements. Rows in black are castable; grey rows are out-of-affinity. PW ★ = uses target's own value. PW — = no DMG roll.*

## Spellcrafts — Electromancy (Level I)

| Spell                  | Lvl | Element | Type                                 | PW  | RCH | STK | Effect                           |
|------------------------|-----|---------|--------------------------------------|-----|-----|-----|----------------------------------|
| <b>Electrification</b> | I   | Air     | Spell, Sorcery /<br>Melee And Ranged | Int | 0   | 2   | Ricochet IV, Stun, Ignore Armor. |

## Inventory

— *no inventory. Relies on spells / class abilities.*

## Glossary

**Bleeding.** State. At the start of this model's activation, it loses 1 HP. Removed when the model regains any HP.

**Burn 1.** State. At the start of this model's activation, it loses 1 HP.

**Ignore Armor.** Attacks with this trait ignore the target's ARM value.

**Immobilized.** State. The model cannot move or be moved voluntarily.

**Knockback 2.** On hit, the target is pushed directly away from the attacker by 2 inches.

**Knockback 3.** On hit, the target is pushed directly away from the attacker by 3 inches.

**Ricochet IV.** The attack hits 4 additional targets within range of each previous target.

**Stagger.** On hit, the target loses 1 Activation Point (min 0).

**Stun.** On hit, the target cannot take any Actions until the end of the current round.

**Sweep I.** The attack hits all models within reach in a 180° arc (Level I).