

Aythuin: *Mage Adept of the White Tower*

Aythuin was once a young and proud member of the Elite Swordmasters of Hoeth, but during a training drill his unit encountered a warband of orcs attacking the lands near the white tower. The orcs drew closer and the swordmasters prepared for a fight, vastly outnumbered the elves feared the worst, in fear and anger Aythuin closed his eyes only to see burning orcs. Pushing his fear back once more he opened his eyes only to see the orcs being consumed by a magical flame! Seeing their brothers in arms killed so quickly, the remaining orcs moved swiftly to retreat, the swordmasters had won the day. It was after the battle that the head tutor of the white tower, upon hearing of the mysterious victory of the swordmasters, discovered Aythuin's ability to naturally move the winds of magic.

Aythuin was quickly enrolled as a mageling of the white tower, his abilities increased at an unusually fast rate, until his powers rivaled most tutors! With his exceptional magical skills Aythuin received many honors and gifts of a magical nature, including the horse Jyalith, which he received from Teclis himself!

Aythuin is an adept of the white tower, he cannot be given any extra honors, or magic items and must be fielded with the following statistics and items. Aythuin is a powerful but young hero, thus in battle he assumes two hero slots. All items and abilities are included in his point cost. **Note:** Aythuin **always** rides Jyalith.

	M	WS	BS	S	T	W	I	A	Ld
Aythuin	5	5	4	3	3	2	6	1	9
Jyalith	9	4	0	3	4	2	5	2	7

Points: 300

(265 for Aythuin, 35 for Jyalith)

Armor: Jeweled Bracers of Hoeth

Weapons: Rune Sword of Saphery

Honors: Aythuin has the Channeller and Seer Honors (may use one extra Power Dice for casting and may choose his spells)

Mage Adept

Aythuin is not the most powerful mage, but withholds a great amount of magical skill.

Aythuin counts as a level 2 wizard, and may choose High Magic or any of the eight lores of magic from the Warhammer rule book.

Annuli Root

This root grows on the sides of the annuli mountains and is imbued with magical essence.

At the beginning of battle Aythuin consumes this root focusing a constant flow of magic through him. He gains an extra power dice during his magic phase and an extra dispel dice during any enemy magic phase.

Jeweled Bracers of Hoeth

Aythuïn wears these beautifully crafted jewel studded, leather bracers into battle. It is said that he crafted the bracers himself, or that they were gifted to him by the Phoenix King, but its origins are mainly unknown.

These bracers instill a +6 armor save and a +4 ward save to Aythuïn.

Rune Sword of Saphery

Aythuïn received this rare gift from his former Loremaster when he served under the banner of the swordmasters. This gift serves as a reminder of where he first fought for his people.

With this sword in hand, Aythuïn receives a +1S bonus and is immune to fear.

Jyalith

This is the horse was gifted to Aythuïn by the master wizard Teclis.

In battle Jyalith is counted as a monster with the prior statistics, she also wears ornately crafted ithilmar barding giving her a +5 armor save.