

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	11	8	13	12	13	1	2	12



Classes

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.

Rogue. Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains **Knockdown**.

Traits

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

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

Skills

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.

Follow Up. If an enemy model disengages from this model, this model may move up to its halved SPD value towards the disengaged model.

Taunt. When this model performs a Movement, it may force enemy models with LoS to this model or within whose awareness this model enters, to perform an INT roll. Every enemy that fails needs to declare a Reaction.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Sword	1	Weapon	T	1	STA	1	—
Arcane Lantern	1	Accessory	T	—	—	1	The wearer gains Vigilance. Shrouded and Intrigue States within the Wearer's Awareness are canceled.
Dagger	1	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.

Glossary

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.

Crouched. State. The model gains +2 DEF against Ranged Attacks but cannot move or make Ranged Attacks.

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

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

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

Knockback 3. On hit, the target is pushed directly away from the attacker by 3 inches.

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

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).

Throwing. An Item with this trait enables a Ranged Attack with RCH equal to the user's T. The STK value can be up to the Quantity of the Item. Upon use, remove QTY of the item equal to the STK, even if the Attack is unsuccessful. If the Attack incapacitates or kills the target model, you can recover the Item by making Base Contact with the target.

Vigilance. This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

Spellcrafts — Art of Enchanting (Level III)

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.
Featherlight	II	Air	Spell, Enchantment / Ranged	—	16	1	Target gains +2 SPD.
Melting Touch	II	Fire	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor; Burn 1.
Mirror Bubble	II	Water	Spell, Enchantment / Ranged	*	10	1	When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.
Spectral Blade	II	Elder	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor and Stagger
Flameskin	III	Fire	Spell, Enchantment / Ranged	*	16	1	A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.
Hasten	III	Elder	Spell, Enchantment / Ranged	—	16	1	During the Strategic phase, the enchanted model may perform a Normal Movement and then remove the enchantment.
Ice Shield	III	Water	Spell, Enchantment / Ranged	—	16	1	When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.
Protective Currents	III	Air	Spell, Enchantment / Ranged	—	16	1	Attacks at the enchanted model suffer -4 attacking modifier. If the enchanted model is Hit, this Enchantment is removed, but all enemy models within 3" of the enchanted model suffer a Hit with Knockback 3, but no damage.

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.

Cost: 18 Limit: 2