



When Malekith once again attacked Ulthuan, Eltharion, Warden of Tor Yvresse, was eager for battle. Mounted on Stormwing, he flew to Anlec, where Malekith's force had massed. He knew the Witch King would seek to claim his old throne in the ruined palace, and instead of leading the army in defence of the realm, Eltharion waited inside the ruins. The High Elf force was destroyed and when Eltharion confronted Malekith, the Witch King turned his dark powers on the impetuous Elf, wracking Eltharion with magic. The Witch King tried to force Eltharion to swear loyalty to him by threatening the survivors of the High Elf force. Eltharion refused and Malekith's Executioners beheaded the High Elves who had survived the battle outside the palace.

The broken body of the Warden of Yvresse was returned to Ulthuan, blinded and barely alive. Belannaer tended to his wounds and Eltharion soon recovered, but his mental scars ran deep. Belannaer instructed Eltharion in the ways of the Swordmasters and the skilled Elf learned exceptionally quickly, soon becoming a match for the Master himself. Belannaer gave Eltharion command of the Swordmasters, a task that Eltharion relished.

Once again he met the Witch King, as Malekith's invasion broke through the Dragon Gate and into the Inner Kingdom. The Swordmasters had been ordered to aid the Handmaidens in their duty as guards to the Everqueen. When her forests came under threat, the Swordmasters rushed to the Everqueen's aid, and in the ensuing battle he wounded the Witch King. It was a feat that no mortal had ever achieved, but now Eltharion seeks to destroy Malekith and has taken the fight to Naggaroth. Even the calm words of Belannaer cannot stay his desire, and the Phoenix King has granted this special request. Belannaer holds on to a fragile hope that Eltharion will overcome the bitterness that burns within his heart, but also knows this is a war his pupil must fight on his own.

Eltharion

Eltharion is one of the High Elves' most deadly and respected warriors. He may be taken as a Lord choice in any High Elf army. He must be used exactly as presented here and may not be given any additional equipment or magic items.

The profile given here represents Eltharion in his incarnation as a Swordmaster, after his defeat by Malekith.

	M	WS	BS	S	T	W	I	A	Ld
Eltharion	5	8	6	4	3	3	8	4	10

Cost: 255 points.

Weapons: Eltharion carries the White Sword of Hoeth.

Armour: Light armour

SPECIAL RULES

The White Sword: Eltharion has been taught by the Master of the White Tower of Hoeth, and wields one of the long, two-handed blades of the Swordmasters. Clad in the pure white robes of the Order and cutting through the foe with ease, Eltharion is now called the White Sword by many Dark Elves who have seen him. So great is Eltharion's skill, he can use a number of fighting styles, each of which has a different effect on his rules. At the start of each round of combat, Eltharion must declare which fighting style he is using for that whole round. Note that the White Sword is not a magic weapon, nor is it a normal great weapon. Only the rules listed below apply to Eltharion's attacks.

Way of the Willow Branch: Eltharion's body twists and contorts like a reed in the wind, and his sword deflects incoming blows with astounding speed, making him virtually impossible to hit. Any close combat attacks against Eltharion require 6s to hit, before any other modifications, and regardless of relative Weapons Skills or any other special rules.

Way of the Winter Breeze: Weaving his sword in a bewildering, swirling arc, Eltharion is able to guide his blade through even the most steadfast defence. Eltharion attacks at +1 to hit in close combat.

Way of the Swooping Eagle: Eltharion summons all of his speed and might into a few deadly blows. Eltharion's attacks are resolved at +2 Strength.

Way of the Breaking Storm: Unleashing his speed and strength in a flurry of blistering attacks, Eltharion rains down blow after blow on the enemy. Eltharion gains +2 Attacks.

Great Leap: Eltharion is immensely acrobatic, and is able to jump high through the air to reach his foes. At the start of any round of combat, before attacks are allocated or challenges issued, Eltharion may be moved to anywhere in the same combat (even leaving one unit and joining another, or becoming an independent character). He may not use this to position himself out of combat, or if he is already involved in a challenge.

Lord of Hoeth: In the White Tower, Eltharion is now second only to Belannear himself, and often commands the army of Hoeth. If Eltharion is your General, Swordmasters are no longer a 0-1 choice.

Intrigue at Court: There is no need to roll for Intrigue at Court if you take Eltharion – he is automatically the army General. The only exception to this is if Tyrion is also present, in which case Eltharion will defer to Tyrion's superior battlefield knowledge and skills.

Impenetrable defence: Eltharion's senses and foresight are so keen, he can now react even faster than when he could see, enabling him to predict the enemy's attacks and even deflect incoming arrows. Eltharion has a 5+ Ward save to represent this, and in addition, Killing Blow has no effect on Eltharion (simply treat To Wound rolls of 6 as a successful wound).

Psychology: Eltharion *hates* Orcs and Goblins and Dark Elves, but is otherwise Immune to Psychology. Any unit of Swordmasters joined by Eltharion becomes *stubborn*.

The Dark Within: Eltharion is a very troubled soul, and his thirst for revenge can drive him to rash acts. Eltharion and any unit he leads must declare a charge if there is an enemy within range, and can never test to restrain pursuit.

