

Vengeful Spirit, Tier I · Oni Clans · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	10	8	8	6	8	10	0	1	20



Classes

Creature. Creatures have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Creature Class.

Traits

Elemental Essence (Profane). This model cannot suffer Effects from (Profane) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Profane) Spell Damage.

Undead. This model cannot be affected by **Poisoned**, **Weakened**, **Bleeding**, or **Panicked** States. Spells with **Mindgame** cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

Incorporeal. The PW of a Hit lacking the Spell Type or Burn against this model is halved. This model ignores Environment rules and Movement penalties, allowing it to move through obstacles and vertically. It cannot end within an obstacle and cannot become Engaged.

Skills

Infiltration. You may deploy this model up to the middle line of the field (on your half of the field).

Stealth. When this model activates it does not provoke a Reaction from enemy models that do not have LoS to it, regardless of whether this model is within an enemy model's Awareness or not.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Spectral Weapon	1	Weapon	T	0	1	—	Ignore Armor

Cost: 10 Limit: 10