

Djinnborn Marzban · Sand Kingdoms · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	8	8	8	16	12	10	0	2	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!

Sorcerer. In their Active role, when casting a Sorcery-Type Spell, a Sorcerer may reroll up to 1 failed roll.

Traits

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

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

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

Skills

Flicker. When declaring Movement, this model may ignore obstacles and other models, moving in any direction, even vertically. Distance is measured as a straight line between start and end positions. This model cannot end Movement on another model or in scenery. If ending mid-air, place it underneath and test for Fall Damage. Enemies can react if they have LoS to the start or end positions or if this model moves into their Awareness.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Glyph of Protection	1	Access ory	—	—	—	—	This model is always Enchanted with the Arcane Shield Spell. If it is removed, the Spell is re-applied at the start of the next Strategic Phase (any player's).

Special

Set X to Fire, Air, Earth, Water, or Elder for this model's Resistance and Affinity.

Glossary

BURN (X). When a model suffers at least one Wound with this Trait, the attacking player may perform an X amount of Damage Rolls with ARM value 0. Every successful Damage Roll causes the model to suffer a Wound. If this wound causes a model to become Dead (State), the model is removed from the field.

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.

Frostbite. If a model suffers at least one Wound with this Trait, it must perform a single T roll, regardless of the number of Hits. A failed roll causes the model to suffer another Wound.

Ignore Armor. A Hit with this Trait reduces the target's ARM to 0 for the duration of the Damage roll.

Immobilized. A model in this state cannot perform any Movement,Special Movement or Special Action. This state can be canceled with a successful Dodge, which may be performed either with Agility or Toughness. When it declares Dodge, it cannot move or enter/cancel the Crouched state, unless it performs a successful Dodge.

Knockback (X). A model Hit with this Trait is moved from the point where its Movement ended during the Movement step. It is moved for X inches away from the attacker at the end of the Resolution step (exact direction is the attacker's choosing). This Trait does not affect models two or more Sizes larger than the attacker.

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.

Panicked. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.

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.

Stun. A model that suffers at least one Wound with this Trait must perform a Toughness roll. If failed, the model loses all Activation Points (until the end of the turn).

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.

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.

Spellcrafts — Art of Enchanting (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Arcane Shield	I	Elder	Spell, Enchantment / Ranged	—	16	1	Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.
Burning Touch	I	Fire	Spell, Enchantment / Melee/Ranged	★	16	1	Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.
Formless Edge	I	Air	Spell, Enchantment / Ranged	*	16	1	The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.
Cutting Chill	I	Water	Spell, Enchantment / Ranged	*	16	1	Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.

Spellcrafts — Art of Sorcery (Level IV)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Arcane Bolt	I	Elder	Spell, Sorcery / Ranged	Int	16	STA	Critical: Knockdown
Telekinetic Blast	II	Elder	Spell, Sorcery / Ranged	Int -3	AoE: Spray L	1	Knockback 3; Knockdown.
Soul Crush	III	Elder	Spell, Sorcery / Ranged	Int	16	1	Stun, Ignore Armor. If wounded, the target becomes Panicked State until caster's next End phase.
Ignite	I	Fire	Spell, Sorcery / Ranged	INT	16	STA	Burn 1
Flare	II	Fire	Spell, Sorcery / Melee/Ranged	INT	3	1	Sweep II; Burn 2.
Fireball	III	Fire	Spell, Sorcery / Ranged	INT	16, AoE: Circular L	1	Targetless; Burn 1.
Inferno	IV	Fire	Spell, Sorcery / Ranged	INT	Casting Aura, AoE: Circular L	1	[Mana Cost (1)]; Targetless; Burn 3.
Mass Mindbreak	IV	Elder	Spell, Sorcery / Ranged	INT	Casting Aura, AoE: Circular L	1	Mindgame; Stagger; Affects only selected enemy models within the AoE. If wounded, the target also becomes Panicked (State) until caster's next Strategic Phase.
Water Lash	I	Water	Spell, Sorcery / Melee/Ranged	8	16	STA	Knockback 2 (All sizes except Colossal and Epic)
Piercing Stream	II	Water	Spell, Sorcery / Ranged	INT	16	2	(Armor-Piercing([Trait.ARMOR_PIERCING])
Drown	III	Water	Spell, Sorcery / Ranged	INT	16, AoE Circular L	1	Enemy models within the AoE become Weakened on Hit until the end of the turn.
Glacial Circle	IV	Water	Spell, Sorcery / Ranged	13	Casting Aura, AoE: Circular L	1	Frostbite, Targetless By spending 1 Mana, the caster may increase the STK of this Spell by 1. Enemy models within the AoE become Slowed on Hit. Areas within the AoE become Difficult and Dangerous Environments until the caster's next Strategic Phase.

Combat Arts

Metamagic — this model is at Level III

Lvl	Effect
I	Amplified Control: This model's Spell Attacks ignore Cover.
II	Veil of Disruption: The target suffers -3 to its Attack Roll.
III ←	Overchannel: This model may spend up to 2 Mana. It receives +1 STK for each Mana spent.

Stratagems

Arcane Link (Authority) — Each Sorcerer receives 1 Mana.

Arcane Protection (Authority) — Until the next Strategic Phase, whenever a Mage suffers one or more Hits, it may spend 1 Mana to gain +6 ARM for the remainder of that Activation Sequence.

Mana Syphon (Authority) — The Leader may spend Mana from other party members.

Cost: 25 Limit: 1