



## ALARIELLE, EVERQUEEN OF AVELORN



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Alarielle is the Everqueen of the High Elves. She can be fielded in a High Elf army and counts as a Lord choice and in addition takes up one of your Hero choices as well. She must be fielded exactly as detailed below, and may not be given any additional equipment or magic items. She can never be the army's General. If her Maiden Guard are included in the army, she must lead the unit and cannot voluntarily leave it.

Ulthuan is co-ruled by the Everqueen, the chosen representative of Isha - the Elven goddess of earth, plants and forests. Alarielle is the name of the ruling Everqueen, and she is said to be the most beautiful to have borne the favour of Isha since the far off days of Astarielle. Where the Everqueen walks, the fields start to blossom and flowers spring forth from the ground. The white birds of Avelorn come to rest on her hand, and her silvery laughter rings throughout the blessed glades of the Gaen valley. Her flowing hair is like a golden cloud, and it is said that so great is her beauty that it can move even the immortal gods. Her power is that of nature itself, so when she mourns the skies weep with her, and when her eyes darken thunder

roars across the Gaen valley.

Alarielle's reign has not been peaceful for her powers were sorely tested when Dark Elf armies and legions of Chaos poured into Ulthuan and overran Avelorn. For a while it was believed Alarielle had perished in the fighting. To the Elves the Everqueen embodies the spirit of Isha, and her loss could presage the destruction of all Ulthuan. In fact she was not slain, but hidden and protected by Prince Tyrion, although her powers were very much reduced whilst those of Chaos were nourished by the slaughter of battle. The power of Chaos grew increasingly greater as devastation swept the land. At last the Everqueen made her way to take part in the Battle of Finuval Plain where Chaos was defeated. The Everqueen and her Maiden Guard were then restored to the land of Avelorn. She dwells there to this day, in the company of her Champion, Prince Tyrion.

### LORD CHOICE: The Everqueen

	M	WS	BS	S	T	W	I	A	Ld
<b>Alarielle, Everqueen of Avelorn</b>	5	4	5	3	3	3	8	1	10

**Points:** 515

**Weapons & Equipment:** Star of Avelorn; The Shieldstone of Isha; Stave of Avelorn.

**Handmaidens:** If Alarielle is with her Handmaidens then the whole unit becomes *Unbreakable*.

## SPECIAL RULES

### High mage:

Alarielle follows all the rules for a High Mage. In addition, she knows all of the High Magic spells, and also all the spells from the Lore of Life and may use either or both in the Magic phase.

### Boon of Isha:

At the start of the High Elf Shooting phase and at the start of the High Elf Close Combat phase, Alarielle may grant the Boon of Isha to a friendly unit within 12". The unit adds +1 to all of its To Hit rolls for that phase. In addition, any shooting or close combat attacks made by the unit count as magical for that phase.

Dogs of War  
 Dwarfs  
 Empire  
 High Elves  
 Hordes of Chaos  
 Kislev  
 Lizardmen  
 Ogre Kingdoms  
 Orcs & Goblins  
 Skaven  
 Tomb Kings  
 Vampire Counts  
 Wood Elves

**Chaos Bane:**

Any Daemonic unit (including Daemonic monsters and characters) that starts the Magic phase with a model within 6" of Alarielle is affected by the aura of law and harmony that surrounds her. Each unit in range suffers D6 Strength 5 hits, that count as magical attacks.

In addition, roll a D6 for each magic item belonging to a model from a Chaos, Skaven or Undead army that is within 6" of Alarielle at the start of the Magic Phase. The model is destroyed on a D6 roll of a 6 (roll for each item separately).

**The Touch of the Everqueen:**

Alarielle does not fight as such, for she is the embodiment of peace rather than war. However, her lightest touch can stun a foe for a moment, disorientating them with a blinding flash of light. Alarielle always strikes first in close combat. If an enemy also has this ability, then the models strike in Initiative order (roll off in the case of equal Initiative values). If Alarielle hits her target, then no to wound roll is made. Instead the enemy model may make no attacks that turn, and any other models attacking it hit automatically that phase. In the case of a mounted model (on a chariot or monster, for example), Alarielle must roll to hit against the highest Weapon Skill, but if she hits the entire model is affected, including any special attacks, impact hits, etc.



## MAGIC ITEMS

**Star of Avelorn:** Enchanted Item - *About her noble brow Alarielle wears a diadem of pure ithilmar into which is set a radiant gem. This was given to the first Everqueen, Astarielle, by Aenarion, and it is said that the gem contains a star from the heavens, placed there by the goddess Isha.*

At the start of the High Elf turn, Alarielle may use the Star to heal a wounded High Elf character within 12". If there are no wounded characters in range, she may use the Star to heal herself. Roll a D6 for each wound lost on the target character, on a roll of a 4+ the wound is restored.

**Shieldstone of Isha:** Enchanted Item - *Upon her breast Alarielle wears a gemstone of unmatched beauty and craftsmanship. As old as Ulthuan itself, the Shieldstone pulse with light and can deflect blows from the enemy.*

Alarielle has a 4+ Ward save.

**Stave of Avelorn:** Enchanted Item - *This is the symbol of the Everqueen, and the icon of her rulership over the land. It is an ancient heirloom, dating back to the time of Aenarion, but now much of its power has gone, drained away by the magical vortex created during the time of the Sundering.*

Once in each High Elf Magic phase, you may choose to unleash one of Alarielle's spells through the Stave of Avelorn. This may be a spell she has already cast that turn. This spell is treated exactly like a Bound spell, and has a power level of 5.

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