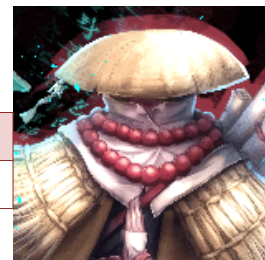


# Scholar of the True Word · Empire of Soga · Neutral · Eldfall Chronicles



| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | 2   | 5   | 12  | 12  | 8   | 13  | 10 | 13 | 1   | 2  | 16 |

## 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.

**Mystic.** Mystics must use the M value instead of the INT value when casting Spells.

## Traits

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

## Spellcrafts — Invocation (Level III)

| Spell                    | Lvl | Element | Type                         | PW | RCH            | STK | Effect                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|--------------------------|-----|---------|------------------------------|----|----------------|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Overgrowth</b>        | I   | Earth   | Spell, Enchantment / Ranged  | —  | 16             | 2   | Target gains +3 T.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Regrowth</b>          | I   | Earth   | Spell, Enchantment / Ranged  | —  | 10             | 1   | Target gains Regeneration I. Whenever a model regains 1 HP with this spell, the spell ends.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Natural Fortitude</b> | II  | Earth   | Spell, Enchantment / Ranged  | —  | 16             | 1   | Target gains Resistance I Spells                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Stone Skin</b>        | II  | Earth   | Spell, Enchantment / Ranged  | —  | 16             | 1   | Target gains +3 ARM.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Greater Cure</b>      | III | Earth   | Spell, Healing / Ranged      | —  | 16, Circular L | 2   | Removes Bleeding, Blinded, Confused, Crippled, Petrified, Poisoned, Slowed, Weakened, States from allied models within the AoE.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Primordial Word</b>   | III | Earth   | Spell, Transmutation / Melee | —  | 0, Circular L  | 1   | Targetless. During the Resolution Step (after all movements are performed) Summoned, Undead, and models with the Profane or Divine Element affected by the AoE suffer 1 Wound and must be moved into base contact with the outer edge of the AoE (caster's choice). When a model with the Profane or Divine Element enters the AoE or spends an AP within it, that model suffers 1 Wound during the resolution Step. Undead I and Summoned models cannot enter the AoE. Only one Primordial Word AoE may be on the field per caster. If the caster moves outside the AoE, this spell is removed from the field. |

## Inventory

Inventory space: 5

| Item                | Qty | Cat.   | PW  | RCH | STK | WGT | Effect |
|---------------------|-----|--------|-----|-----|-----|-----|--------|
| <b>Monk's Staff</b> | 1   | Weapon | T-2 | 1   | STA | 1   | —      |
| <b>Short Sword</b>  | 1   | Weapon | T   | 0   | STA | 1   | —      |

## Glossary

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

**Greater Cure.** Removes Bleeding, Blinded, Confused, Crippled, Petrified, Poisoned, Slowed, Weakened, States from allied models within the AoE.

**Natural Fortitude.** Target gains Resistance I Spells

**Overgrowth.** Target gains +3 T.

**Primordial Word.** Targetless. During the Resolution Step (after all movements are performed) Summoned, Undead, and models with the Profane or Divine Element affected by the AoE suffer 1 Wound and must be moved into base contact with the outer edge of the AoE (caster's choice). When a model with the Profane or Divine Element enters the AoE or spends an AP within it, that model suffers 1 Wound during the resolution Step. Undead I and Summoned models cannot enter the AoE. Only one Primordial Word AoE may be on the field per caster. If the caster moves outside the AoE, this spell is removed from

the field.

**Regrowth.** Target gains Regeneration I. Whenever a model regains 1 HP with this spell, the spell ends.

**Stone Skin.** Target gains +3 ARM.