

The Sons of Khaine

Eldar in Inquisitor
by Phil Kelly

Much is known amongst the scholars of the Ordo Xenos about the alien race of the Eldar. The Ordo has extensive files on each of the major Craftworlds of the Eldar, and although recorded instances of war with the Eldar far outweigh those of collaboration, the Eldar are unusual in that they have been known to fight alongside Humanity in pursuit of a common goal. Unlike aliens such as the ferocious Tyranids or implacable Necrons, Eldar can play far more of a role in a game such as Inquisitor; they are far from mindless brutes to be hunted down and killed. The Eldar likely to be encountered in Inquisitor will be warriors and outcasts, following their own agendas and no doubt deeply embroiled in the events portrayed by the tabletop game itself. This article aims to facilitate the usage of Eldar characters in Inquisitor, and covers everything from reasons to include Eldar in the storyline in the first place, to the esoteric weaponry and skills that mark them apart as the powerful and enigmatic aliens they truly are.



That in their presence, for the Eldar are utterly alien to you, but not malevolent Tyranids and such. They are cunning and fickle, attacking without cause or warning. There is no understanding the force is nothing to understand—they are a random force in the universe.

— Imperial Commander Abriel Hume

WHY WOULD AN ELDAR BE INVOLVED IN A GAME OF INQUISITOR?

Part of the appeal of playing Inquisitor is the interaction between radically different characters, and with the length and breadth of the Warhammer 40,000 universe to explore, there are plenty of diverse characters to involve. Perhaps the only real problem we encounter when incorporating one of the more unusual characters is just why they are involved in an Inquisitor's investigations, and this is never more true than with alien characters. After all, the Imperium revolves around xenophobic beliefs. Tolerance is death, even the briefest of contact with an alien can corrupt a person entirely, and any xenos lifeform should be exterminated at the earliest opportunity. As a result, we have plenty of reasons why an Inquisitor band would seek to hunt down and destroy a rogue Eldar.

A trickier question would be the issue of working alongside such an individual. Why would an Inquisitor employ an alien? A character as enigmatic and aloof as an Eldar only exacerbates this problem. After all, Eldar very rarely form anything close to friendship with the comparatively short-lived mon-keigh, who they see as uncouth and unsophisticated, and naturally their condescending attitude wins them few friends in human society. They have little need for the money or technology Humanity could offer in return for their services, and are often sworn to a particular path that leaves little room for working alongside the goals of anybody other than themselves.

THE ELDAR RACE

Lost in the vastness of space the Craftworlds float in utter isolation like scattered jewels upon a pall of velvet. No starlight illuminates their sleek towers. Distant from the warmth of sun or planet, their domes stare into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within live the few survivors of planets abandoned aeons ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns.

It is impossible to say with certainty how many Craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the Craftworlds were built at all.

During the final cataclysm these gigantic space-cities fled, carrying a proportion of the Eldar race to safety and permanent exile. Some Craftworlds survived for hundreds, or even thousands of years before their people faded and died, while others endure to this day. Many floated into the voids and were lost forever in regions of space that remain dark and unexplored. They may be there still, lonely and unheard voices in the wilderness of deep space.

Each Craftworld originates from one of the ancient Eldar planets. Its people are all that is left of a culture of great age and maturity. Over the centuries the Craftworlds' occupants sought out other surviving Eldar amongst the far flung Exodite colonies, and even began to settle new worlds of their own. In this way the paths of Eldar and Mankind met for the first time and humans became acquainted with the most ancient and enigmatic of the galaxy's living races. The names of the greatest Craftworlds were soon heard upon human lips: Alaitoc, Iyanden, Biel-tan, Saim-hann and Ulthwé. All this was many thousands of years ago, yet to this day it is doubtful that more than a handful of humans have ever stepped within an Eldar Craftworld.

So, the natural inclination is for Gamesmasters to use the Eldar as bad guys, as antagonists for the main group of players. But if you fancy using an Eldar character in your warrior band (and with such a beautiful model released this month why wouldn't you?), here's a few reasons why an Eldar character might be involved in an Inquisitor's warrior band to get you started.

THE QUEST

The Eldar is on a personal quest, and needs something, be it a piece of information, access to an ancient library or other resource, or even a priceless artefact, and the Inquisitor has the wherewithal to provide this. The canny Inquisitor is quick to strike a deal; the servitude of the powerful and capable Eldar in exchange for what he seeks.

A COMMON GOAL

The Eldar has sworn to accomplish the same goal as the Inquisitor and his warrior band, be it bringing down a rival Inquisitor, furthering a particular political faction, quashing a rebellion that could spill over to other planets in the system, etc. For the time being at least, it makes sense for the Eldar and the Inquisitor to tolerate each other and work together rather than against each other.

TRUST NOT THE ALIEN

The Eldar character wishes to assassinate a high-standing member of the Inquisition, and has taken the employ of a radical Inquisitor in the hope of learning protocol and ultimately gaining a chance to assassinate his true target through the oblivious actions of his 'master'. This can be a great one to play if you are the Gamesmaster, provided you and the player with the Eldar character do not give too much away with sly winks over the tabletop...

THE GREAT ENEMY

The Eldar work ceaselessly to combat Chaos, especially the works of Slaanesh, in whose creation they played a major part. This is a real gift for Gamesmasters: any time the players come up against the vile machinations of Chaos, you have a ready made excuse to introduce an Eldar into the game. Think about a scenario such as having an Eldar sniper take his shot in the nick of time to pull a captured Inquisitor's fat out of the fire moments before he is sacrificed to some unholy god. As to his motivations, well, that's up to the players to discover.

FUTURE PERFECT

Many Eldar can see the complex paths that the future may take, and often despatch their

forces in order to guide the future along a particular path. In this way, a small application of force in the right place at the right time can stop a war that would kill hundreds of Eldar, or allow the forces of Chaos to gain a foothold on an innocent world. The Eldar character is an agent of a Farseer, and has been instructed either to promote or halt a certain chain of events. Naturally, the Inquisitor is at the centre of these events, and perhaps he himself has a certain part to play if the future is to take the correct path.

THE DEBT

It is not unheard of for the Eldar to come to the aid of Humanity in times of need, and vice versa. The Eldar can be very honourable at times, and despite holding Humanity in contempt, they will generally fulfil an oath sworn to an individual or organisation even if the debt was incurred by one of their forefathers. Likewise, if an Eldar line has in the past provided a major service for a human organisation, an ancestor of the Eldar may well call in the debt, and will take a very dim view of any who intend to renege upon their obligations. If you use this rationale, it is important to ascertain just what the debt is, and also what criteria the debtor must fulfil to cancel it forever.

The Eldar Path

The Eldar are extremely long lived by human standards, commonly surviving for over a thousand years before old age overtakes them. They also live at a pace and pitch of intensity many times greater than even the most talented and determined humans. An Eldar's heart beats almost twice as fast as a man's, his mind processes his thoughts and emotions with baffling speed, and his physical reactions are almost too fast for the human eye to follow. It is this speed and mental capability which make Eldar more different from humans than appearances might otherwise suggest.

It is hard for a human to understand the incredible potential of the Eldar mind. To an Eldar all of life's experiences are available to a heightened degree: the intellectual rewards of study, the exhilaration of battle, the creative impulses of art and music, and every imaginable pleasure of sensation. No creature, not even an Eldar, can taste of such fruits in an uncontrolled or undisciplined way. For an Eldar to yield absolutely to his desires would destroy him, for they have the ability to sate almost any intellectual whim, or to satisfy any



physical appetite. Such was the fate of the ancient Eldar, who succumbed to the temptations of intellectual conceit and physical pleasure, and whose depravities brought about the fall of the Eldar worlds themselves.

The survivors, the Eldar of the Craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life.

The Path of the Outcast

Many Eldar leave their Craftworlds over the space of their long lifespan, and travel the stars in their spacecraft. These solitary beings have taken the Path of the Outcast, one of the many and diverse Paths that the Eldar follow to keep them from the predations of Slaanesh. The Path of the Outcast is possibly the least

inflexible of the Eldar lifestyles; many Eldar assume it purely because they are tired of the strictly enforced traditions of their Craftworld. Alaitoc, a Craftworld noted for the stringency with which it pursues its paths, has an unusually high proportion of these Outcasts. But they have not forsaken the place of their birth; in times of war they will return to their Craftworld and defend it in the role of the Ranger.

Outcasts are invariably strong of mind; those who are not quickly perish. Unshielded by the rigid constraints of a conventional Eldar path, they are dangerously vulnerable to the malign influence of Chaos. Their heightened consciousness is a beacon to the predatory daemons that stalk the Eldar, among their number the Great Enemy, Slaanesh. Outcasts must be exceptionally strong of character to survive, and even they will eventually return to the sanctuary of their Craftworld existence. But if they do not resume a conventional path they are not welcome for long; their unshielded minds could potentially allow a daemonic entity access to the Craftworld, and they distract the young and experienced with their tales of freedom and adventure.

The Outcasts that travel the width of the galaxy often do so in search of Maiden Worlds to settle, the legacy of their terraforming ancestors. Others seek out the worlds of the Exodites, home to the distant cousins of the Craftworld Eldar whose philosophy revolves around the spirit of the world on which they have settled. A few have recourse to contact with Imperial worlds, whether to refuel, fulfil some aspect of a personal quest or to gather

information on the movements of their foes. It is these Eldar that have the most contact with the Imperium, and not all of it is on the battlefield.

Other, less scrupulous Eldar on the Path of the Outcast have been known to assume the role of pirates, raiding merchant vessels and attacking poorly defended settlements. Those successful in this role make quite a name for themselves, and are generally given to a capriciousness that hints toward a dangerous vanity. The self-styled pirate lords of the Eldar are invariably powerful and wealthy individuals, and generally do as they please. Their ostentation and propensity to indulge in illegal activity means they inevitably come to the attention of the Inquisition, and it is not unheard of for an Inquisitor of the Ordo Xenos to lead a full-scale investigation against such a powerful xenos entity.

On the field of battle, the Eldar Rangers are formidable foes. Each possessing a degree of self-reliance and independance that allows them to work weeks ahead of the main Eldar forces, Rangers infiltrate the enemy camp, sow discord and confusion, and even assassinate enemy officers with their long rifles. Consummate marksmen, the Rangers and Pathfinders often resolve an engagement without a single Eldar casualty. It is said a Ranger leaves no trace of his passing, and makes no sound when he moves. In conjunction with their cameleoline cloaks, these formidable stealth skills can render a Ranger practically invisible once he has taken up his position.



Eldar Ranger Characters

Equipment: Rangers are typically very well equipped, carrying all manner of gear that could sustain them in the field for weeks on end. They invariably carry a Ranger Long Rifle and many carry a shuriken pistol for close-quarter fighting. It is highly likely a Ranger would have plenty of Rare and Exotic equipment, and possible that one would have access to an item of Legendary equipment.

Likely pieces of equipment for Eldar Rangers and Pathfinders include: throwing knives, swords, tanglefoot, haywire or plasma grenades, flak or mesh armour equivalents, bio-scanners, rebreathers, synskin, de-tox, motion trackers, and medi-packs.

Special Abilities: Rangers, as with all Eldar, have the Special Abilities: Catfall, Lightning Reflexes, and Nightvision (see below for more details). Rangers also have the skill Camouflage. They cannot be detected by hearing when Sneaking or Crawling.

Depending on the length of time the Eldar has been on the Path of the Outcast, other likely abilities include Nerves of Steel, Deadeye Shot, Scale Terrain, Set Traps (see Exterminatus 2) Quickload, Rock Steady Aim, and Crack Shot.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Ranger	60	90	50	50	95	85	80	85	85
Random	50+2D10	80+2D10	40+2D10	40+2D10	85+2D10	75+2D10	70+2D10	75+2D10	75+2D10
Pathfinder	60	110	65	65	110	95	90	95	110
Random	70+2D10	100+2D10	55+2D10	55+2D10	100+2D10	85+2D10	80+2D10	85+2D10	100+2D10

Designer's Note: As you can see, aliens such as the Eldar can have statistics that exceed 100. This is because the 1-100 scale is used to represent unaltered humans; therefore aliens, daemons and, of course, Space Marines can have statistics that far exceed 100 in your games. Just don't let them become commonplace!

Spirit Stones

The Eldar are a strange and mysterious people who do not speak openly to aliens of their past or of what they see as their ultimate fate. Some humans have made a study of the Eldar and their history, but none have ever glimpsed the whole truth of the terrible fall and even more horrifying fate of that race. It is common knowledge that every Eldar wears upon his breast a shining gem or polished stone. This psycho-



receptive crystal is called a spirit stone or waystone, and is attuned solely to the mind of its owner. Its purpose is to capture the psychic energy of the Eldar when it is released at the moment of death. As such energies carry with them a large part of an Eldar's sense of identity, personality, and memories, it is quite right to think of this psychic energy as a spirit.

If an Eldar's spirit is not captured by his spirit stone it is absorbed into the timeless depths of the Warp, the shadow-realm composed of psychic force. To a human such a fate means nothing, for virtually no human mind is strong enough to retain a sense of consciousness after death – the psychic energy of the human mind being paltry compared to that of an Eldar. Yet to an Eldar to enter the Realm of Chaos as a conscious spirit represents the ultimate horror. In the Warp there is nowhere an Eldar spirit can hide from the Daemons. The nemesis of the Eldar awaits to consume and enslave them for all eternity. To perish in this way is the ultimate fear for the Eldar, so it is little wonder that they always wear their spirit stones.

Eldar Pirate Characters

Equipment: Eldar pirates will have access to Rare, Exotic and Legendary equipment; some even make it their business to deal in such things. They will always carry several unusual pieces of equipment, and will be armed at all times. It is unusual for an Eldar Pirate not to carry a bladed weapon of some sort, this is often a 'ceremonial' power sword. They often wear sophisticated garments that afford the same protection as standard flak armour (Armour Value 3).

Likely pieces of equipment for Eldar Pirates and Pirate Lords include: throwing knives, swords, power rapiers, photon flash, haywire or plasma grenades, refractor force fields, digital weapons, needle pistols, duelling pistols, antique weaponry, shuriken catapults and pistols, flak or mesh armour equivalents, and de-tox.

Special Abilities: Eldar Pirates, as all with Eldar, have the Special Abilities: Catfall, Lightning Reflexes, and Nightvision (see below for more details). Pirates also have the skill Leader.

Depending on the length of time the Eldar has pursued the lifestyle of the Pirate, other likely abilities include Nerves of Steel, Heroic, Fast Draw, Hipshooting, Quickload, Feint and First Strike.

In exceptional circumstances, an Eldar Pirate Prince may exhibit the use of psychic powers, but only as a last resort.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Pirate	80	75	50	50	95	75	80	85	95
Random	70+2D10	65+2D10	40+2D10	40+2D10	85+2D10	65+2D10	70+2D10	75+2D10	85+2D10
Pirate Prince	110	90	65	65	120	80	90	95	130
Random	100+2D10	80+2D10	55+2D10	55+2D10	110+2D10	70+2D10	80+2D10	85+2D10	120+2D10

New Special Abilities

NIGHTSIGHT

The character has highly developed senses, and is able to see far further at night than most. Whether due to a genetic predisposition or an alien physiognomy, the character may ignore all Detection penalties imposed due to poor lighting conditions. Bear in mind that even with this ability the character cannot see in pitch black environments.

This Special Ability can often be conferred to other races with the use of specialist equipment or even a highly advanced bionic eye.

CAMOUFLAGE

The character knows how to blend into his surroundings almost seamlessly, whether due to natural camouflage or special skills and equipment. If the character spends an action hiding and does not subsequently move from that location, anybody checking to see if they can see the character by sight alone must do so at a -30% to their Awareness test in addition to other modifiers, unless they are using specialist equipment such as infra-red, bio-scanners, etc. Anybody shooting at a character

that is hiding from view in this way is subject to a -20% modifier to their BS due to the concealing effects of the camouflage. Deadeye Shot and Laser Sights can never confer a bonus to someone shooting at this character.

This Special Ability can be conferred with the appropriate skills, clothing and equipment, however, anything short of cameleoline will only confer camouflage in one particular environment (Catachans may have Camouflage: Jungle, for instance).

SCALE TERRAIN

The character is adept at negotiating even the most difficult of terrain, and may carry advanced specialist equipment especially for this purpose. The character ignores all penalties imposed by difficult terrain and steep slopes, and may move across them as if they were clear. Sprinting across difficult terrain is still a Risky action, however. Obstacles under 4 yards of height may be crossed in one action instead of the usual two. In addition to this, the character may climb at a rate of 5 yards per action, and climbing never counts as a Risky action.

CRACK SHOT

The character is such an accomplished marksman that, with the appropriate sighting equipment and years of experience with his favoured weapon, he is able to pick out weak spots in his victim's armour. His bullets invariably target locations such as joints, collars and visors, enabling him to fell even the most heavily armoured of targets. When this character achieves a placed shot, his opponent must count the Armour value of that location as 1D6 lower for the purposes of this shot only. This skill can only be used when firing a weapon that has the single mode and no option for any other.



Eldar Armoury

Eldar weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Ranger Long Rifle	Basic	H	Single	+30*	2D6+4	1	1	30
Shuriken Pistol	Pistol	A	Semi (4/6) Full (12)	-	2D6	40	2	15

RANGER LONG RIFLE

Legendary

The Ranger Long Rifle is a precise and extremely advanced weapon with a distinctive organic shape that incorporates an array of powerful sights and a long fluted barrel. The hallmark of the Eldar Ranger, it is said that such is their accuracy with these weapons they can pluck a spider from its web from the other end of the street. Needless to say, such incredible marksmanship is of great use upon the battlefield; the enemies of the Ranger often find their fuel lines ruptured or promethium tanks igniting before they are even aware of his presence.

** A non-Eldar using a Ranger Long Rifle uses an Acc value of -20.*

Ranger Long Rifles automatically have the Infrascopes and Range Finder gunsights.

SHURIKEN PISTOL

Exotic

The shuriken pistol, like its larger cousin the shuriken catapult, is a typical armament for an Eldar warrior. It fires a stream of magnetically accelerated discs at its target, each with a monomolecular edge so sharp that it can shear through flesh and bone with equal ease. These weapons contain a solid ammunition core, and are good for several bursts of fire before the ammunition needs to be replaced.

DIREWORD

Legendary

Pirate Princes only

The Diresword is an extremely potent power weapon, incorporating a spirit stone in its hilt. When the Diresword strikes, the spirit within the blade can attempt to destroy the mind of the target.

	Reach	Damage	Parry Penalty
Diresword	3	3D10	-5%

If the damage taken from a Diresword exceeds the victim's System Shock value after all adjustments have been made for armour, etc, the victim must make a successful Wp test. If they fail, they must add a further D10 to their Injury total.





SOULSTONE

Relates to secretive, denial, hiding or preservation key runes.



THE ELDAR OF THE STARS

Rune for Craftworlds and their inhabitants. Connotations of imprisonment, eternity, rigidity and self-denial. Stylised in present inactive tense.



SALVATION

Lit: One who has passed from the shadows into the light.



ELDAR OF HISTORY

This rune represents the Exodites. Similarities to pre-Fall runes for regression and escape. Stylised in the ancient past inactive tense. Phrase above main rune means isolated, lost, divorced and disenchanted.



SOLITAIRE

Soulless or living dead. However, also a rune of hope or rescue.



WORLD SPIRIT

Abandoned or forgotten, also connections with runes for eternally lost or beyond retrieval.



OUTCASTS

'Those who wander'. Ancient meaning is shadow or the lost.



THE DARK KIN

Anarchy and violence, corruption and torture, pain and misery. Forms of this rune mean soulthieves, thirsting ones, the predators or forever damned.



SOUL-DRINKER

Also scavengers, looters, parasites, vermin, dying, diabolical, demoniac and decaying. One of the most hideous rune-concepts in Eldar language.



FREEDOM

Other meanings include victory or transcendence. Similar to runes for hope and future.



THE SOUL-LESS ONES

Formed from runes connected with hunger, so could mean ones with no hunger, devoured ones or even the ever-hungry ones.



THE GOD OF LAUGHTER

'Those who travel' or 'The Fearless'. Stylised in the future active tense, suggests things to come rather than things which have come to pass. Also based upon an inverse rune which means the 'Great Enemy'.



Sirs... The artefact above [illustrated by my Uncle Langstri Mung] was taken from an ancient Eldar site on the third moon of Paravax by my great, great-grandfather Eleusis Mung. Since then our family has endeavoured to understand its full import. We have done much research into the mysterious Eldar language and believe it to be some form of physical representation of the beliefs of the disparate Eldar races.

Your Servant, Obelius Mung