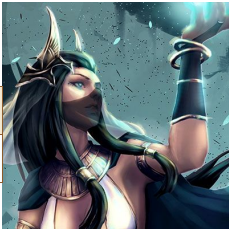


Vizier of Conjurations · Sand Kingdoms · Eldfall Chronicles

| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M |
|--------|-----|-----|-----|-----|-----|-----|----|---|-----|----|---|
| Medium | 2   | 5   | 8   | 8   | 8   | 16  | 10 | 8 | 0   | 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 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!

**Summoner.** A Summoner can start the game with a Tier II or lower summoned creature in its Awareness area, which could be brought to the field by one of the Conjuration Spells available to them (with no roll nor spending of an Activation Point required). A Summoner may share its pool of Mana Counters with other Summoners in the party. (If the Summoner becomes Incapacitated, its accumulated Mana Counters are discarded.)

Traits

**Resourceful II.** A model with this trait may receive another 1 additional Upgrade.

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

Inventory

Inventory space: 3

| Item                 | Qty | Cat.          | PW | RCH | STK | WGT | Effect                                                                          |
|----------------------|-----|---------------|----|-----|-----|-----|---------------------------------------------------------------------------------|
| Staff of Conjuration | 1   | Access<br>ory | —  | —   | —   | 2   | When Wearer summons creatures, it can place them anywhere within its Awareness. |

Glossary

**Summon Water Elemental.** [Mana Cost: 3], Summon Water Elemental to the field.

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

**Dispel Magic.** Targetless. Choose one of the following: (1): Remove target Sorcery, Enchantment, Transmutation spell from the field. (2): Remove target summoned creature from the field. (3): Cancel Shrouded State.

**Mana Burst.** Stagger

**Resourceful II.** A model with this trait may receive another 1 additional Upgrade.

**Summon Colossus.** [Mana Cost (4)], Summon Colossus to the field.

**Summon Earth Elemental.** [Mana Cost (3)], Summon Earth Elemental to the field.

**Summon Gargoyle.** [Mana Cost (1)], Summon Gargoyle to the field.

**Summon Golem.** [Mana Cost (2)], Summon Golem to the field.

**Summon Imp.** [Mana Cost (1)]; Summon Imp to the field.

Spellcrafts — Art of Conjuration (Level IV)

| Spell                  | Lvl | Element | Type                        | PW | RCH | STK | Effect                                                |
|------------------------|-----|---------|-----------------------------|----|-----|-----|-------------------------------------------------------|
| Summon Gargoyle        | I   | Earth   | Spell, Conjuration / Ranged | —  | 0   | —   | [Mana Cost (1)], Summon Gargoyle to the field.        |
| Summon Imp             | I   | Elder   | Spell, Conjuration / Ranged | —  | 0   | —   | [Mana Cost (1)]; Summon Imp to the field.             |
| Summon Golem           | II  | Earth   | Spell, Conjuration / Ranged | —  | 0   | —   | [Mana Cost (2)], Summon Golem to the field.           |
| Summon Water Elemental | III | Water   | Spell, Conjuration / Ranged | —  | 0   | —   | [Mana Cost: 3], Summon Water Elemental to the field.  |
| Summon Earth Elemental | III | Earth   | Spell, Conjuration / Ranged | —  | 0   | —   | [Mana Cost (3)], Summon Earth Elemental to the field. |
| Summon Colossus        | IV  | Earth   | Spell, Conjuration / Ranged | —  | 0   | —   | [Mana Cost (4)], Summon Colossus to the field.        |

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 — Wizardry (Level I)

| Spell        | Lvl | Element | Type                    | PW  | RCH                 | STK | Effect                                                                                                                                                                                                 |
|--------------|-----|---------|-------------------------|-----|---------------------|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dispel Magic | I   | Elder   | Spell, Healing / Ranged | —   | 16, AOE: Circular L | 1   | Targetless. Choose one of the following: (1): Remove target Sorcery, Enchantment, Transmutation spell from the field. (2): Remove target summoned creature from the field. (3): Cancel Shrouded State. |
| Mana Burst   | I   | Elder   | Spell, Sorcery / Ranged | Int | 16                  | 1   | Stagger                                                                                                                                                                                                |

Stratagems

**Temporary Bind (Authority)** — Summoning Limit of the target summoned creature on the field is reduced to 0.

**Refined Conjuration (Authority)** — Mana Cost of **Conjuration Spells** is reduced by 1.

Cost: 22 Limit: 1