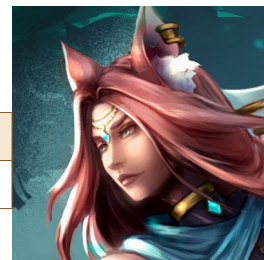


Spelldancer Voidcaster · Sand Kingdoms · Eldfall Chronicles



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

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.

Glossary

Armor-Piercing. Attacks with this trait ignore the target's ARM value.

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. Removed if the model is hit by a Water Spell.

Dead. State. The model is removed from play.

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

Incapacitated. State. The model cannot act and automatically fails all Defence rolls.

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

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

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