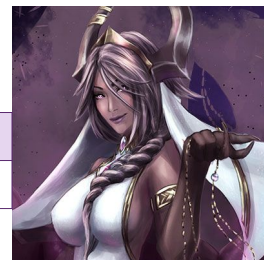


Night-Temple Priestess · Coalition of Thenion · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Large	2	5	13	8	8	14	14	12	2	1	8

Classes

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 Conjunction-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!

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

Traits

Demon. When this model deals a Wound to a model, that model must perform a M roll. If failed, the wounded model becomes **Panicked** (State) until the end of the turn. If this model scores a Critical Hit, the hit model automatically becomes **Panicked** (State) until the end of the turn. This model's Attack receives +4 Modifier when it is declared against a model in the Panicked State. This trait does not work against models with this Trait.

Inspiring. Other allied models within this model's Awareness and with the same Affiliation gain +6 M.

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

Skills

Charm II. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence.

Foresight. When this model becomes the target of an Attack in the Reactive Role and did not declare a Reaction during the Reaction Step, it may instead declare a Reaction during the Action Step of the Activation Sequence, after the Active model has declared its Action.

Flight. The user may enter or cancel the **Flying** state during its Movement step. In addition, it cannot be affected by Fall Damage. A model cannot enter **Flying** State if it is **Engaged** State.

Leap. This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

Spellcrafts — Succubi Magic (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Agony	I	Profane	Spell, Enchantment / Ranged	-	Casting Aura	1	The enchanted model must perform an INT roll at the beginning of each Activation or Reaction. On a failed roll, it loses 1 HP, and its Activation or Reaction ends. If a friendly model comes in Base Contact with the Enchanted model, this Enchantment ends.
Draining Impulse	I	Profane	Spell, Enchantment / Ranged	-	10	1	[Mana Cost (2)]: The enchanted model receives additional 2 Activation Points in the Active and Reactive role. After this Enchantment is removed, the model becomes Fatigued (State).
Fiery Fervor	I	Fire	Spell, Enchantment / Ranged	-	16	1	Remove Weakened, Bleeding, Poisoned, Confused, Crippled, Blinded, Immobilized, Panicked, Petrified, Fatigued (States) from the model. It also gains +2 OFF, DEF.
Unrelenting Zeal	I	Fire	Spell, Enchantment / Ranged	-	16	2	When the enchanted model suffers a Wound, it may perform a M roll. If successful, that Wound is prevented and this Spell ends.

Inventory

Inventory space: 3

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Spear	1	Weapon	T	2	STA	2	Throwing

Succumbing Embrace	1	Weapon	T	0	STA	—	Spellbound (Life Leech).
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Glossary

- Affinity (Fire, Profane).** A model with this Trait can cast (Fire, Profane) Spells. (For example: Fire, Profane = fire, water, profane, etc.)
- Agony.** The enchanted model must perform an INT roll at the beginning of each Activation or Reaction. On a failed roll, it loses 1 HP, and its Activation or Reaction ends. If a friendly model comes in Base Contact with the Enchanted model, this Enchantment ends.
- Charm II.** On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence.
- Demon.** When this model deals a Wound to a model, that model must perform a M roll. If failed, the wounded model becomesPanicked (State) until the end of the turn. If this model scores a Critical Hit, the hit model automatically becomes Panicked (State) until the end of the turn. This model's Attack receives +4 Modifier when it is declared against a model in the Panicked State. This trait does not work against models with this Trait.
- Draining Impulse.** [Mana Cost (2)]; The enchanted model receives additional 2 Activation Points in the Active and Reactive role. After this Enchantment is removed, the model becomes Fatigued (State).
- Fiery Fervor.** Remove Weakened, Bleeding, Poisoned, Confused, Crippled, Blinded, Immobilized, Panicked, Petrified, Fatigued (States) from the model. It also gains +2 OFF, DEF.
- Flight.** The user may enter or cancel the Flying state during its Movement step. In addition, it cannot be affected by Fall Damage. A model cannot enter Flying State if it is Engaged State.
- Foresight.** When this model becomes the target of an Attack in the Reactive Role and did not declare a Reaction during the Reaction Step, it may instead declare a Reaction during the Action Step of the Activation Sequence, after the Active model has declared its Action.
- Inspiring.** Other allied models within this model's Awareness and with the same Affiliation gain +6 M.
- Leap.** This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.
- Unrelenting Zeal.** When the enchanted model suffers a Wound, it may perform a M roll. If successful, that Wound is prevented and this Spell ends.