

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 ory	—	—	—	2	When Wearer summons creatures, it can place them anywhere within its Awareness.

Glossary

Shrouded. State. The model cannot be targeted by Ranged Attacks or Spells.

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

Targetless. This Spell does not require a target model — it affects an area or all models in range.

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