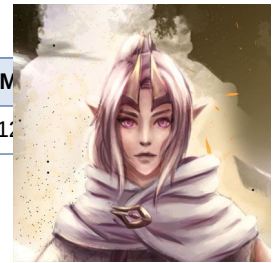


Expeditionary Hierophant · Helian League · Eldfall Chronicles

Size	Classes	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	Mage / Vitalist	2	5	8	8	8	15	11	8	4	1	12



Classes

Mage. When casting a Spell, a Mage may spend an unspent Activation Point to reroll any number of dice. Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent to cover the price of Conjunction-type Spells or some other powerful Spells. When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

Vitalist. Vitalists can cast Healing-Type Spells on allied models that are not in the Incapacitated or Dead state without having to perform a roll.

Traits

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

Skills

Clairvoyance. In the Reactive Role, this model may declare a Reaction using Casting Aura Spells to target enemy models within its Awareness without requiring LoS. It ignores LoS restrictions caused by Environments, as well as the Blinded State and the Surprise Attack Trait of enemy models within its Awareness. In the Active Role, it does not suffer halving modifiers when casting Spells without LoS.

Spellcrafts — Hieromancy (Level IV)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Curative Touch	I	Divine	Spell, Healing / Melee	-	0	STA	The target model regains all HP. In addition, the Weakened, Bleeding, Crippled and Poisoned States are removed from the model.
Purgation	I	Divine	Spell, Healing / Melee And Ranged	-	16	1	- Removes the Weakened and Poisoned states from the target. - Removes any number of Enchantments from the target. - If the target of this spell has the Undead, Affinity (Profane), or Elemental Essence (Profane) trait, it automatically suffers a Wound when hit.
Blinding Light	II	Divine	Spell, Sorcery / Ranged	-	16, AOE: Circular S	STA	Targetless, Models within the AOE become Blinded (state) on Hit until the end of the turn.
Protective Barrier	II	Divine	Spell, Enchantment / Ranged	-	16	STA	If the enchanted model is hit, negate 1 Hit (if there are multiple hits, the player may choose) and remove this Enchantment from the model.
Smite	III	Divine	Spell, Sorcery / Ranged	M	Casting Aura, AOE: Circular L	1	Targetless; Armor-Piercing; Burn 1.
Warding Barrier	III	Divine	Spell, Enchantment / Ranged	*	Casting Aura	1	- To cast this Spell the caster needs to perform the Ritual Action. - Focus - Ranged Attacks with Spell type, targeting models within the Casting Aura, are negated. - Models with Incorporeal Trait within the Casting Aura suffer magical damage of PW equal to the caster's Morale, and must be moved directly away from the caster to the outside edge of its Casting Aura.
Anointment	IV	Divine	Spell, Enchantment / Ranged	-	16	1	The enchanted model cannot be targeted by enemy Enchantments.
Curative Miracle	IV	Divine	Spell, Healing / Ranged	-	16	1	The target model regains all HP. In addition, the Weakened, Bleeding, v and Poisoned States are removed from the model.

Inventory

Inventory space: 3

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Staff of Light	1	Accessory	—	—	—	2	When casting a Divine Spell in the Active Role, the wearer may re-roll 1 die.

Stratagems

Nursing Aura (Authority) — Select up to 3 models. Each may regain 1 HP. If an Incapacitated model is selected, the leader must perform a successful INT roll in order for it to regain a HP.

Spiritual Paragon (Authority) — All models gain +4 M.