Vizier of Conjurations

· Sand Kingdoms · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	8	8	8	16	10	8	0	1	8

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 Conjuration-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!

Summoner. A Summoner can start the game with a Tier II or lower summoned creature in its Awareness area, which could be brought to the field by one of the Conjuration Spells available to them (with no roll nor spending of an Activation Point required). A Summoner may share its pool of Mana Counters with other Summoners in the party. (If the Summoner becomes Incapacitated, its accumulated Mana Counters are discarded.)

Traits

Resourceful II. A model with this trait may receive another 1 additional Upgrade.

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

Spellcrafts — Art of Conjuration (Level IV)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Summon Gargoyle	I	Earth	Spell, Conjuration, Art of Conjuration, Ranged	—	0	—	[Mana Cost (1)], Summon Gargoyle to the field.
Summon Imp	I	Elder	Spell, Conjuration, Art of Conjuration, Ranged	—	0	—	[Mana Cost (1)]; Summon Imp to the field.
Summon Golem	II	Earth	Spell, Conjuration, Art of Conjuration, Ranged	—	0	—	[Mana Cost (2)], Summon Golem to the field.
Summon Earth Elemental	III	Earth	Spell, Conjuration, Art of Conjuration, Ranged	—	0	—	[Mana Cost (3)], Summon Earth Elemental to the field.
Summon Water Elemental	III	Water	Spell, Conjuration, Art of Conjuration, Ranged	—	0	—	[Mana Cost: 3], Summon Water Elemental to the field.
Summon Colossus	IV	Earth	Spell, Conjuration, Art of Conjuration, Ranged	—	0	—	[Mana Cost (4)], Summon Colossus to the field.

Spellcrafts — Wizardry (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Mana Burst	I	Elder	Spell, Sorcery, Wizardry, Ranged	Int	16	1	Stagger
Dispel Magic	I	Elder	Spell, Healing, Wizardry, Ranged	—	16, AOE: Circular L	1	Targetless. Choose one of the following: (1): Remove target Sorcery, Enchantment, Transmutation spell from the field. (2): Remove target summoned creature from the field. (3): Cancel Shrouded State.

Inventory

Inventory space: 3

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Staff of Conjuration	1	Accessory	—	—	—	2	When Wearer summons creatures, it can place them anywhere within its Awareness.

Stratagems

Temporary Bind (Authority) — Summoning Limit of the target summoned creature on the field is reduced to 0.

Refined Conjuration (Authority) — Mana Cost of Conjuration Spells is reduced by 1.

Glossary

Shrouded. While a model is in this state, it is represented on the field by a Shrouded token. A model in this state cannot be a target of Actions other than Perceive (note that Dodge Action does not have a target, so it is a valid Reaction). The Shrouded state is automatically canceled if the model declares a Normal action (other than Nothing) or Special Action. Performing an Attack in this state reveals the model, but grants the Surprise Attack trait to its Attack. The model and its profile that are being concealed by the Shrouded token are considered secret information. The player who controls the model is not obliged to disclose the model's identity and its profile to other players as long as the model remains in this state. Note: Shrouded models retain all of their Skills, Traits, Size, etc.; however, this information is not publicly disclosed. The model has 360° Line of Sight (LoS).

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.