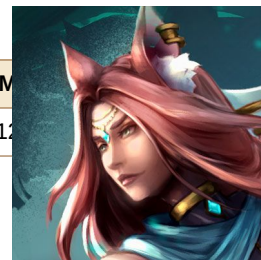


Spelldancer Voidcaster · Sand Kingdoms · Eldfall Chronicles

Size	Classes	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	Wizard / Artificer	2	6	8	8	8	12	14	8	0	1	12



Classes

Wizard. When casting a Spell of the Elder Element, a Wizard may reroll up to 1 failed roll.

Artificer. During their Strategic phase, Artificers may select an Enchantment Spell available to them and apply its Effect to themselves, without performing a roll, until their next Strategic phase.

Traits

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

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

Skills

Hit and Retreat. During its Movement step, this model may cancel the **Engaged** state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

Spellcrafts — Art of Enchanting (Level I)

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.

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 — Armamancy (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Ethereal Blades	I	Elder	Spell, Sorcery / Melee	Int-3	0	5 in Active, 3 in Reactive Role	An attack with this Spell receives a different Effect, depending on the number of successful Attack rolls (regardless of the Confrontation rule). The higher combo result also includes the Effects of lower results: [2 Hits]: PW+6; [3 Hits]: Armor-Piercing; [4 Hits]: Stagger; [5 Hits]: If the target becomes Incapacitated, you can automatically render it Dead.
Void Lance	II	Elder	Spell, Sorcery / Melee	Int+2	6	1	Armor-Piercing; Can target any model within RCH. On hit, all models in a straight line from the caster to the target get hit.
Spectral Greatsword	III	Elder	Spell, Sorcery / Melee	Int+2	2	1	Sweep I; Armor-Piercing; Stagger.

Inventory

— no inventory. Relies on spells / class abilities.