

LORD OF AENARION

by GAV THORPE



In distant centuries, just over four and a half millenia before the founding of the Empire, the Elves were engaged in a constant war with the powers of Chaos. During that time the first Phoenix King Aenarion walked through the cleansing fires in the Temple of Asuryan and founded the order of High Elven civilisation as it is understood today.

During his reign there was a time when the wife of Aenarion was slain and he believed his children were also killed. Stricken with grief he went to the Shrine of Khaine, the god of murder, and drew the Sword of Khaine from the altar stone

of the Shrine. His friend and advisor Caledor, who prepared the vortex that draws the winds of magic through Ulthuan, prophesied that Aenarion would be eternally tainted for drawing the weapon of such a dark god. Aenarion cared little for his life or his soul and used the sword in battle, slaying many daemons and other vile servants of Chaos.

Aenarion went on and the rest of his history is told in the Elven Book of Days, until the time he returned mortally wounded to the Shrine of Khaine and drove the sword back into the altar before disappearing forever.

Caledor was not wrong in his prediction, touching the blade of Khaine was to affect the lives of Aenarion's kin and descendants to the present day. The Sword of Khaine is both holy and cursed, being a relic of such a twisted god. The Sword's power touched the soul of Aenarion, and all those who share his blood.

The story now shifts to the Old World of the present day. There are those of High Elven birth that still wander the lands of the Old World battling against the ancient evils that they have forever opposed. Many of them are exiles from Ulthuan and they trace their families back to the realm of Tiranoc, which was sunken during the Sundering and the great battles with the Dark Elves. Of these folk, who call themselves the Dispossessed, there are few who would consider themselves worthy to be Lords over people with such noble blood. However,

the exiles do owe allegiance and fealty to a few select individuals, the Lords of Aenarion who can trace their lineage to the first Phoenix King himself.

Unlike human and Dwarf Lords, the Lords of Aenarion lay no claim to a particular territory or title. They do not need to argue their rank with each other and their station in the hierarchy of the Elves is shown by their demeanour and appearance. They are the fairest Elves in the Old World and are of such nobility of blood that there is a palpable aura of greatness that surrounds them. The Lords of Aenarion are divided in purpose. Some wish to claim back what is theirs from the Dwarfs, seeking out ancient Elven treasures that have been leant to the Dwarfs for safe keeping and lost or stolen. They hope to use these regained treasures to forge a new life back on Ulthuan. Others are more militant and wish to return to Ulthuan and one of their number take his rightful place as the Phoenix King of the Elves. The High Elves of Ulthuan are very wary of the Lords of Aenarion, and treat them with the utmost respect, though they are never happy if one of the Lords decides to leave the Old World to visit Ulthuan.

The sympathies in Ulthuan are divided, some believing that the time of Aenarion has passed and so the Ascendancy of other houses is true and proper. Others feel for the Dispossessed, having lost much themselves over the millennia. What neither side wishes for is another Sundering, with the Lords of Aenarion fighting against the Elves of Ulthuan for rightful reign. That would be a killing blow to the Elves as a race and would spell the end of their time in this world.

As descendants of Aenarion they are also known as the Thiakhaine, meaning 'Cursed of Khaine'. Some of them are possessed by part of Khaine's spirit, that was unleashed when Aenarion wielded the Sword of Khaine. They are known by the other races of the world as Revenant Knights. A Revenant is one who returns from a long absence and is usually applied to spectres, Wights and similar

creatures of a magical nature that have risen from the grave. To Dwarfs and humans the Lords of Aenarion are indeed mystical, they move with unparalleled grace, disappear into the mountains and wilderness for years and then suddenly return, in battle they are awesome warriors. The Lords of Aenarion are the secret guardians of the Old World. They quest far and wide, searching for evil things and Chaotic manifestations. Wherever they find the enemy they strike, the rage of Khaine overcomes them and they deal righteous vengeance upon the despoilers of the world.

The Lords of Aenarion despise all evil and Chaotic creatures and take every opportunity to hunt them down. The Lords of Aenarion sometimes travel far abroad to Albion, the Southlands, Araby and even Cathay. There are none that can bar the way of the Lords of Aenarion, and all creatures of evil disposition flee from their path or die. Many of the Lords of Aenarion even make forays deep into Naggaroth itself. They steal into camps and slaughter the Dark Elves in their sleep. They appear at some landing site after the Dark Elves return from raiding Ulthuan and dispatch the battle and travel weary army with only a few followers. They are the bane of the Dark Elves and their hatred for them is unparalleled by any other enmity in the world.

The Lords of Aenarion do not carry the curse of Khaine easily, and they are constantly driven to action and war, there is no time for them to make peace or to appreciate the finer things of life like comfort and family. They appear as cold and hard living statues that can only sense life and see the world through a red haze. They never remove their armour except under the most private conditions, and once they draw their weapons they cannot sheath them until they have drawn blood. In many backwards and poor parts of the Empire there are villages with shrines dedicated to a Lords of Aenarion, as the simple folk see the incarnation of Khaine passing

through like a thunderbolt, on some deadly and urgent errand.

To the Lords of Aenarion life seems bland and colourless except when they are in battle. They cannot walk through a market and appreciate the smells and tastes, or the playful melodies of music that drifts on the air during a festival. They eat for sustenance and do not enjoy their food, they drink only to quench their thirst, and they only marry to provide themselves with an heir. They cannot love, they can only hate. They cannot defend, they can only attack. They cannot retreat, they must go onwards forever.

The worst aspect of the curse of Khaine is the self-awareness that it leaves the Lord of Aenarion with. The Curse of Khaine grows stronger, especially in the Elves of the Dispossessed, as the Lord of Aenarion gets older. In fleeting lucid moments he can remember what it was like to laugh, and enjoy life. He remembers the warmth of sunshine on his face and the crisp smell of spring. Some of the Lords of Aenarion quest for an ending to the curse, delving within the deep forgotten dungeons and Dwarf-holds. They search for some item that will nullify the curse, or a lost shrine that will ease the burden on their soul. This group of Lords of Aenarion constantly return to the Shrines of Asuryan in the Elven quarters of the Old World, praying for deliverance from the darker half of their spirit. Others just seek death, like the Slayer cult of the Dwarfs. They march off to the Chaos Wastes and never return, or they use stealth to get into Naggaroth and declare their hatred in the blood stained temple of Khaine.

Others, more deeply affected by the curse, wholly embrace the lifestyle they have been dealt by fate, and revel in the rush of glory while in battle. They visit the few shrines to Khaine that are in the Old World, places which are abhorred and shunned by all other folk. To the High Elves Khaine is not a pleasant god, no matter how necessary. They must fight the evil of the world and therefore

they need a spiritual anchor to guide them through their warrior lives. The Lords of Aenarion tend the shrines and offer up prayers to give them greater prowess in battle. They meditate within the shrine and allow the essence of Khaine to flood their mind and body. When they are finished they shut off the power raging within them, ready to unleash it during the next battle. Lords of Aenarion wholly dedicated to Khaine are some of the most awesome fighters in the world, but their lack of control makes them almost as dangerous to allies as they are to the enemy.

Worshipped by some, despised by many, feared by most, Lords of Aenarion always make an impact when they arrive at a settlement. Their armour is burnished to a glistening shine, their height making them stand head and shoulders over the tallest human. Their arrogance and harsh words anger many, and they are unrepentant if they deal brutally with people of less breeding. Even the few High Elves who live in the larger towns and cities do not wholly trust the Lords of Aenarion, they know nothing about their designs or who they consider their enemies.

STARTING AS A LORD OF AENARION

You may start as a Battle-level 1 Lord of Aenarion instead of one of the Warriors in the Warhammer Quest boxed game. Follow all of the normal rules for creating a new character as detailed in the Warhammer Quest rulebook. You will need to make a Warrior Counter.

BASIC STATS

Wounds	1D6+5
Move	6
Weapon Skill	4
Ballistic Skill	5+
Strength	3 (4)
Toughness	3 (5)
Initiative	4
Attacks	2
Pinning Roll	6+
Will Power	2

BATTLE TRANCE

The Curse of Khaine turns the Lord of Aenarion into an awesome Warrior, making him faster and stronger than normal. However, while in such a frenzy the Lord of Aenarion finds it hard to tell friend from foe, and needs to make a strong effort to come out of his battle-trance. To represent this, at the start of every Power phase that Monsters are on the board draw one of the special Battle Trance counters and place it, red side up, next to the Lord of Aenarion's Warrior card. While he has a Battle Trance counter red face up, the Lord of Aenarion gains the benefit shown on the counter. Over several turns you will build up counters, all of which apply. If the Lord of Aenarion draws the Skull counter he must immediately make one attack against every Monster or Warrior in an adjacent square, using all of the normal rules, and may do nothing else for the remainder of the turn. After resolving the Lord of Aenarion's attacks for drawing the Skull, place all the counters back into the mug. This continues until the combat is over.

When all the Monsters in a combat are killed, turn all the Battle Trance counters that are already next to the Lord of Aenarion's Warrior card so that they are blue face up. The Lord of Aenarion suffers these penalties while they are in play. He may discard one counter of his choice in each subsequent Power phase. If a Monsters appear while the Lord of Aenarion still has blue counters in play, he may not draw any new counters until he starts a turn with no blue counters next to his Warrior card.

Example. The Lord of Aenarion has already drawn the +1 Toughness and +1 To hit counters, and draws his counter for the third turn, picking out the Skull counter. He resolves his attacks on adjacent Warriors and Monsters and at the start of the next turn he places all of his Battle Trance counters back in their mug.

Later on in the same combat the Lord of Aenarion has the +1 Toughness, +1

Attack and +1 Strength counters in play. That turn all the Monsters are finally killed and the Lord of Aenarion flips his Battle Trance counters over to their blue side in the next Power phase, showing that he is at -1 Toughness, -1 Attack and -1 Strength. He may discard one of these in each subsequent Power phase, and may not draw a counter (red face up) until all the blue face up counters are discarded.

ADVANCED RULES

BLOOD POINTS

To represent the mental inclination of a Lord of Aenarion he has a number of Blood points. These show how strong the curse of Khaine is affecting him. This is usually described as following one of two paths. If the Curse of Khaine is strong and you have a positive number of Blood points, you are said to be following the Path of Khaine. If you have been successfully fighting against the Curse of Khaine you are on the Path of Asuryan. As he embraces the curse his number of Blood points will increase, as he tries to find peace with Asuryan his Blood points will decrease. If he accumulates sufficient Blood points he becomes wholly encompassed within the Path of Khaine and loses all of his own self-control and willpower. If he gets a sufficient number of negative points he manages to lay the Curse of Khaine to rest and will be able to lead a normal life.

The most common ways of gaining Blood points is through killing opponents and praying at the Shrine of Khaine. You should keep a separate record of the gold you earn from killing monsters. Every time you finish a dungeon and have earned your Battle-levelx 1,000 or more gold from killing monsters you gain +1 Blood point.

The most common way of losing Blood points is by praying at the Shrine of Asuryan. Also, every time you have an Uneventful day in a settlement, roll 1D6 and add your Willpower. On a roll of 7 or more you may deduct -1 from your Blood

points. Every time you have an Uneventful week while journeying from a dungeon you may lose a Blood point on a roll of 4, 5 or 6 on a D6. This represents the Lord of Aenarion using the uninterrupted solitude and peace to combat the Curse of Khaine.

LORDS OF AENARION AND EVENTS

The Lord of Aenarion will not suffer anybody to hinder him in his mission. In any confrontational Event (such as Bandits, or Duel) roll 1D6 before resolving the event. On a roll of 6 the Lord of Aenarion is overcome by the spirit of Khaine and slays the attackers, treat the Event as if you had rolled a 6 or resolved it as successfully as possible. Lords of Aenarion are totally oblivious to the plight of others, and never have to give money or items to beggars, storm stricken peasants and the like.

LORDS OF AENARION IN SETTLEMENTS

Whenever a Lord of Aenarion enters a Settlement roll on the following chart to see what reaction he gets from the inhabitants.

Reaction Table

2D6 Result

2 As the Lord strides up to the gates of the town, he finds them barred against him. He is not allowed to enter the settlement, and the other Warriors are banned with him. They may not visit the Settlement and must start the next adventure immediately

3 The Lord of Aenarion finds the distasteful sprawl of humanity disgusting. He may only spend one day in the settlement, and he must try and visit the Elven Quarter on the day he is there. He need not roll for any settlement events there, as his grim mood causes everybody to keep their distance.

4 The townsfolk crowd the streets and hurl abuse as the Lord of

Aenarion arrogantly glares at the hovels around him. He sneers at a deputation of men that make their way towards him. They tell him to leave but he argues that he needs supplies and his money is as good as any. The council relent slightly, the Lord of Aenarion may only spend 1D6 days in the Settlement before he is forced to leave.

5 The suspicious locals do not want anything to do with you. There is no need to roll for settlement events, but roll 1D6 when you wish to enter a location other than the Elven Quarter. On a roll of 1 it is closed and you are turned away. You may only attempt to visit a location once per stay in the Settlement.

6-8 The people take you for any other High Elf, and this offends you, however you stay your tongue and conclude your business as normal.

9-10 You are greeted as a the great and noble hero that you are, and the townsfolk throw a celebration in your honour. No locations or stores will be open for the next 1D6 days, but during that time you are told a lot about your next destination; local rumours, gossip and similar news. You gain +1 Luck point for the next dungeon.

11-12 The townsfolk offer you a free run of the town and an honorary position on the ruling council. Though the upstart aristocracy of the area are tedious and uncouth, their contacts with the local traders comes in very useful. All items bought by you or the other Warriors while in this settlement cost 10% less than their normal price.

While in a settlement the Lord of Aenarion may visit the following locations; Weaponsmith, Animal Trader, Armourer, General Store.

THE ELVEN QUARTER

The Lord of Aenarion may make a visit to the Elven Quarter of the settlement. Roll as usual to see if there is one, and if you

find an Elven Quarter roll 1D6 and add your number of Blood points. Look up the result on the following table

1D6+Blood points

-9 or less As the subtle magic of the Elves permeates your body, you feel a great shadow lift from your mind. As an experiment you try to find anger within your heart, but there is none there for the moment, though you know it will return all too soon. You immediately gain a Training point, just as if you had gone up a level. Roll on the training table now.

-8 You feel light on your feet and your vision of the world clears for a while. You may deduct -2 from the dice roll if you pray at the Shrine of Asuryan during this visit.

-7 Your raging soul is calmed for a while and the inner peace you seek is given to you for a short while. If you pray at the Shrine of Asuryan during this visit, you may deduct -1 from the dice roll.

-6 The Elves around you recognise you for what you are, and they see that you are trying to break the Curse of Khaine, so moved are they that they try to aid you. Roll 1D6. On a roll of 2 or more you may deduct -1 from the dice roll if you pray at the Shrine of Asuryan while in this Elven Quarter. On a roll of 1 the interference of the other Elves angers the dark side of you and you lash out at them. You are immediately banned from the Elven Quarter, roll 1D6, on a roll of 1 or 2 they also manage to get you thrown out of the settlement as a whole.

-5 As you see the Elves around you, you are suddenly struck with overwhelming grief and self-pity. Roll 1D6 and add your Willpower, if you score 6 or less you flee the Elven Quarter, unable to contain the sudden rush of sadness. If you roll a 1, before any modification, you flee the settlement entirely. On any other roll your iron hard mind stops the sadness and you may continue as

normal, though you must add +1 to your Blood points total.

-4 While you walk around the settlement, the petty activities and lives of the other Elves disturbs you. You must roll 1D6 and add your Willpower, on a roll of 6 or less add +1 to your Blood points total.

-3 The Other Elves see you hesitate before you enter, and they guide you in. The first thing you must do while in the Elven Quarter is visit the Shrine of Asuryan.

-2 As you pace slowly into the area, your eyes sweeping the buildings and people that make a mockery of the once great High Elves, you feel overwhelming anger well up in your heart. You stride to the nearest Elf and grab them by the shoulders and demand to see the lord of the Elven Quarter. Roll 1D6, on a roll of 1 you are dismissed from the Elven Quarter without an audience, add 1 to your Blood points total. On a roll of 2 or more the leader sees you and his pacifying tones make you angrier. Roll 1D6 and add your Willpower. On a roll of 7 or more the Lord of Aenarion controls his temper and leaves the Elven Quarter, on a roll of 6 or less he goes into an uncontrollable frenzy, overturning stalls, attacking innocent bystanders and hurling profanities at those around him. You storm out immediately and head off to the next adventure, demanding that the other Warriors accompany you.

-1 to 1 The Elves recognise you but do not try to help or hinder you in any way.

2 The Elves are nervous around a Lord of Aenarion and hesitate when you request something. If you want to buy anything here you must add +1 to its Stock value, making it more likely that the item will not be available.

3 You are greeted coolly by the leader of the Elves in that area and told you may only enter if you first

visit the Shrine of Asuryan. You must spend your first day in the Elven quarter visiting the Shrine of Asuryan.

4 The Elves are distrustful of your intentions in their settlement and escort you everywhere. You must spend your first day visiting the Shrine of Asuryan, and may not attempt to find a Shrine of Khaine in this settlement.

5 The Elves are openly hostile towards you, but none of them dare to openly obstruct you. You will not be able to buy anything in this Elven Quarter but may do anything else as normal.

6 Your approach is intercepted by a deputation from the Elves' leaders, who warn you to stay away from their homes. You laugh coldly and ignore them. Add +1 to your Blood points immediately. You must attempt to find a Shrine of Khaine on your first day in the Elven Quarter.

7-10 You ignore the Elves who live in this settlement and proceed with your plans. You must roll 1D6 each day you are in this Elven Quarter. On a roll of 1 the Spirit of Khaine rises within you and you perceive the other Elves as helpless and unworthy and must add +1 to your Blood points.

11+ The petty Elves of these parts begin to grow tiresome, and you order them away from you. Roll 1D6, on a roll of 1 you must add +1D6 to your Blood points. On a roll of 2 or more you must add +1 to your Blood Points total.

You may spend more than one day in the Elven Quarter. Each day you may visit either the Elven Quarter itself (as written in the Warhammer Quest rulebook), the Shrine of Asuryan or the Shrine of Khaine, although you may only visit each location once per settlement.



THE SHRINE OF ASURYAN.

If you visit the Shrine of Asuryan you must first make a donation of 2D6x20 gold. Roll 1D6 and add your Blood points to the score. Look up the result on the following chart. There is a Shrine of Asuryan in every Elven Quarter.

1D6 + Blood points

-20 or less Asuryan helps you conquer the curse of Khaine once for all, though you must spend the next 1D6 days recovering. You are no longer affected by your Battle Trance, though you may choose to be. You may choose to ignore any future increases to your Blood points total. The power of Khaine is still within you, and you continue exactly as before, except that you now control the power, instead of it controlling you. You no longer have to roll to see what reception you are given when you enter an Elven Quarter. The rest of your life has just begun and the true fight against evil can begin. Congratulations!

-19 to -18 Asuryan grants you freedom from your burden for a short while. During the next Adventure you do not have to flip your Battle Trance counters to their blue side after a combat if you can first roll a 3 or more on 1D6. Also deduct -1 from your Blood points.

-17 to -16 A white light burns into your eyes and soothing voices appear in your mind. You may heal 1 wound for every turn that you do nothing in the next dungeon.

-15 to -14 The soft touch of a hand makes you turn. You see nobody but a small door to an antechamber has opened behind you. Inside you find one randomly determined piece of Objective room treasure. Re-roll any item that you could not normally have.

-13 to -12 A picture of a great artefact is set into your mind. Feeling that this is the gift required by Asuryan to ease your burden, you resolve to recover it and bring it to the shrine. Randomly determine an item of dungeon room treasure (re-rolling any result that indicates gold). If you manage to find this item and give it up at a Shrine of Asuryan you may immediately deduct -1D6 from your Blood points.

-11 to -9 Asuryan sees the efforts you are making, and grants you a short relief from your burden. Roll 1D6, this is the number of times you may replace a Battle Trance counter in the next adventure. Place the counter back in the pot and draw again, you must accept the second counter.

-8 to -6 Asuryan blesses you, making your body stronger. For one turn in the next adventure you may add +1 to your Strength.

-5 to -2 Asuryan grants you the courage to continue in your quest. During the next adventure, you are immune to Fear and Terror for the duration of a single combat.

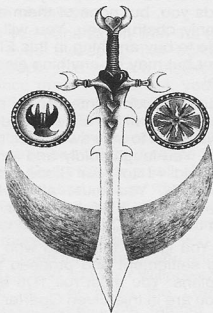
-1 to 2 Asuryan does not think you worthy of his attention.

3 Your presence in his temple offends Asuryan and he strikes you from his holy ground. For the next adventure you are at -1D6 Starting Wounds.

4-6 Asuryan is angered by you, and

your body is wracked with pain as you step across the threshold of the shrine. During the next adventure you are at -1 Strength.

7+ The walls of the shrine tremble, pieces of masonry fall from the ceiling and a great surge of anger rushes through the shrine. You lose 1D3 wounds permanently and are immediately thrown out of the settlement.



THE SHRINE OF KHAINE

The Shrine of Khaine demands a sacrifice before you enter. Roll 1D6, on a roll of 1 you lose 1 wound permanently. Roll 1D6 and add your Blood points to the score. Look up the result on the following chart. There is Location roll of 9 for a Shrine of Khaine, and will only ever be found if there is an Elven Quarter.

0 or less Khaine laughs at your feeble attempts to fight your destiny, and you feel as if your body is enveloped in flames. Roll 1D6 and add your Toughness, if you score 7 or less you lose -1 Wound permanently.

1-6 Khaine is unimpressed by your feeble supplications and ignores you.

7-9 Khaine deigns to grant you a

boon, gain +1 Wound permanently

10-11 Khaine's grip on your soul is strengthened by the encounter, you gain 1 Blood Point and must roll again on this table immediately.

12-14 Your soul is becoming increasingly corrupted by Khaine and your mind is now almost constantly filled with thoughts of battle. Gain +1 Blood point and +1 Weapon Skill permanently

15-17 Khaine's spirit floods through your body and envelops your mind. You are now subject to Frenzy (6+), see the Warhammer Quest rule book for full details. This lasts for the duration of the next adventure.

18-19 You are truly one of the children of Khaine and he devours your soul and steals your self-control. Deduct -1 from your Willpower. The radiance of your allegiance emanates from your eyes and warns all others of your destiny. When you enter an Elven Quarter there is an additional +1D6 modifier on the roll.

20+ You are no longer anything more than an instrument of Khaine's will. You immediately gain a Training point, roll as if you had just gone up a level (see Training). You may no longer interact with people in the normal fashion. You may not enter any settlement at all. Your soul has been lost to Khaine. Only if your Blood points drops to zero or less may you start to act normally. In any turn that there are no Monsters on the board, roll 1D6. On a roll of 1 the Lord of Aenarion is overcome by murderous intent and must attack another Warrior, draw a counter to find out who. He will try his best to kill the Warrior, using skills and Magic Items if necessary. The next turn roll again.

LORDS OF AENARION AND TRAINING

Lords of Aenarion need to go to either the Shrine of Asuryan or the Shrine of Khaine. The Lord of Aenarion must offer a donation to the temple (in other words the money it costs to go up a level) and must spend a week in meditation, weapon practice and prayer. You must spend one day and make a roll on the appropriate Shrine table (see Lords of Aenarion and Settlements section) before you can enter a Shrine to train.

Each time you go up a level you will gain increases to your profile or skills. These vary on whether you are fighting against the Curse of Khaine or are embracing your fate. There are 2 tables of advanced profiles.

When you go up a level you gain a number of rolls on the following table, these are listed under the Training Points column of the advance profiles. When you train look up your number of Blood points. If you are training in a Shrine of Asuryan roll 2D6 and deduct this from your Blood points, if you are training in a Shrine of Khaine you should add +2D6 to the number of Blood points you have. Look up the final total on the table below. You must make one roll for every Training Point you gain for going up to that level.

Level	No. of Training Rolls
2	4
3	5
4	4
5	6
6	4
7	5
8	5
9	4
10	5

TRAINING TABLE

Training type of roll increaseResult

-15 or less. Skill - Iron Resolve.

Your warrior is imbued with a determination and courage that carries through almost any set back or obstacle. Whenever your Warrior has to take a Willpower test he will only ever fail on a roll of a 1. In addition he may add +1 to any Fear and Terror tests he makes.

-14. Profile.

Your warrior gains +D6 Wounds, (re-roll 1's)

-13. Skill - Radiance of

Asuryan.

Your Warrior is surrounded by a palpable aura. In combat this aura wards evil spells and enchantments from him. You Warrior may ignore the effects of a Monster's spell on a 1D6 roll of 5 or more. In addition, Monsters' Magic items will have no special affects on you if you can roll a 6 on 1D6 when you would normally be affected. This does not allow you to ignore armour points, but you could ignore the effects of Venom armour, for example.

-12. Profile.

Your Warrior gains +1 Initiative

-11. Profile.

Your Warrior Gains +1 Weaponskill

-10. Skill - Warning of Asuryan.

Either through lightning reactions, or by mystical guidance from Asuryan, the Lord of Aenarion always seems to be one step ahead of the enemy. When Ambushed, roll 1D6, on a roll of 6 the Lord of Aenarion warns the Warriors and the Monsters do not get their Ambush attacks.

-9. Skill - Wall of Steel.

The Lord of Aenarion's sword speeds to a blur, creating an almost impenetrable barrier in front of him. In a corridor or door way monsters may not pass the Lord of Aenarion, even if they have the

abilities Never Pinned or Fly.

-8. Profile.

Your Warrior gains +1 attack.

-7. Skill - Reaction Strike.

As Barb skill.

-6. Skill - Parry.

As Elf skill

-5. Profile.

Your Warrior gains +1 Luck point.

-4. Skill - Asuryan's Cloak.

When the Lord of Aenarion moves and fights the air around him seems to distort, and tiny stars of light swirl about him. Any Monster attacking the Lord of Aenarion suffers -1 on its to hit roll.

-3. Skill - Blessed Strike.

The Lord of Aenarion calls on Asuryan to rid him of a troublesome foe. He strikes at the Monster with all his force and channels the power of Asuryan through him. Once per adventure your Warrior gains a modifier to his strength equal to his battle-level. (a battle-level 3 Lord of Aenarion gains +3 Strength, for example) which lasts for a whole turn.

-2. Skill - Blade Master.

The Lord of Aenarion is skilled with all types of blade, and his speed and accuracy is unparalleled. Once per turn the Lord of Aenarion may re-roll a missed hand to hand attack.

-1. Skill - Purge.

The Lord of Aenarion is empowered by Asuryan to battle against Chaos. When fighting against daemons or Greater Daemons the Lord of Aenarion gains +1 to hit and +1 Strength.

0. Profile.

Your Warrior Gains +1 Strength.

1. Skill - Rage Master.

The Lord of Aenarion can feel the anger running through his opponents and channels off some of their negative emotion to improve his own capabilities. As

they become more intense and angered, so does the Lord of Aenarion. Whenever your Warrior is attacked by a Monster with Frenzy, the Lord of Aenarion is also subject to Frenzy of the same level. If the Lord of Aenarion is already subject to Frenzy due to praying at the Shrine of Khaine, you may choose which of the two values you wish to use.

2. Profile.

Your Warrior Gains +1 attack.

3. Profile.

Your warrior Gains +1 Strength

4. Skill - Hatred of Khaine.

The Lord of Aenarion grows to despise every creature that opposes him. At the start of every combat roll 1D6. On a roll of 4 or more the Lord of Aenarion Hates all the Monsters for the duration of that combat. See the Psychology section in the Warhammer Quest Roleplay Book for full details of Hatred.

5. Skill - Ignore Blow.

As Dwarf slayer skill.

6. Skill - Blast of Khaine.

The Lord of Aenarion musters his anger and directs it through his weapon. It smashes through the Monsters as a wave of pure anger and force. Once per adventure the Lord of Aenarion may make a ranged attack. The attack has a range of 10 squares and hits automatically. The Lord of Aenarion may even use this skill if he is pinned. The attack has a Strength equal to the number of Lord of Aenarion's Blood points+2D6.

7. Profile.

Your Warrior gains +1 Attack.

8. Skill - Endure.

As Dwarf skill.

9. Profile.

Your Warrior gains +1 strength dice.

10. Skill - Khaine's Armour.

The Lord of Aenarion is surrounded

by a faint red glow, and wounds which would kill lesser beings seem to have no effect on him. The Lord of Aenarion gains the the regenerate (1) ability. See the Bestiary in the Warhammer Quest Roleplay Book for full details of how Regenerate works.

11. Profile.

Your warrior gains +1D6 Wounds (re-roll ones as normal).

12. Skill - Magic Resistance.

Khaine protects the Lord of Aenarion from magic, using his power to thwart the attempts of Magic Users to enchant his disciple. The Lord of Aenarion gains the ability of Magic Resistance (6). You must roll to see if he resists ANY spell cast against him, even if he wishes to be affected by it. The full details of Magic Resistance are in the Bestiary section of the Warhammer Quest Roleplay Book.

13. Skill - Drain Vitality.

The Lord of Aenarion has learnt how to harness the escaping life force of a foe he has just killed. When the Lord of Aenarion kills a Monster roll 1D6. On a roll of 6 he may heal 1D3 wounds.

14. Skill - Khaine's Hand.

The Lord of Aenarion's hand is constantly covered in a film of blood and his arm possesses mystical strength. Roll 1D6 at the start of every turn. Look up the result on the following chart. If the score is equal to or more than shown on the chart then your Warrior gains an extra attack, which is at +2 to his normal strength.

Title	Roll required
Novice	6
Champion	5+
Hero	4+
Lord	3+

15. Profile.

Your Warrior gains +1 Weaponskill

16. Skill - Destructive Blow.

The Lord of Aenarion's training allows his attacks to be aimed at the weakest points in his opponent's armour. The Lord of Aenarion may ignore up to 2 points of armour when he attacks a Monster in hand to hand combat.

17. Skill - Sustained Assault.

As Imperial Knight, except he may only use it with a sword.

18+. Skill - Khaine's Fire.

The Lord of Aenarion summons all of his anger, hatred and inner turmoil and releases it in a devastating series of blows that leaves him physically exhausted. Once per adventure the Lord of Aenarion may use this skill. It gains him +1D6 attacks for 5 turns (roll at the start of each turn.) For those five turns he is immune to Fear and Terror and adds +3 to his strength. After the five turns are up he is at -1 Strength and -1 Toughness for the rest of the adventure.

ROLEPLAYING THE LORD OF AENARION

It may seem at first that there is little depth to the Lord of Aenarion, he's simply a well honed killing machine. However, a Lord of Aenarion does have character traits that show through during his more lucid moments. The most obvious aspect of a Lord of Aenarion's personality is his total arrogance and disregard of other creatures. The most telling point is the Lord of Aenarion's total hatred of Chaos, inherited from Aenarion. His ancestry, lineage and traditions are so set in stone that the Lord of Aenarion does not comprehend any leeway or flexing of his principles and values.

When not in combat the Lord of Aenarion sees the world only in pale shades of grey (metaphorically speaking) and little interests him or can stir him from his almost trance-like state.

In times of battle, on the other hand, the Lord of Aenarion feels more alive and in

tune with the world than any other living being. The adrenal surge through his body turns him into a fantastic fighter, who knows neither mercy nor compassion.

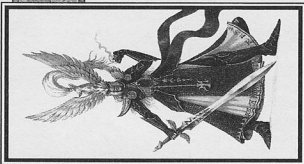
All of this will also depend on how far down the Path of Khaine or Asuryan the Lord of Aenarion is. The further towards Khaine he is pulled, the more horrendous the atrocities he may perform when he loses control of himself. The greater the influence of Asuryan, the more the Lord of Aenarion can maintain control, and during the more peaceful times he may weep at his predicament and feel sorrow for those hewn down while the battle trance has taken him. However he does not reserve this regret for Orcs, Dark Elves, Chaos worshippers or others who deliberately opposed him- only those who were (in his eyes at least) innocent bystanders get such pity.

The Lord of Aenarion's education is closely linked with his heritage and many have led perfectly normal lives before the Curse of Khaine asserted itself. This background gives them a great store of knowledge concerning ancient treasures (especially lost artefacts of Ulthuan) and a deep understanding of widely extinct languages.

The Lord of Aenarion who is recovering from his battle-trance is likely to be withdrawn and unaware of the world. During this state he is very vulnerable to traps, ambushes and other surprises. This is mostly represented by the battle trance counters provided, but negative modifiers should be applied to appropriate tests.

The Lord of Aenarion excels at combat, and combat related skills and tests. Not only is he in prime physical condition, his powers of endurance and determination give him great reserves that allow him to go on when others would retreat and give up. Above all else, the Lord of Aenarion is a tortured soul, and a myriad of factors influence his behaviour, most of them beyond the comprehension of the Warriors who accompany him.

LORD OF AENARION



Wounds: 1D6+5
Move: 6
Weapon Skill: 4
Ballistic Skill: 5+
Strength: 3(4)
Toughness: 3(5)
Initiative: 4
Attacks: 2

Equipment: The Lord of Aenarion has the Talisman of Khaine Equipment card.

Weapon: The Lord of Aenarion carries a Great Sword, which adds +1 to his Strength when fighting, but cannot be used with a shield.

Armour: Phoenix Armour, giving him +2 Toughness.

Pinning: The Lord of Aenarion escapes from pinning on a roll of 6+.

Special Rules

See the main rules in this article for the Lord of Aenarion's special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	4	5

SPECIAL RULES

At the start of every Power phase that Monsters are on the board draw one of the special Battle Trance counters and place it, red side up, next to the Lord of Aenarion's Warrior card. While he has a Battle Trance counter red face up, the Lord of Aenarion gains the benefit shown on the counter. Over several turns you will build up counters, all of which apply. If the Lord of Aenarion draws the Skull counter he must immediately make one attack against every Monster or Warrior in an adjacent square, using all of the normal rules, and may do nothing else for the remainder of the turn. After resolving the Lord of Aenarion's attacks for drawing the Skull, place all the counters back into the mug. This continues until the combat is over.

When all the Monsters in a combat are killed, turn all the Battle Trance counters that are already next to the Lord of Aenarion's Warrior card so that they are blue face up. The Lord of Aenarion suffers these penalties while they are in play. He may discard one counter of his

choice in each subsequent Power phase. If a Monsters appear while the Lord of Aenarion still has blue counters in play, he may not draw any new counters until he starts a turn with no blue counters next to his Warrior card.

Battle Trance counters can be found on the back cover of this issue.

TALISMAN OF KHAINE-CARD.

The Talisman of Khaine is an ornate amulet in the shape of a hand wielding a sword. The power of the talisman lasts for one turn and can be unleashed once per adventure.

During that turn the Lord of Aenarion gains +2 attacks. If he kills a monster he must move into the square it was occupying and continue his attacks. Any Deathblows should be worked out from the square he moves to.