

Blighted Riftspawn, Tier V · Neutral · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Epic	3	4	16	13	8	8	8	18	4	16	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 (Element). This model cannot suffer Effects from (Element) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Element) Spell Damage.

Menacing III. Models with LoS to this model suffer a -2 M modifier for every level of this ability.

Resistance (All Damage). Power of a Hit dealt to this model by an Attack with the (All Damage) Type or Trait is halved.

Undead II. It may voluntarily pass or fail M rolls (except in the case of a Confrontation). If a leader with this Trait becomes Incapacitated or Dead, it can still use its Stratagems.

Unstoppable. If the target of an Attack Action is smaller than this model, Confrontation among these models does not occur for that Attack Action. Successful Attack Rolls from one model do not block the other's.

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.

Inventory

Inventory space: 10

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Raging Trash	1	Weapon	18	2	2	2	Stagger, Sweep II
Blighted Relic Blade	1	Weapon	18	4	1	1	Armor-Piercing, Cleave, Poison II, Sweep I
Profane Arc	1	Weapon	T-4	AOE: Spray L	1	0	Armor-Piercing, Weakening

Special

Riftspawn is immune to the effects of States and Environments. Its Attacks always hit if models do not Dodge successfully. It does not cause the Engaged State.

Glossary

Armor-Piercing. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

Cleave. If a model suffers at least one Wound with this Trait, it automatically suffers another Wound.

Dead. A Dead model's Hitbox becomes the size and volume of its base. A Dead model cannot receive Activation Points and cannot perform Activations nor Reactions. Unless Stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items etc. Unless stated otherwise it is ignored for all impacts like scoring in Quests, (Ranged) Friendly Fire, etc. and does not obstruct Movement, but a model may not end their Movement on top of a Dead model. When a model enters Dead State, it retains its other States. Unless specified otherwise, a Dead model cannot regain HP.

Incapacitated. When a model's HP reaches 0, it becomes Incapacitated and immediately enters the Crouched State. The model retains all other States. An Incapacitated model cannot receive Activation Points and cannot perform Activations nor Reactions. (Note: If it had remaining Activation Points at the time when it became Incapacitated, it keeps them until the End Phase of that turn). This State is canceled if the model regains at least 1 HP. If a model enters the Incapacitated State due to an effect but has more than 0 HP, the State is canceled during the model's next Strategic Phase. When canceled, the model may voluntarily cancel Crouched. An incapacitated Leader cannot use Stratagems. An already Incapacitated model that would suffer another Wound automatically becomes Dead. Unless stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items, etc., and is ignored for all impacts such as scoring in Quests and Ranged Friendly Fire. They are still hit by Attacks, like AoEs or Sweep Attacks.

Poison. STRONG POISON; If a model suffers a Wound with this Trait, it becomes Weakened and Poisoned (States).

Stagger. A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). This Trait does not affect models two or more Sizes larger than the attacker.

Sweep. On a successful Attack roll, this model's Front arc becomes 360° for the remainder of the Activation Sequence. All models within this model's Melee RCH and LoS suffer a Hit.

Weakening. If a model suffers a Wound with this Trait, it becomes Weakened (State).