

THE LIGHT OF ELTHARION

Eltharion has no physical form, only a spiritual essence given uncanny strength through Teclis' magic. An ancestor of the Lumineth race, his avenging spirit is a puissant warrior and an inspiring hero to those aelves who witness his shining light.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fangsword of Eltharion	1"	4	2+	3+	-3	D3
Celennari Blade	1"	2	2+	3+	-1	D3

DESCRIPTION

The Light of Eltharion is a named character that is a single model. He is armed with the Fangsword of Eltharion and the Celennari Blade, and he wears Spirit Armour.

ABILITIES

Celennari Blade: *This blade was forged by Teclis using Celennar's scryer-stone ores. The lunar gem in its hilt allows the bearer to predict where an opponent will be most vulnerable.*

At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of this model. If you do so, add 1 to the damage inflicted by successful attacks made with this model's Celennari Blade that target that **HERO** in that phase.

Fangsword of Eltharion: *The original Fangsword was a powerful heirloom of Eltharion's mortal dynasty. The incarnation of the Fangsword wielded by the Light of Eltharion is crafted from sunmetal and has a solar jewel in its hilt, making it even mightier than the sword whose legacy it propagates.*

Add 1 to wound rolls for attacks made with this model's Fangsword of Eltharion if this model made a charge move in the same turn. In addition, if the unmodified wound roll for an attack made with this model's Fangsword of Eltharion is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, HERO, LIGHT OF ELTHARION

Searing Darts of Light: *Darts of brilliance hurtle from the Light of Eltharion's outstretched fingers, shooting through nearby enemies.*

In your shooting phase, you can pick 1 enemy unit within 18" of this model that is visible to them and roll a dice. On a 1, nothing happens. On a 2-4, that unit suffers D3 mortal wounds. On a 5+, that unit suffers D6 mortal wounds.

Spirit Armour: *Instead of protecting a body of flesh and blood, this armour houses the undying spirit of the mighty warrior Eltharion. Though animated by the Light of Eltharion, it is essentially hollow – even a penetrating thrust may simply pass through the glowing form within.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model. In addition, halve the damage inflicted by attacks made with missile weapons or melee weapons that target this model (rounding up).

Supreme Swordmaster: *The Light of Eltharion is a consummate warrior and one of the greatest swordsmen of all time.*

Ignore negative modifiers when making hit rolls for attacks made by this model. In addition, if the unmodified hit roll for an attack made by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITY

Unflinching Valour: *The Light of Eltharion can communicate telepathically with the warriors of the Lumineth Realm-lords, instilling them with his own dour certainty and unwavering courage.*

You can use this command ability at the start of the battleshock phase. If you do so, pick 1 friendly model with this command ability. Until the end of that phase, all friendly **LUMINETH REALM-LORDS** units wholly within 24" of that model are treated as having a Bravery characteristic of 10.