

Water Elemental, Tier III · Neutral · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Gigantic	2	4	14	14	14	8	8	14	2	5	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. This model cannot be affected by the following Traits: Stagger, Vampirism, Mindgame. It cannot be affected by the Charm or Toxic Environment. It cannot enter Bleeding, Poisoned, and Weakened. If the model's HP reaches 0, it is removed from the field.

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

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

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.

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.

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

Resistance (Burn) II. Hits and related Effects dealt to this model by an Attack with the (Burn) Type or Trait are negated.

Skills

Regeneration. During its Strategic phase, this model may regain 1 HP and cancel the Bleeding, Weakened and Crippled States.

Spellcrafts — Wellspring (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Wellspring	I	Water	Spell, Wellspring, Ranged	—	16, AoE: Circular S	1	Targetless. The casting can automatically succeed if the caster voluntarily suffers 1 Wound. The AoE area becomes a Shallow Aquatic environment. When casting a Water Conjuraton Spell, a creature can be summoned in this area.

Inventory

Inventory space: 2

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Water Tentacle	1	Weapon	10	AoE: Spray S	2	—	On hit, pull enemy 3" closer.
Ice Pick	1	Weapon	18	1	1	—	User gains +3 OFF, Stagger. Once per Attack, the user may re-roll the Attack roll.
Tidal Wave	1	Weapon	10	AoE: Spray L	1	—	Knockdown.

Special

Everflowing: This model cannot become Engaged. When attacked, it may move for 2" in any direction at the end of Resolution Step. 4" around this model is Shallow Aquatic Environment.

Glossary

Bleeding. A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Charm. When an enemy model declares Reaction against this model, it must first perform an Intellect roll. If it fails the roll, it may not declare any Normal Action other than Nothing until the end of the Activation Sequence.

Knockdown. A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.

Mindgame. A Dodge against an Attack with this Trait uses INT instead of AG. If a model suffers a Mindgame Hit with PW, it rolls INT instead of making a Damage Roll. On a failed roll, the model suffers damage.

Poisoned. A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.

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.

Targetless. When in the Active role, an Attack with this Trait does not require a model as a target. Instead, the target can be any surface on the field. If the Spell has both Casting Aura and AoE Reach, and the target is a flat surface/ground, then the template must be placed wholly within the Casting Aura.

Weakened. A model in this state has halved Toughness, and -1 Stamina.