

Highborn Elf Mage

Cost to Hire:	45pg
Upkeep:	-
Rating:	23

Highborn Elf Mages wander the world seeking knowledge. If encounter by a well-meaning party, they may agree to join with them temporarily for a small sum. They use the gold to pay for their travel, and will leave to wander again once they have fulfilled their obligations.

Special Rules

A Highborn Elf Mage will join a party for only one skirmish.

Wizard – uses 3 randomly generated spells from the Highborn Elf Rituals (see below).

Sorcery – The Mage has +1 to their casting rolls.

Fey – the Mage has a 4+ Ward Save against Magic.

Equipment

Staff

Warrior Profile

Elf Mage

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	2	6	1	8

Highborn Elf Rituals

1. Divination
2. Shimmering Shield
3. Statue of Light
4. Fleeting Shadows
5. Hunter's Fury
6. Silent Guardian

Divination – Difficulty 6

Cast on self. The Mage can re-roll any of their failed dice rolls until the beginning of their next turn.

Shimmering Shield – Difficulty 7

Cast on self. The Mage gains a 5+ Ward Save until the beginning of their next turn.

Statue of Light – Difficulty 7

Cast on any enemy model within Line of Sight. The model may not move as long as the Mage remains static and alive. The Mage and target can cast spells as normal, but fight in close combat at -2WS (to a minimum of 1).

Fleeting Shadows – Difficulty 8

Cast on self. The Mage ignores the first hit on them in close combat or shooting. When this happens, move the Mage 2" from their current position in a random direction (but not off the edge of anything). All other hits from the same attacker then miss. The spell remains in play until it takes effect.

Hunter's Fury – Difficulty 9

Range 36". Target a single enemy model. The Mage fires D3+1 arrows using their BS, but with no penalties to hit. The arrows are S3.

Silent Guardian – Difficulty 9

Cast on self. If the Mage is attacked in close combat, before resolving to hits, the attacker is attacked with a single WS5, S3 attack. This attack can only be made once per turn. The spell remains in play until another spell is cast by the Mage.