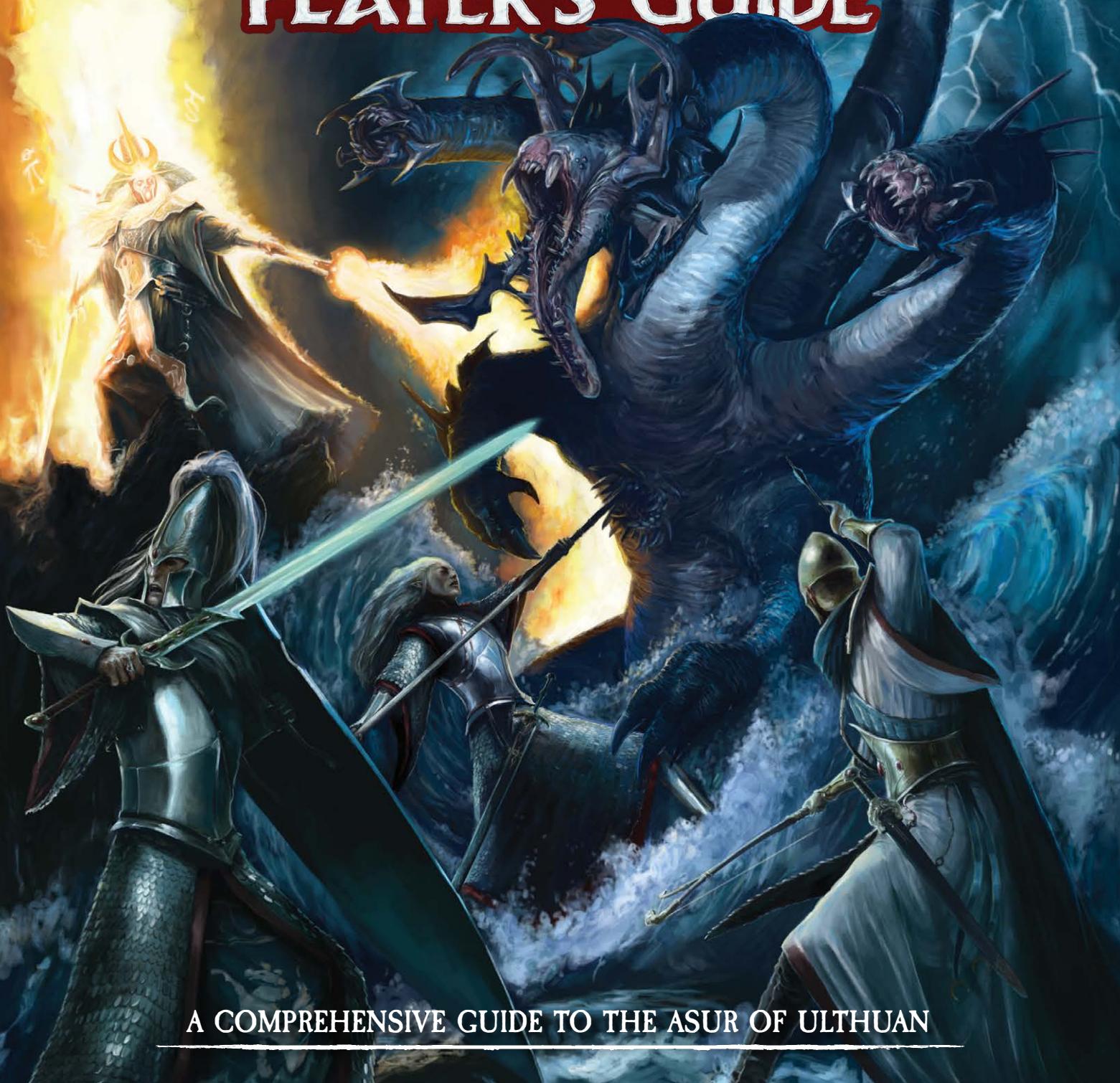


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HIGH ELF PLAYER'S GUIDE



A COMPREHENSIVE GUIDE TO THE ASUR OF ULTHUAN

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● **Published by:** Cubicle 7 Entertainment Ltd, Units 5 & 6, Block C, Balbriggan Business Campus, Balbriggan, Co. Dublin Ireland K32 XD71.

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Special thanks to the Games Workshop Team.

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Last Edited: 21 February 2025

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THE DEFENDERS OF ORDER



The High Elves, called the *Asur* in their own tongue, are among the oldest, proudest, and grandest civilisations in the known world. Gifted in life's pursuits, their society is a beacon of knowledge, culture, art, and military excellence. In a world threatened by malefic powers, the High Elves stand as the world's foremost defence against Chaos.

The key to this defence is the Great Vortex at Ulthuan's centre. This enchantment prevents the world from being overrun by Daemons by syphoning away the Winds of Magic. Visible from every kingdom of Ulthuan, the Great Vortex reminds all Asur of their duty to maintain balance in the face of overwhelming adversity.

Throughout most of Ulthuan's history, the High Elves withstood the hordes of Chaos alone. This began to change under the reign of Phoenix King Finubar. Though Human nations are uncivilised to Elven eyes, the Asur find it increasingly necessary to rely on them for aid and alliance. Finubar's more open attitude has even led the Asur to reestablish diplomatic contact with the Dwarfs.

It is a new era, and the Asur extend their influence around the world. Some High Elves adopt an optimistic, entrepreneurial spirit, forging new friendships. They may feel it is better to keep the mortal races as allies rather than enemies and seek to provide guidance. Others are more cynical. Their dealings may be carried out under the guise of commerce, but Ulthuan is so wealthy that High Elves need not seek riches elsewhere. They know the business of trade is something others understand, and whilst they are sharp dealers, their merchant connections are used to gather information and position agents. Unfortunately, these approaches often result in greater intrigue, as spies from one faction undermine the efforts of the envoys from another.





THE OLD ONES, CHAOS, AND THE GREAT VORTEX



THE CREATION OF ULTHUAN IN MYTH

As the Asur see it, their history is the history of the world. Their annals recall an era when gods still walked the world and Draugnir, Father of Dragons, frequented the court of the creator god Asuryan. Although Draugnir was beloved by Elves and gods alike, he was despised by the jealous Anath Raema, sister of the murder god Khaine. She regarded him as little more than an impetuous beast, one that would make a glorious trophy.

Anath Raema hunted Draugnir across the world and their struggles reverberated throughout the heavens. Asuryan was shaken from his contemplations by their fighting, but he acted too late to save his friend. Anath Raema struck a mortal blow and Draugnir lay dying, beyond the help of the gods. Asuryan banished Anath Raema to Mirai, the Underworld, as penance for this crime.

Asuryan then set to work honouring Draugnir's friendship with the Elves as best he could. From the Dragon's dying body, he fashioned an island, a place of magical bounty and splendour meant to forever serve as a homeland for Elves and Dragons alike. This linked the fates of Elves and Dragons forevermore, providing a place for them to flourish together. Thus was the land of Ulthuan created.

The long-lived Elves were gifted with a natural affinity for magic, excelled in scholarly pursuits, and had their every need met by the riches of their new home. They entered a golden age of art and culture. The Elves were among the first mortal races to build great cities, create wondrous works of art, explore the world, and band together in hopes of forging a better future.

This golden age was aided by the Old Ones, a starfaring race who instructed the Elves in the secrets of magical control and warned against the dangers of Chaos. The nature of this education and of the Old Ones themselves remains a subject of debate among Asur historians that, on occasion, teeters on the verge of blasphemy. What is known for sure is that the Old Ones came to the world through great polar gates and that when these portals failed, they disappeared.

The gates burst into a flood of Chaotic energies and a tide of Daemons poured through the breach in reality, corrupting all they saw. The peaceful Elves were unprepared for this onslaught, and Ulthuan was beset by malefic predators with no desire beyond corruption and ruin.

As soon as he heard of this great catastrophe the Elf prince Aenarion, by nature an explorer, returned to Ulthuan. Aenarion recognised his home could not survive Daemonic incursion for long and swore to do whatever he could to help save it. He begged the heavens for aid at Lothren's Shrine of Asuryan. Aenarion offered everything he could think of to Asuryan's flames, but the god remained silent. Out of desperation, he cast himself into the flames as a final sacrifice.

The First Phoenix King

As Aenarion burned, a miracle occurred. His scorched flesh healed as fast as it was consumed, and he emerged radiant with the blessing of Asuryan. He spoke with divine authority and was proclaimed the first phoenix king. Aenarion led his people against the forces of Chaos as they set upon the Shrine. Blessed with the power of the divine, Aenarion made quick work of his wicked foes. As word spread of his heroism, Ulthuan's armies rallied under the phoenix king's banner.

The great generals Eoloran Anar and Caledor Dragontamer pledged fealty to Aenarion and helped forge the Elves into a peerless army. Befitting one blessed by Asuryan, Aenarion was a brilliant warrior and masterful general. The support of House Anar legitimised his authority, and Caledor's magical instruction made Elven wizards fearsome war-casters while his Dragon allies proved mighty mounts for the worthy. Indraugnir, the most venerable of all living Dragons, found Aenarion to be a suitable rider and friend, and Astarielle, everqueen of the Elves since ancient times, was smitten with the gold-armoured hero.

The Elven armies repelled the Daemonic hordes, and peace settled upon Ulthuan for a time. Aenarion wed Astarielle during this interlude in the war. The pair produced a son, Morelion, and a daughter, Yvraine. But as Ulthuan enjoyed its respite, the forces of Chaos prepared for another onslaught on its shores. Daemonic legions poured through the polar gates, and when their forces were mustered in strength, they attacked once again.

The battle-hardened Elves fought to protect Ulthuan. Although they resisted the hordes of Chaos valiantly, each banished Daemon was replaced by another. Fearing that there was no other way to win the war, Caledor devised a desperate plan. By creating a Great Vortex that would drain the magical power pouring from the poles, Caledor hoped he could siphon away the fuel for Daemonic manifestation and stem the tide of their enemy's reinforcements.

Aenarion objected to Caledor's proposal. He argued that if the magical energies required for such a ritual went awry, they could greatly damage Ulthuan and the Elven armies, and if the Elves were deprived of magic, they would lack the greatest weapon they had to fight the Daemonic legions arrayed against them. As the pair argued, they received news that would change Ulthuan's fate. The everqueen had been slain by the Keeper of Secrets N'Kari, and their children's bodies had disappeared. Aenarion was possessed by an overpowering rage upon learning of his family's fate.

The phoenix king resolved to cut down the infinite tide rather than gamble on an attempt to stem it. He set forth for the Blighted Isle, intent on drawing the Widowmaker, a weapon forged in the incandescent breath of Draugnir and suffused with the murder god Khaine's death-bringing power. No one could persuade Aenarion from drawing the cursed blade, though Caledor, Eoloran, and Indraugnir all advised against it. There are accounts that claim Aenarion's obsession with the weapon drew warnings from the gods and even the unquiet shade of Astarielle.

As Aenarion pulled free the Widowmaker, its murderous curse set so deep in his soul that it tainted his bloodline forevermore. With the blade of Khaine in his hand and the fire of Asuryan in his breast, he became a warrior without peer and cut a path to Nagarythe, Ulthuan's northern bastion. Wielding his hatred in physical form, Aenarion succeeded at holding the Daemons at bay and established a new court there, the great fortified palace of Anlec.

With the Widowmaker in hand, Aenarion was near-invincible, leading his armies to a series of victories. The warriors at his side were invigorated by his godlike prowess, and some hoped that he might turn the tide of the conflict. While at Anlec, Aenarion himself sought a return to normality. He took Morathi, a seer rescued from the clutches of worshippers of Slaanesh, as his wife and their union produced a son, Malerion.

The Fate of Aenarion

However, all was not well in Aenarion's court. Although Aenarion successfully held Anlec as a bulwark against the Daemons, he could only fight one battle at a time. Across Ulthuan, his people suffered and died as bloody war took its toll. All the while, the Widowmaker's malefic influence deprived Aenarion of pleasures he once held dear. Now, he found joy only in violence. Anlec grew wild and unruly as Aenarion sought the thrill of combat, looking for any excuse to brutally punish those who offended him.

Convinced that Aenarion's growing madness meant the end drew close, Caledor proceeded with his plan against the phoenix king's wishes. He assembled the greatest of Ulthuan's mages to create his Great Vortex at the centre of Ulthuan, on the Isle of the Dead. When word reached Aenarion, his hand was forced — either Caledor's plans would succeed or the Elves were doomed.

Led by a cohort of Greater Daemons, the forces of Chaos mustered to assail the Blighted Isle and prevent the ritual. Aenarion gathered his army to repel them. After a pitched battle, the ritual was partially completed, siphoning away the magic but trapping the spirits of its casters to maintain their ritual endlessly. Indraugnir and Aenarion were both mortally wounded in the conflict and made for the Blighted Isle. With his last remaining strength, Aenarion returned the Widowmaker to its place in the Altar of Khaine and there, it is said, he perished.



CALENDAR

The High Elves keep time according to the movements of the heavens, which they have tracked with precision since the beginning of Elven history. Unlike Dwarf and Imperial calendars, which are each made irregular by the disruptions of their feast days, the Elven Calendar is structured in even, simple cycles that are meant to be easily understood.

The Elven calendar is based on solar cycles of four hundred days. These years are divided into four seasons of one hundred days each, each of which begins with a solar event, starting with the Northward Equinox on the first day of the year.

The Seasons

The seasons cycle through Rain, Sun, Storm, and Frost, but are formally counted by number. This is because, due to a tilt in the axis of the world, Ulthuan experiences the Season of Frost as the Lustrian colonies south of the equator endure the Season of Sun.

The Elven date is written with the reign of the phoenix king first, followed by the year, season, and day. Thus XI, 349, 1, 10 would be the tenth day of the first season in the year 349 of Finubar's reign; the season of Rain, anywhere north of the equator. Since this is the ninth day after the Equinox, and Finubar's reign began in the Imperial year 2163 IC, this date would equate to the 9th of Pflugzeit, 2512 IC in the Imperial calendar.

After the death of a phoenix king, the throne sits empty for a year, which is counted as the last year of the previous king's reign. This period of mourning gives the kingdoms ample time to make a new selection.

In part because it commemorates the phoenix king's coronation, the Equinox of Rain is a holiday in honour of Asuryan, where offerings are burned in great bonfires throughout Ulthuan. The Equinox of Storm, in turn, is a feast day dedicated to Isha, the everqueen, and the bounty of the land. Although the solstices are celebrated as well, the way this is done tends to vary by kingdom. So too do commemorative holidays, such as semicentennial commemorations of princely ascension.

KEY EVENTS IN HIGH ELF HISTORY

I. 1 Aenarion's Ascension

Aenarion passes through the sacred flame and defends the Shrine of Asuryan from the Chaos hordes.

I. 79 Battle for the Isle of the Dead

The last battle of an Aenarion the Defender. The Great Vortex is created, and the Daemons of Chaos are banished from the world.

II. 1669 Malerion's Betrayal

Prince Malerion assassinates the phoenix king Bel Shanaar and attempts to seize the throne. The sacred flame rejects his body, and his followers carry him north as Ulthuan wakes to his treachery.

III. 1 Nagarythe Rises

Ulthuan erupts into civil war as those loyal to Malerion rise up in support of their prince, who is thereafter known as the Dread King.

III. 26 The Sundering

As a result of the Dread King's interference with the Great Vortex, much of northern Ulthuan is sunk.

IV. 201 The War of the Beard

Elven pride and Dwarfish stubbornness ignite a war that will blaze for centuries to come.

V. 1 Invasion of the Blighted Isle

The Dark Elves create a great fortress at Anlec – this remains a blight on Ulthuan's shores for centuries and a staging post from which the Dark Elves prosecute their war against their sundered kin.

V. 1098 The Homecoming

At the order of phoenix king Caradryel, Elven colonists return home to Ulthuan. Elves such as the Eonir of Laurelorn and the Asrai of Athel Loren refuse to conform and declare their independence from the Phoenix King.

VI. 301 The Scouring of Ulthuan

Phoenix King Tethlis the Slayer topples the fortress of Anlec and drives the Dark Elves from Ulthuan.

VII. 11 The Second Golden Age

Bel-Korhadris commences an age of rebuilding in which many of Ulthuan's humbled glories are restored. Work begins on the construction of the White Tower of Hoeth.

X. 498 The Voyages of Finubar

Finubar travels the lands beyond Ulthuan and opens relations with the realms of many younger species.

XI. 139 The Battle of Finuval Plain

As Chaos threatens to overwhelm Kislev, the Dark Elves invade Ulthuan once more. Malerion sends the Daemon N'Kari to slay the everqueen, but the Keeper of Secrets is defeated by Tyrion and Teclis. At Finuval Plain, Teclis unleashes the power of Asuryan against the Dread King, who casts himself into the Realm of Chaos to avoid death. Without their leader, the Dark Elves are defeated and driven from the Inner Kingdoms.

THE ANCIENT EMPIRE OF THE ELVES

In the wake of Aenarion's death, the lords of Ulthuan debated over who should become their new ruler. Many favoured Malerion, the son of Aenarion, for the position. Malerion was a skilled warrior, a powerful wizard, and a clever general in his own right, but dissenting voices feared the darkness of the court in which he was raised. After deliberation, Malerion was passed over for the more reserved Prince Bel Shanaar.

This enraged Morathi, who swore revenge against those she claimed defied the will of Asuryan, but Malerion was the first among his peers to bow to the newly crowned king. He took the disappointment in stride, as best he was able, and ultimately decided that it would be best to quit Ulthuan to avoid inflaming the passions of his ardent supporters.

He looked outwards from the island, hoping to distinguish himself by following in his father's footsteps as an explorer. With the threat of Chaos in check, many Elves were eager to accompany him to establish colonies outside Ulthuan, searching for opportunity in lands last seen before the great catastrophe.

Malerion led the Elven fleets as they sailed across the seas, settling hospitable coastlines wherever they were found. In this early era of colonial enterprise, the land they explored was unspoiled and largely empty, save for a smattering of nomadic Human tribes and tribes of wicked creatures. It was the beginning of a true empire — Elven trading ports flourished across the globe, bolstered through dealing with their new neighbours and well supplied from their flourishing homeland.

Many of these settlements dotted the east coast of the continent now known as Lustria and created a tight network on the west coast of the landmass known to the Elves as the Fated Place, *Elthin Arvan*. This is the land that would later be known as the Old World to its Human inhabitants. As the settlers grew accustomed to these lands, they discovered the continent was hazardous, infested with roving herds of Beastmen, marauding Orcs and Goblins, and vestiges of the armies of Chaos. Malerion bravely risked his own life confronting these wicked forces.

The Deeds of Malerion

Before long, Malerion found himself fighting alongside the Dwarfs, whose mountain holds and trading posts could be found throughout the continent, and who shared the Elven disdain for all wicked creatures. The Dwarfs proved stalwart companions in the struggle against Chaos. Malerion's courage in battle and growing prowess as a commander earned the respect of the Dwarf high king, Snorri Whitebeard, and together they won many victories against their shared foes. Before long, the two species had routed the forces of ruin almost entirely from *Elthin Arvan*.

In the peace that followed, Snorri invited Bel Shanaar to his court. The two kings exchanged gifts and signed an oath of allegiance between their peoples. Malerion remained as an ambassador in Karaz-a-Karak, the Dwarf capital. The Elves and Dwarfs became close friends, Malerion and Snorri closest of all. Closer ties brought prosperity, as mutual inspiration and collaborative endeavours led to great works and revolutionary developments.

The Rise of the Cults of Pleasure

Ulthuan, far from the colonies but their constant beneficiary, entered an era of splendour and indolence. In many kingdoms, lavish parties took the place of martial drills. Groups of debauchees, who would go on to form the first pleasure cults, began to spread through the population as each new source of gratification prompted a desire for one even greater and more novel. Their search for greater depths of depravity eventually led to the cultists seeking pacts with dark powers, and the sacrifice of their brethren.

Before long, the cults of pleasure began to threaten order in Ulthuan. It was rumoured that Morathi was an important figure among the cults and led many of their darker rites. Malerion heard these stories and returned home, vowing to root out evil from Ulthuan. Upon arrival, he began zealously hunting down signs of corruption. To prove that no guilty party would escape his inquiry, Malerion began by arresting Morathi, his own mother.

THE KINSTRIFE AND THE SUNDERING

Malerion's campaign of inquiry scoured the upper echelons of Elven society on the promise of rooting out the corruption at its heart. The purge began to eliminate the prince's political rivals, and his investigations drew him closer to the throne. Bel Shanaar convened a council of Elven princes to discuss the matter and plan its swift resolution, but he was found dead, having imbibed poison.

Malerion claimed Bel Shanaar lay at the centre of the conspiracy and had resorted to suicide to escape justice. He implicated the King's advisors as well and fell upon the assembled princes in his fury. Malerion and his followers fought their way to the flames of Asuryan. There he declared himself phoenix king and stepped into the fire. He emerged moments later, so seriously burned that his followers had to bear him back to Nagarythe.

Malerion's failure quashed any hopes of a swift coup and news of his treachery spread through Ulthuan. Caledor, an impetuous youth, was named phoenix king. Civil war erupted almost immediately as Malerion, freshly suffused with the dark magic his mother had harnessed to assist his recovery, staged raids from Nagarythe upon those who opposed his rule.

Malerion spurred his forces to attack throughout Ulthuan and strike at its colonies, using Nagarythe as the base for their operations. His warriors razed cities, captured their populations, and delivered them into the clutches of the pleasure cults' depraved rituals. The sorceries woven by such mass sacrifices empowered Malerion's armies as he returned to the field, clad in magical armour that helped him do battle despite his terrible burns.



The followers of Malerion became known as the Druchii, or the Dark Elves, and their armies despoiled Ulthuan. The tides only began turning due to guerilla warfare conducted by loyalists native to Nagarythe, who harried Druchii supply lines and assassinated their commanders.

Malerion's armies were so hampered that Caledor had time to rally his forces, gathering the Asur military first in defence and then to strike out and make gains against the Druchii. As Malerion's chances of victory grew slimmer, he resorted to increasingly desperate measures.

Malerion hoped to regain the initiative by destabilising the Great Vortex. There would be great risk to this, for although he commanded many sorceresses experienced in consorting with Daemons, such an endeavour would result in the forces of Chaos laying waste to the Druchii as well as Caledor's armies. Word reached Caledor of the plan, giving the mages of Saphery time to prepare magical defences. Even so, the savagery of the Druchii's assault saw them penetrate through the ranks of the Asur, granting Malerion access to the Great Vortex. As he attempted to unravel the magic within, the spirits of the mages who had woven the enchantment sprung forth to defy him. They repelled him long enough for Caledor's armies to force back the Druchii.

Ulthuan continued to be wracked by the war. High Elf mages cast spells to destroy the very lands upon which Malerion's forces stood. Many of the Dark Elves were drowned as the coastlines of Nagarythe slipped beneath the waves. To save what remained of their forces, Druchii sorceresses cast spells that turned their fortresses into great seaborne vessels that carried their armies away to the northwest. These events concluded this first phase of the civil war and would come to be known as the Sundering, setting the stage for millennia of misfortune for the Asur.

Caledor personally led the last expedition to the Blighted Isle and reclaimed it from the Dark Elves. It is said that he stood before the Altar of Khaine and for a moment the Blade called to him. He stood there for a time, head bowed, and in the end, simply said no. Returning home, Caledor's ship was separated from the rest of the High Elf fleet by a freak storm. Attacked by Dark Elf raiders, Caledor and his crew fought for many hours, but the Phoenix King realised that he and his remaining warriors could not win. Rather than fall into the hands of the Witch King's servants, Caledor jumped into the sea clad in full armour. Thus passed Caledor the Conqueror.

WAR OF THE BEARD

In the wake of his father's loss at sea, after the traditional year of mourning that follows the death of a phoenix king, Caledor II was crowned. Whilst he had the reassuring qualities of a legitimate heir, he was an impetuous warrior with little of his father's statesmanship. Caledor II would have been thought a poor candidate if the process had been thorough.

The colonies were neglected as Caledor II focused on beautifying cities and restoring order throughout Ulthuan. Relations with the Dwarfs, whose collaboration supported the colonial project, cooled in Malerion's absence. They were not informed of his treachery. Malerion and his followers settled in the cold, craggy lands north of Lustria, a region he named Naggaroth, the Land of Chill. He plotted revenge. His spies informed him that overseas diplomacy had stagnated under Caledor II and he ordered them to conduct a series of raids. Dark Elves dressed in the livery of the phoenix king slaughtered Dwarf traders, leaving a few survivors to bear witness. Soon enough word reached the Dwarf high king Gotrek Starbreaker.

Gotrek sent an envoy to Ulthuan to demand an explanation for the attacks. Caledor II was insulted by the accusations and outraged upon hearing of violent Dwarf reprisals against innocent Elves. With lofty airs, he stated that he didn't answer demands but might humour pleas. He ordered that the envoy's beard be shorn in a public display and expelled him. This action so humiliated the Dwarf that he swore the Slayer Oath and sought his own doom. Diplomacy collapsed as a grudge was declared against the phoenix king and war began in earnest, trade routes becoming supply lines as Caledor II ordered his forces overseas.

The fighting was bitter, and acts of brutality were committed by both sides. The Asur laid siege to the Dwarfs, but the hardy folk were accustomed to hunkering within their holds. Caledor poisoned the groundwater to flush them out, and Dwarf rangers retaliated by razing forests, magical and mundane, to deny hiding places to Asur scouts.

Attacks on civilians became common as the fighting became widespread. Caledor II committed wholly to his campaign, and many Elven settlements in Elthir Arvan were left to fend for themselves. These Elves withdrew deep into the forests, relying on them for the protection the phoenix king failed to provide.

Caledor II grew impatient. His overextended army was suffering attrition, and their supply lines were strained to failure. Unwilling to bear defeat, Caledor made his final gambit, challenging High King Gotrek Starbreaker to single combat. Caledor was slain in the duel, and the Phoenix Crown was seized by Gotrek. The Dwarfs declared victory and retreated to their mountain holds. To this day, whenever the Elves send a delegation to demand the return of the Crown, the Dwarf high king recalls Caledor's words from centuries before and invites them to plead for it.



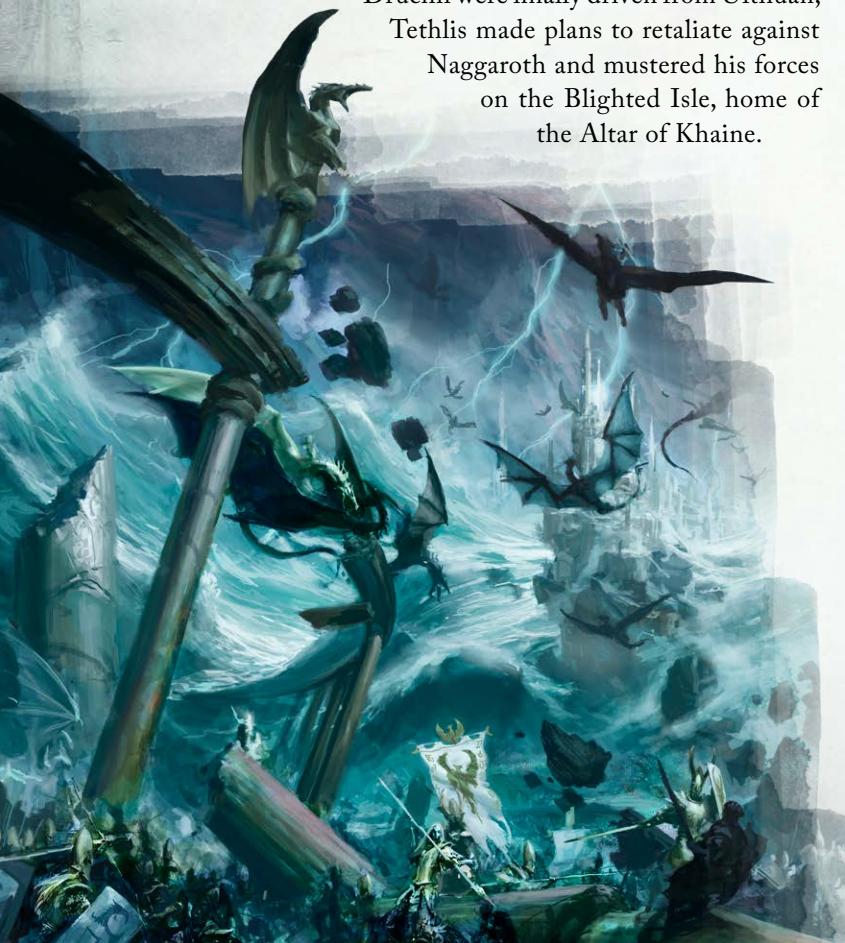
ISOLATION

The battered Elven armies returned carrying the decapitated body of Caledor II. A practically minded prince, Caradryel, was nominated to the Phoenix Throne and immediately prioritised Ulthuan's recovery. He had ruled for little more than a year when the Druchii, aware of the weakened state of the phoenix king's armies, beached two Black Arks at Anlec and launched a new assault.

After a decade of struggle, Caradryel ordered all Asur home from their overseas colonies to focus on defensive stabilisation. Some Elves refused or else were too deep in hiding to be found, having already withdrawn beyond the reach of Ulthuan's scouts. They were written off as casualties of war. The withdrawal shored up Ulthuan's defences, and the Asur were able to hold off the invaders, keeping them in stalemate for roughly seven centuries. Caradryel was the first phoenix king to die of natural causes, satisfied that he had maintained stability as well as could be during this turmoil.

Tethlis took the crown and pursued the Naggarothi with cold hatred. After years of careful defence, the sudden, ferocious push surprised the Druchii. In a glorious and rapid campaign, Tethlis' forces pushed north through Nagarythe, slaying every invader they could catch. As the

Druchii were finally driven from Ulthuan, Tethlis made plans to retaliate against Naggaroth and mustered his forces on the Blighted Isle, home of the Altar of Khaine.



Tethlis never left the island. He was killed under mysterious circumstances. According to certain accounts, his own personal guard slew him to prevent him drawing the Widowmaker. Amidst these rumours, the cooler-tempered Bel-Korhadris was elected to succeed him. Bel-Korhadris focused his reign on development. Under his guidance, the Asur scoured many monstrous beasts from Ulthuan and instituted great centres of learning, including the White Tower of Hoeth. His long reign was considered a second golden age of the Asur, and he died naturally.

Corruption and Indolence

Aethis, his successor, hoped to leverage peacetime into resumed diplomacy. The Dwarfs rebuffed diplomatic advances, but trade with the Empire of Grand Cathay brought fresh riches. Lothorn flourished, growing into one of Ulthuan's most fabulous cities during this period of revitalisation. The High Elves relaxed their guard, entering an era where the pursuit of indolence and leisure became habitual. Luxury cults flourished within the cities and provided avenues by which Druchii spies could infiltrate Ulthuan's high society.

Corruption spread, and ultimately, Aethis was assassinated by his own chancellor. Following his murder, many Asur grew wary of foreign trade, viewing it as a source of corruption. Morvael, the High Loremaster of the White Tower, was elected as successor to the Phoenix Throne. He surmised that the power of the Druchii must have been greatly diminished, for why else would they be so desperate and underhanded as to resort to assassination? Under this belief, he arranged for a punitive force to strike at Naggaroth. This army was slaughtered on landfall in an event the Dark Elves commemorate as the Day of Blood.

The Druchii were quick to retaliate and seized Anlec once more. Morvael ordered the raising of militia levies to reinforce his armies and orchestrated a costly but ultimately successful campaign to expel the Dark Elves. Devastated by the cost of the war and tortured by bad dreams, Morvael entered the fire at the Shrine of Asuryan once more and was burned to death. Bel-Hathor was crowned the next phoenix king. He banned outsiders, such as Humans from the Old World, from visiting Ulthuan, establishing great wards across the sea to prevent any from approaching.

PLACE IN THE WORLD

Bel-Hathor's policy of isolation allowed Ulthuan to stabilise and enjoy a period of respite. Although the High Elves endured, many of their more mercantile or adventurous citizens chafed at the restriction. Prince Finubar, a highborn youth curious about the world beyond his home, was granted permission to leave and explore. He sailed to the coasts of Elthin Arvan, where he discovered flourishing Human civilisations, far greater in power and territory than the primitive tribal groups who had lived there when the High Elves abandoned their colonies.

Finubar established peaceful contact with this nation, the Empire, and heard tales of Elves living in the forests nearby. He set out to find them and discovered pockets of his kinsfolk in the magical forests of Elthin Arvan. These Elves of the woods lived in harmony with the spirits of the land much like the residents of Avelorn, whose way of being had changed little since the beginning of Elven history.

The Voyages of Finubar

Guided by these long-lost cousins, Finubar was led to the great magical forests of Laurelorn, inhabited by the Eonir, and Athel Loren, protected by the wary Asrai. Although both societies granted Finubar an audience, neither was willing to return to Ulthuan, swear fealty to it, or even accept formal ambassadors. However, smaller settlements of Wood Elves sent representatives to return to Ulthuan alongside Finubar. He returned home with news of prosperous, friendly societies to the east that were eager to do trade.

He was hailed as a hero. His reports of surviving Elves among the colonies were cause for celebration, and with the revelation, trepidation towards foreign trade was assuaged. Ulthuan began to open up. Humanity was embraced as a trading partner, and Lothorn became among the most important ports in the world, an international centre of commerce, naval might, and intrigue.

Before Bel-Hathor passed on, he named Finubar as his successor in recognition of his importance to the future of the Elves. Misgivings about the appointment were spoken aloud when Finubar resumed his wandering upon assuming the crown, but the everqueen spoke in the new phoenix king's defence, silencing these dissenting voices. During this tour, Finubar used his new authority to acknowledge the independence of the Eonir and the Asrai, cement relationships with Human nations, and formally offer peace to the Dwarfs.

A new incursion of Chaos brought war to the Old World and forced Finubar's return, as Malerion capitalised on the disorder to launch a fresh invasion. The High Elves were overextended, forced to choose between defending their own realm in the face of renewed Druchii attack, and lending aid to their hard-pressed Human allies.

Tyrion and Teclis, Elves of Aenarion's heroic yet accursed lineage, rose to prominence during the conflict. Tyrion led the front lines against the Druchii even as Teclis and two of his fellow mages provided instruction to those followers of the Human noble Magnus the Pious who could work magic, educating them in arcane practice. Together, they helped repel the forces of Chaos on one side of the Great Ocean and Malerion's armies on the other.

As a result of their heroism, Teclis and Tyrion were esteemed highly, and celebrated all over Ulthuan. Tyrion became one of Finubar's most trusted advisors, trusted with a unit of his personal forces, and placed as head of a military tribunal answerable only to the phoenix king. He was hailed as Aenarion reborn and many began to consider him a contender for the Phoenix Throne.

Teclis, meanwhile, became the most famous Elf in Human history for founding the Imperial Colleges of Magic, which have endured as one of the greatest centres of magical learning outside of Ulthuan. These Colleges were established to instruct Humans in the safe use of the Winds of Magic, granting them a crucial weapon in the ongoing battle against Chaos.

My Lord von Holzkrug,

I am humbled by your request that I provide an account of significant events in the history of the Asur. Whilst eager to oblige you, I must caution that I am a merchant rather than a scholar. Whilst I have an interest in history, I cannot boast of being well-read. Also, whilst I have lived in the Elven kingdoms for fifteen years and been treated as an honoured guest during that time, I feel it lacks tact to inquire of matters unless they are first broached by my gracious hosts. The Asur, being older and wiser than ourselves, can find it tiring to entertain the queries of men from the Old World. In my time here I have become better at listening than I have at speaking, which always carries the risk of having Elves regard me as lacking patience and wits.

My Elthárin is fluent enough for matters of simple commercial transaction and polite conversation, but I must admit that serious analysis of Elven texts is beyond me. What I can piece together of the history of the Asur is derived from listening to discussion at market stalls and tavern bars, witnessing the heartbreaking tragedies of Tazelle, master of masques, and reading a Tilean translation of *Allurian's War Studies*.

All of which is to say, again, that I am happy to explain what I know, but I know no more than anyone who's made a cursory study of the subject ought to, and I beg forgiveness in advance for what I will inevitably express with maladroit accuracy.

Around 5,600 years before the crowning of Sigmar, the Elves believe the influence of the Dark Powers entered the world.

Around the year -4500 IC, the Elves fought valiantly against the forces of Chaos, but lost ground despite their excellence in arms. The hero, Aenarion, became the first Elf to brave the white fire of Asuryan. He passed through the flames incurring no injury and so was crowned the first of the phoenix kings.

In -4498 IC, Aenarion visited the Kingdom of Caledor to persuade the mighty mage-prince Caledor Dragontamer to aid the war effort. The Dragon Indraugnir was impressed by Aenarion and permitted the Phoenix King to ride him.

In -4479 IC, the Elven war effort, bolstered by the support of Caledor's dragonriders, began to make significant gains against the hordes of the Dark Powers. The Elves once more enjoyed peace and prosperity throughout much of Ulthuan. Even Aenarion found time to leave the front and start a family, taking the everqueen Astarielle as his wife. Their union produced two children, Morelion and Yoraine.

In -4470 IC, this period of relative peace came to an end. Followers of Ruinous Gods assailed Avelorn and slew Astarielle. In rage and grief, Aenarion petitioned Indraugnir to fly him to the Blighted Isle to the north of the Elven kingdoms. To this day, there is an altar upon the island within which the Widowmaker rests. This weapon is famed and reviled among the Elves, who claim it was forged by the god of smiths to be wielded by the god of war. Whatever the truth of this tale, Aenarion and his armies drove their enemies from the shores of Ulthuan.

-4461 IC is a date that is regarded with despair by the Asur. Aenarion is said to have defeated a band of Daemons and rescued an Elf witch held as their captive. Aenarion was beguiled by the sorceress, whose name no Elf will mention in my presence. She joined Aenarion's court, and three years later they had a child, Malerion — a name I have heard spoken, but only with bitterness.

The Battle of the Isle of the Dead occurred in -4420 IC. In this year, Caledor Dragontamer put into practice his plan to summon forth a great, swirling turmoil in the skies that channelled magical energy from the world. Aenarion spearheaded a new effort to drive the followers of the Dark Powers from Ulthuan. Victorious, at last, he returned to the Blighted Isle to return the Widowmaker. What became of Aenarion, none say, but it is said that the weapon currently rests within the war god's altar.

In -4419 IC, a new phoenix king, Bel Shanaar (whom the Asur often refer to colloquially as 'the Explorer') was crowned. Many among the Elves suspected that Malerion would press his own claim, but when Bel Shanaar proved the more popular candidate and passed through the fires of Asuryan unscathed, Malerion recognised him as king. Bel Shanaar encouraged the rebuilding of Ulthuan and the exploration of the wider world, and Malerion became foremost among his envoys.

Around the year -4164 IC, the Elves were able to establish several colonies on the coast of the New World and the Isthmus of Lustria. Malerion led the garrison of one of these settlements to victory over a horde of Orcs and was said to display all the might and courage of his father.

By the end of -4120 IC, the Elves had established a foothold in the lands we know as the Old World. Their first encounters with the Dwarfs date to this time and, astonishingly, seem to have been cordial. By -2839 IC, Bel Shanaar made a state visit to Karaz-a-Karak and Malerion, who was already acquainted with the Dwarf high king Snorri Whitebeard, was appointed an ambassador.

Circa -3000 IC. This is not an event in Elven history, but I pause here to note here that the existence of the Empire of Grand Cathay was first reported around this time, the earliest noteworthy Human civilisation.

Malerion had spent much of his time wandering the world and performing celebrated deeds. In -2751 IC, he travelled to the northern wastelands and discovered an enchanted iron circlet he came to prize. He then claimed that dissolute nobles and mages in Ulthuan abased themselves to Dark Gods and returned to the Elven kingdoms to accuse his own mother of orchestrating forbidden rites. Many more nobles were suspected of treachery, including those closest to the throne. The phoenix king was found dead, having imbibed poison. Whilst the supporters of Malerion claimed he had slain himself to escape justice, others suspected an assassin. Malerion declared himself fit to rule and entered the flames of Asuryan. He was horribly burned — a sign that Asuryan deemed him unworthy. He and his followers fled to the fortress of Anlec in the remote north of Ulthuan. An enduring strife commenced between those who believed Malerion had been cheated of the throne and those who condemned the wicked schemes he had engineered in his attempt to claim it.

In -2749 IC, Caledor I, known as the Conqueror, was crowned the new phoenix king and war commenced between the Elves loyal to the Phoenix Throne, called the Asur, and the followers of Malerion, known as the Druchii.

In -2736 IC, the Druchii were reinforced due to the defection of a number of mages and the renegade priest of Vaul, Hotek. Malerion's tormented body was sealed in a suit of black iron, enabling him to act as general to his armies. The war intensified.

The Battle of Maledor was fought in -2724 IC. It was a significant turning point as the armies of Caledor drove the Druchii from the field. Malerion's followers were forced back into the lands of Nagarythe.

The Sundering took place in -2723 IC. An event often referred to by the Asur, but the details of which they are unwilling to share with me. I gleaned enough to know that at this time the Druchii fled from Ulthuan in great ships and migrated northwards.

Circa -2500 IC. Another pause to note that the Kingdom of Nehekara rose around this time.

In the years since the Sundering, sporadic fighting between the Asur and the Druchii had continued. -2199 IC marks the final rout of the Druchii from the islands surrounding Ulthuan. Caledor's navy harried the retreating Druchii, but when he himself was lost at sea, his forces returned home.

In -2198 IC, Caledor I was succeeded by his son, Caledor II, known as the Warrior. He ordered the repair of damage inflicted during the civil war and tentatively reestablished trading contacts with the Dwarfs.



The War of the Beard commenced in -1997 IC. Good relations between Elf and Dwarf had become strained. I know little of the reasons for this discord, though I have heard that both Druchii mischief and Dwarf intolerance bear their shares of blame. The High King of Karaz-a-Karak, Gotrek Starbreaker, sent an envoy to Ulthuan who demanded recompense for a series of injuries that Caledor II rightly denied he had any responsibility for. To add further insult, the Dwarf also failed to account for several atrocities his kind had committed against innocent Elves in the name of so-called vengeance. The Dwarf refused to listen to reason so, to teach him a lesson, the Elves sheared him of his whiskers and sent him back to his high king. Refusing to recognise the restraint shown by the Elves in limiting their umbrage to this harmless act, the Dwarfs regrettably declared war. The resulting conflict saw the senseless waste of the strength of both Elves and Dwarfs.

In -1600 IC, the War of the Beard reached, if not exactly a final conclusion, a climax when Caledor II was struck down by Gotrek Starbreaker at the Siege of Tor Alessi. Taking the Phoenix Crown with them, the Dwarfs declared the matter settled, retreated to their holds, and refused to fight further.

In -1599 IC, a new phoenix king, Caradryel the Peacemaker, was no sooner enthroned when the Druchii launched a fresh invasion of Ulthuan. High Elf forces were recalled from the Old World to defend their homeland. The demilitarisation of the Old World continued until -1501 IC. Those Elves who remained would become known as the Wood Elves, whose most noteworthy factions are the Asrai of Athel Loren in Bretonnia and the Eonir of the Laurelorn Forest to the north of the Drakwald.

Following the death of Caradryel, Tethlis, known as the Slayer, was crowned phoenix king in -996 IC. The Druchii still occupied swathes of the Outer Kingdoms of Ulthuan at this time, particularly to the north.

The Scouring began in -986 IC. Having instituted the citizen levy system and thus greatly increasing the pool of soldiers he could call upon, Tethlis launched a campaign to drive the Druchii from Ulthuan once more.

The Scouring reached its bitter conclusion in -692 IC. The Druchii were once again driven from Ulthuan. Tethlis mustered a great fleet to harry the retreating Druchii and besiege their own lands. However, during the voyage, he visited the Blighted Isle and there he met his death. How, none say.

In -691 IC, Bel-Korhadris, known as the Scholar, was crowned phoenix king. His reign was a peaceful one. The Asur concentrated on rebuilding Ulthuan and the Druchii, drastically reduced in strength following the Scouring, were so quiescent that the Asur dared to hope that they had finally been vanquished.

In -679 IC, construction of the White Tower of Hoeth was commenced.

1 IC. I point out here that the founding of the Empire, and the feats of Sigmar, occurred without making an impression on the Asur. Whilst they always speak with respect whenever I mention the early history of our nation, I rarely meet an Elf who is particularly interested in it.

The White Tower of Hoeth was completed in 497 IC. It stands as a repository of Elven knowledge and the centre of a community of sages, philosophers, and mages. Bel-Korhadris died the following year and was buried beneath the tower. He was succeeded by Aethis of Saphery, called the Poet.

In 1120 IC, as the Empire struggled to recover from the chaos of the plague years, Aethis was assassinated by his own chancellor, a spy who served Malerion.



In 1121 IC Morvael, known as the Impetuous, was crowned phoenix king. He immediately declared that a punitive force was to be raised and sent to the lands of the Druchii in revenge for the killing of Tethlis. The following year an armada set sail, but the Druchii were prepared and the Asur bloodily repulsed. By 1125 IC, the Druchii launched a brutal counterattack and occupied stretches of northern Ulthuan once more.

Morvael led his armies with little success until 1133 IC, when he admitted that his strategies exhibited shortcomings. The phoenix king turned to the great general Mentheus of Caledor and delegated control of the war effort to him. Mentheus took the fight to the Druchii. He lifted the siege of Griffon Gate in 1146 IC and gradually beat the Druchii back north. Morvael became increasingly reliant on the general, both as the commander of his armies and as a close personal friend.

In 1502 IC, Mentheus, mounted on the Dragon Nighthfang, led an army to Anlec, the last Druchii fortress that stood in Ulthuan. Whilst Anlec was stormed and the Druchii once again driven from Ulthuan, the cost was high. Mentheus was counted among the slain. Upon hearing word of the general's death, Morvael sailed to the Shrine of Asuryan, entered the sacred flame for a second time, and perished.

In 1503 IC, Bel-Hathor, known as the Sage, was crowned the new Phoenix King.

In 1903 IC, having faced increasing raids from the savage Norse, Bel-Hathor declared that all Humans were forbidden from Ulthuan.

Whilst it was understandable that the phoenix king wished to protect Ulthuan's shores from the savage Norse and piratical Tileans, the ban extended to the men of the Empire as well.

The merchant-adventurer Finubar returned to Ulthuan in 2051 IC, having explored much of the Old World. During his travels, he had made tentative rapprochement with the Dwarfs, established friendly relations with courts in Bretonnia and the Empire, and extended diplomatic invitations to the reclusive Asrai of Athel Loren. At his recommendation, Bel-Hathor consented to allow Human traders to visit Ulthuan again.

In 2163 IC, after Bel-Hathor died peacefully, Finubar was crowned the next, and current, phoenix king. Among his first acts was to recognise the independence of the Eonir of the Laurelorn Forest. It may be humbling to realise that the present ruler of Ulthuan was enthroned almost three hundred and fifty years ago.

In 2302 IC, the incursions that led to the Great War Against Chaos coincided with a renewed effort by the Druchii to conquer Ulthuan. The everqueen herself was threatened, but saved by forces commanded by Prince Tyrion and supported by Archmage Teclis. Whilst Tyrion spearheaded the effort to rid Ulthuan of the Druchii, Teclis turned his attention to the Old World. He travelled to the Empire together with Finreir and Yrtle and persuaded Magnus the Pious to offer Human spellcasters amnesty and instruction on the proper practice of magic. Following the victory against Chaos, Teclis and Magnus established the Colleges of Magic.

King Finubar still sits on the Phoenix Throne. Since the Great War Against Chaos, eight Human emperors have ruled from Altdorf, yet the phoenix king shows no sign of ailing or slowing. Recent centuries have seen Ulthuan beset by many troubles, raided by Goblins, Norse, and Druchii, yet the forces of the phoenix king have repelled these threats and the island nation stands proud as a bulwark of cultural sophistication and military might, steadfast in its defiance of the darkness.



THE PRESENT DAY

The modern era is one of ambition, progress, and hope. Asur civilisation is on the rise once more, emboldened by strong diplomatic and mercantile ties that have produced great wealth and global influence. Some fear that, given Ulthuan's historical wax and wane, a decline is due. The High Elves have much to be proud of, and some believe their society to be on the verge of a third golden age led by intrepid seafarers following the example of Finubar.

Ulthuan's coast has been harried by Norscan raiders for several centuries, and more recently, the Goblin warlord Grom the Paunch raided its shores. This attack is in living memory for most Asur and underlines the importance of vigilance. Cautious Elves fear prosperity for what it brings. Wealth breeds avarice and heralds a resurgence in cults of pleasure and luxury, making it easier for Druchii spies to infiltrate society.

Even as they remain wary of enemies, the High Elves have sought to repair reputations with former foes. Relations with the Dwarfs became less frosty under Finubar, but many grudges remain unresolved. High Elves and Dwarfs began working together on matters of grave importance, such as the maintenance of the waystones that channel magic to the Great Vortex, though most mutual endeavours are plagued by dysfunction. Given their cooperative history with both Elf and Dwarf societies, Human diplomats have been of great service as intermediaries.

Human nations are more welcoming. High Elf envoys may serve as kingmakers, giving nobles who seem well suited to the preservation of balance insight into matters of statecraft in return for their allegiance. These representatives are well-informed and garner fearsome reputations among their short-lived colleagues. Ulthuan has begun to accept Human ambassadors as well, but only the best can keep up with Asur politicking.

The Wood Elves are better prepared for the nuances of Elven diplomacy and remain wary of their cousins. Finubar's respect warmed relations, but the Eonir regard the Asur as hypocrites and fair-weather allies, whilst the Asrai believe them shortsighted meddlers who endanger the integrity of the natural world. Both Wood Elf courts suspect that the Phoenix King wishes to see them returned to the fold and take pains to limit information and freedom of movement, wary of spies. Ulthuan, of course, does engage in its share of espionage, most effectively amongst Human society. Its spycraft is reserved but effective, and Asur agents (often doubling as ambassadors) can be found in many major cities worldwide. Asur observation stretches from Altdorf to Marienburg, from Miragliano to Weijin, and into the courts of Dwarfs and Wood Elves. A few bold spies even reside permanently in Naggaroth, sending messages home via ensorcelled sea birds.

Ulthuan is becoming more familiar in foreign lands, driven by the scholars and merchants who seek their fortune off the island, most of whom sail from Cothique. Although on Ulthuan options for advancement and growth are generally limited by birth, worthy Elves invariably distinguish themselves amongst Humankind. Merchants, scholars, and adventurers of all stripes have begun venturing forth after Ulthuan's opening, garnering fame, and spreading the wisdom of their people.

These travellers bring new ideas to Asur society. Ulthuan is undeniably in an era of change, faced with many questions raised by their increased closeness to the world beyond. Ultimately, it is recognised that the fate of the Elves and the fate of the world are inexorably linked, but there is debate about how, or if, the Asur should provide guidance in the battle against Chaos. Hopes for the future necessarily include some consideration for the mortal world, and the High Elves constantly evaluate their position in efforts to best ensure a better future for all.



ASUR SOCIETY

'The winds have changed. The presence of ylvathoi upon our lands has created disharmony. Our ancestors never traded for gold and trinkets, they helped each other in times of need.'

— Melissindra Bayshimmer, Aestheticis of Cothique

High Elf society is structured around precedent and ceremony to mitigate the Elven tendency to become fixated on slights or preoccupied with interests. Their martial history influences a culture that respects rank, honour, and discipline. Etiquette involves greeting protocol, formalities of touch, and expressions of courtesy. Blessed with sharp minds and senses, High Elves employ subtleties of speech and gestures that can leave less rarefied folk baffled. Their superior attitudes have contributed to misunderstandings, even conflicts, with Humans and Dwarfs.

Each level of High Elf society honours those above, from *kith* that serve lesser nobles, the *tariour*, to the highborn, the *tariour*. Those that served in the citizen levy are given the title *Charidir*, loosely translated as 'citizen'. Once the term *faniour*, or lowborn, was used to describe the working class, it is now deemed rustic and only used by some highborn to describe Elves from Avelorn and Chrace.

Many folk consider High Elves distant and aloof, more concerned with ceremony than action. In truth, their reserved manner and adherence to protocol are disciplines adopted to mitigate overwhelming emotions, or better facilitate their heightened perceptions.

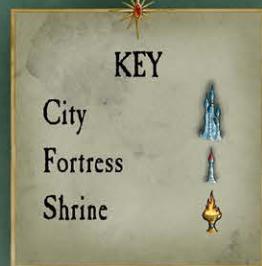
HIGH ELVEN HOUSES

In ancient times, Elven families were each led by a council of elders. In time, a dominant family would rise within a region, and families throughout the area would come to acknowledge their leadership. Having an absolute rule, the head of this dominant family acquired the title lord or lady and their family would be recognised as a highborn house. The tradition of a council was retained, but only as advisors.

In the present, society is split between greater and lesser houses, each seeking honour, position, and wealth through battle, marriage, or trade. The oldest houses are almost exclusively highborn, tracing their bloodline back to the time of Aenarion, the first Phoenix king.

Elves treat the subjects of poverty and modesty with condescending manners if not outright disdain, but their respect for order and discipline means that even humble houses usually find their place within the social order. The inability to better their circumstances leads members of lesser houses to seek wealth through less honourable endeavours such as gambling and smuggling.





THE INNER KINGDOMS

The Annulii Mountains practically encircle the Inner Kingdoms. They are almost impossible to cross, except via a few passes and tunnels. This natural barrier provides the Inner Kingdoms with mild seasons of Sun and Frost. The Elves who live there enjoy the benefits of this warm climate, leading relaxed lifestyles and indulging in leisurely pastimes. Elves of the Outer Kingdoms often consider those of the Inner Kingdoms to be rather soft and idle.

Eataine

The mightiest of the Elven Kingdoms is Eataine, where Lothren, Ulthuan's greatest port and royal city, is found. Snobbish Elves of other kingdoms sometimes look down on the Elves of Eataine for their social climbing facilitated by commerce. In Eataine, successful merchants seek to measure themselves against haughty highborn nobles who consider themselves touched by the divine. These nobles regard the kingdom as Asuryan's chosen land, home to roosting Phoenixes and spared the ravages of wars and tempests. Vineyards, villas, and summer estates can be seen throughout the country, whilst the city's centre teems with trade, drawing young Elves from throughout the kingdoms. Its docks host nearly as many Old Worlder ships as they do Elven vessels and there are foreign residencies and lodgings available around the city. The Elves of Eataine are more accepting of outsiders, and other kingdoms view their openness as a threat to the social order.

Caledor

Caledor once rivalled Eataine in might, and whilst the kingdom has declined over millennia, it still vies with its neighbour in arrogance. Throughout Ulthuan 'Prince of Caledor' is a common metaphor for intolerable haughtiness. The land is dominated by the Dragon Spine Mountains, the site of many Dragon lairs and the massive volcano Vaul's Anvil. In the lee of these smouldering peaks, the houses of the Dragon Princes are located around oases of greenery formed from nutrient-rich volcanic soils. Elsewhere the ashen lands are thinly populated, though hardy caravans wend their way down the volcanic slopes and bands of Elves scour the rocks for precious stones and metal ores. Caledor's Elves are direct and rigid in their traditions. The kingdom was a bastion against Chaos and home to Caledor Dragontamer during the time of Aenarion. Though Caledor is now a shadow of its former might, it remains a land of fierce warriors and martial splendour and can always be counted upon to bear more than its share of the burden of war.

Ellyrion

Ellyrion is a land of open steppe, swift horses, and fierce but fleeting storms. Ellyrians live among the wild horse herds that graze the sweeping plains. The importance of horses is enshrined in their culture, with it said they view stables and Elven dwellings as equal in standing. Children bonded to a foal become *caraidh aech*, beastfriends with an affinity for horses. Ellyrians are peerless equestrians who demonstrate feats of acrobatics and archery from horseback. The finest horse tack is crafted here, and a steed of Ellyrion is prized by princes of other realms. Though Ellyrion is protected by the ring of the Annuliis and the great gates of the northern passes, the Elves that live there must be on guard. Dark Elves covet the wild black horses of the steppe and launch raids to capture steeds of their own.

Avelorn

Oldest of the kingdoms, Avelorn is the spiritual home of the High Elves and the everqueen holds court there. Her people live a nomadic existence amongst the wild forest, celebrating life within its glades with music and song. Many of the best artists of Ulthuan master their skills under the forest canopy. Elves from other kingdoms are welcome to stay as long as they wish but must leave modern notions of order at the border, for Avelornians see themselves as guardians of traditions older than the coming of Chaos. Beneath the wild beauty lurks danger. Factions contest for the favour of the everqueen with bitter rivalry, beasts lurk in the forests' depths, and Daemons prowl the foothills of the Annuliis. So, the folk of Avelorn must remain on guard. Though their land is bounteous and fair, there is nothing soft about the Elves of Avelorn.

Saphery

Sorcery is said to run through the veins of Sapherians just as their land is steeped in magic. Living in a place where the skies radiate the colours of the rainbow, rivers glimmer with inner light, and hills move on their own, the Elves of Saphery are eccentric and otherworldly. This sparsely populated kingdom houses the greatest of libraries within the White Tower of Hoeth and each of the princes of Saphery are mages of great power. Saphery is also considered to be the breadbasket of Ulthuan. A bountiful harvest is ensured due to the concentration of student mages practising their enchantments, as well as tiny, thin-limbed magical creatures, the Uleishi, dancing through the fields.

THE OUTER KINGDOMS

The Elves of the Outer Kingdoms are beset with challenges, from Norse and Dark Elf raids to sea monster attacks. Once, these realms were the pride of Ulthuan, with grand cities and opulent lands, but much was lost during the Sundering, and storms now pound their coasts. Despite these setbacks, the Elves face each challenge with grim humour and great fortitude.

Yvresse

Yvresse is the land of mists, a shrouded expanse of rolling hills and hidden valleys. It is a sparsely settled realm, with a comparative handful of towns and only one major city, the glorious spires of Tor Yvresse. Though Dark Elf raiders seldom travel so far around Ulthuan to beach their dread vessels upon Yvresse's shores, the warriors of the realm must always be on guard. The Elves of Yvresse, having suffered much in recent times, are grim and curt with a deep resolve forged in battle. Goblin warlord Grom the Paunch's invasion led to the desecration of many waystones and the ancient spells of illusion, wreathing its eastern coastline in mist, are now corrupted. When mists appear, Elves must tread cautiously to avoid the attention of Daemons that haunt within. Mist-walkers, specialist daemon hunters, strive to cleanse the lands, but this perilous and exhausting task, on occasion, forces them to call upon the warriors of Yvresse for aid.

Nagarythe

What is left of Nagarythe is a hard, barren land of intemperate climes and dark deeds, known now as the Shadowlands. It was from here that Malerion commenced his civil war, and the land bore the brunt of that conflict. The mostly nomadic Elves of Nagarythe are considered harsh and untrustworthy by those of other kingdoms, considered too close to their kinsmen who formed the first Dark Elf armies. This is a cruel irony. The Elves of Nagarythe hate the Druchii with unwavering ferocity. They renamed themselves the Aesanar (the sons of Anar), after the legendary founder of the Shadow Warriors. These fighters patrol the northern shores against Dark Elf incursions. They are even known to carefully infiltrate those corners of Asur society they consider to be corrupt or self-indulgent, working undercover to root out the influence of the cults of pleasure. There will be no peace in Nagarythe until Malerion and his twisted followers have been scoured from the world.

Tiranoc

In the past, Tiranoc was the grandest of all Elven kingdoms. Its majestic peaks towered over flower-strewn meadows, and its sailors colonised many lands. Unfortunately, the devastation of the Sundering drowned swathes of Tiranoc. Only unwavering hope and resilience drove the Elves to rebuild. Tiranoc remains a broken land, ever in danger of slipping further into the unforgiving seas. Their romantic view of the past is reflected in antiquated architecture and respect for tradition. Many feel bound to help the Elves of the Shadowlands, repaying a debt to Alith Anar, who rescued Anataris, heir to Tiranoc, after Bel Shanaar's death. A minority believe the Shadow Warriors offer the opportunity to regain their kingdom's power.

Chrace

Chrace is a wild land of dark forests and rugged mountains. Even children are taught hunting and woodcraft, for anyone unready to survive the wilderness is easy prey for savage beasts. Most famous of all Chrace's warriors are the White Lions, veteran woodsmen who form the phoenix king's bodyguard. Most young Chradian warriors strive to earn the right to wear the lion pelt and serve at their king's side. Opportunities for glory are common, for Chrace is almost permanently at war. The Dark Elves regularly stage raids, seeking passage to Ulthuan's Inner Kingdoms. Chradians are a skittish people living behind palisades, fearful of the perilous groves tainted by dark magic within the forests they once hunted in for game. There is growing discontent here, as many believe the armies of the phoenix king should cleanse the lands of corruption.

Cothique

The realm of Cothique is a harsh place. Its towering cliffs and shale beaches are windswept and grey, its surrounding seas home to megalodons, sea serpents, and other fierce predators of the deep. It is a cold kingdom, and storms lash its rocky coastline. A shrewd and hardy sea folk, Cothiquians are renowned for their wanderlust, allegedly spending little time at home. The ships of Cothique are second only to that of Lothren in numbers, but their captains have greater knowledge of the trade routes. The Elves of Cothique are a proud and practical people, displaying fortitude and stoicism in the face of adversity. Cothiquian warriors are wild by the staid standards of other High Elves and prefer the thrill of raiding to the more conventional battles prosecuted by other realms. This is a prediction that has seen them branded as pirates in foreign lands.

UPBRINGING

High Elf children are meticulously nurtured. A tapestry of tradition, duty, and discipline is woven into the very fabric of their upbringing. The childhood of a High Elf is a journey of refinement, blending ancient wisdom with the pursuit of excellence.

In Ulthuan, education and physical fitness are highly valued, so gymnasiums and schools play essential roles in the lives of young individuals. A relaxed attitude is taken in early years, as High Elves encourage their children to draw, paint, and learn through play, which carries over into the first few years of schooling. From ages 5 to 20, when physical maturity is reached, all youths are expected to attend a school of Hoeth. During this time, they are often seen studying, competing in athletics, or writing poetry. Schools of Hoeth range from small village buildings to grand structures in cities. Wealthier houses and highborn often seek private tutors for their young to demonstrate their wealth and increase their social standing.

The Citizen Levy

From an early age, High Elves are obliged to undertake basic military training in the use of the bow in preparation for service in the citizen levy. It is said that a High Elf learns to shoot a bow before they know how to read, and indeed it is the case that High Elves do learn martial techniques as they commence basic education. The only exceptions are those gifted in the use of magic, who are instead assessed for training in Saphery. This introductory training is done alongside the young Elf choosing to further their education or learn a trade, often the only choice for rural communities. During this time, many seek experiences to test themselves, with thrill-seeking and the lure of excitement drawing some into dangerous situations or succumbing to the lure of the pleasure cults.

Over the next few decades, between the ages of 30 to 50, an Elf is expected to show increasing emotional maturity as they pass from youth into adulthood. This milestone of life is marked with the rite of ascension, a formal celebration at 50. Arranged marriages between houses and clans are normally announced during these occasions, with couples exchanging pledge rings.

ASCENSION

The Rite of Ascension is an important life milestone. It is the point at which an Elf is considered an adult, with rank and privilege awarded to them by the individual house. The nature of this milestone varies between family and kingdom. In Chrace, solo hunting trips are common to demonstrate independence, while memorisation of texts to show diligence is practised in Saphery. Some prefer group endeavours, such as the Aesanar of the Shadowlands who send young Elves to infiltrate and retrieve a token from another family; any caught in the endeavour are beaten and sent back in shame. An extreme act of heroism may also be viewed as a sign of emotional maturity. Since the formation of the citizen levy, more Elves are choosing service amongst the archer regiments to learn discipline and show maturity, though the Elves in Eataine prefer service in the Sea Guard rather than follow the older traditions.

Celebrations of this rite of passage also vary from being anointed by a priest of Mathlann, as is the custom of Cothique, to the formal parties of Tirancoc that gather members of family or house, depending on the status of the Elf.

WITHOUT LEAVE

The Characters are approached by a young Elf who hopes they can assist him. Elarian Whisperleaf, known for his love of art and nature, faces service in the citizen levy. Elarian is desperate to avoid the path of violence without bringing shame and dishonour to his house. He is seeking help to find a solution that preserves both his principles and his family's reputation. His father, however, is a proud Elf who feels that it is only fitting that someone of his line sees front-line service. He will commit serious resources into finding anyone who helps his son abscond and punishing them for it.

LOTHERN AND THE PHOENIX KING

The Phoenix King, chosen from amongst a council of ruling princes, sits upon one of the Twin Thrones of Ulthuan. Each King chooses where to hold his court, and he usually chooses to do so in his home Kingdom. The tenth phoenix king, Finubar the Seafarer, located his Phoenix Court in the sprawling city of Lothorn in Eataine. This is a well-protected city, with imposing sea gates and the Straits of Lothorn safeguarded by the caprice of the sea.

Lothorn is characterised by elegant white towers, shimmering spires, and graceful architecture. The city has significantly benefited from Finubar's rule, with vast sums spent on its development, including a 600-foot-tall marble statue of Aenarion in the harbour. Other seafaring kingdoms accuse Finubar of favouring Lothorn over other regions. His supporters argue the importance of giving first impressions of overwhelming wealth and power to visitors to Ulthuan. The city is a hub of Elven culture, known for its intricate gardens, vast libraries, and majestic palaces. The Cold Weather Gardens are a sight to behold at festival time, filled with lifelike animated ice creations conjured by Saphery's mages. The most talented artists are said to hail from Lothorn, including the gifted painter Uthien Sablehand and the renowned and discerning company of entertainers, the Masques of Lothorn.

SO MANY PRINCES

All members of a highborn family are recognised as princes or princesses of varying rank. Highborn are either of Aenarion's bloodline or direct descendants of his generals and granted the highest level of recognition and honour, below only that of the phoenix king. The head of the most dominant highborn house in each kingdom is the ruling prince or princess. In order for a family to be ranked amongst the highborn, they must possess a magical artefact, preferably a weapon, that was forged during the reign of Aenarion.

Below the highborn are a plethora of nobility of varying ranks. Many attempt to marry into highborn families to increase their position. Despite merchant houses having great wealth, some Elves perceive them as tarnished, for wealth is seen to be linked with profiteering and excess.

The Phoenix Court

Situated at the heart of Lothorn, the phoenix king's palace is one of the most stunning buildings in the world. Braziers burn with a magical blue flame when the King is in residence. The court is a grand assembly, adorned with elaborate tapestries depicting the city's history, where nobles clad in resplendent attire engage in refined discussions. Finubar's throne, crafted with ethereal elegance, commands the throne room and projects regal grace and wisdom.

Interactions with the phoenix king are governed by strict etiquette. In normal conversation, he is addressed as 'Majesty' or 'Sire', while on formal occasions he is known as 'Blessed of Asuryan'. Elves in his presence must maintain a respectful demeanour and distance. Direct eye contact must be avoided unless permission is given, and all are expected to wait for him to initiate conversation. If blessed with the honour to dine with the phoenix king, no one may begin eating before him nor continue to eat once he has finished. This can lead to others in court eating quickly to ensure they are satiated before Finubar has had his fill.

When the phoenix king is required to mediate disputes between houses, his judgements are rendered with great care and diplomacy, for each kingdom has slightly different codes of conduct. The use of the Phoenix Library, a vast repository of ancient texts on previous conflicts and diplomatic solutions, assists him in making informed decisions, maintaining balance and societal harmony.

A BELEAGUERED HOUSE

House Emeraldsea, renowned for its ship insurance services, is troubled by a growing number of claims. As they scramble to protect their reputation, they seek adventurers to investigate attacks believed to be instigated by the Dark Elves in revenge for the house's links to Tyrion and Teclis. The house is worried that its good name is at risk, and that if their customers exchange gossip about being the targets of raids it could prove disastrous for their business. They are therefore very careful about approaching potential investigators, and cagey in how and why they impart information. They are desperate that no one outside the house recognises that they may be part of the pattern.

AVELORN AND THE EVERQUEEN

Avelorn is ruled by Alarielle the Radiant, the eleventh everqueen and co-ruler of Ulthuan. Unlike the phoenix king, the role of everqueen is hereditary, passed down from mother to daughter. A newly elected phoenix king travels to Avelorn for the ritual marriage to the everqueen. Their union, intended for the conception of a female offspring, the everchild, lasts just one year, after which each is free to pursue their own lives and take consorts of their own. In time, the everchild will succeed her mother as lady of Avelorn and chosen representative of the goddess Isha.

The realm of Avelorn is a political power second only to Eataine, but it is also one of the most important spiritual centres in Ulthuan. The everqueen has a vast influence on the social consciousness of High Elves, reinforcing their shared values, traditions, and sense of purpose. As such, Avelorn stands not only as a physical kingdom but as the symbolic heart of Ulthuan.

Avelorn has a distinctive societal structure, different to the rest of Ulthuan. Avelornian families are known as kinbands that group together to form a clan. Amongst these, like-minded Elves, not necessarily related, are drawn together by ideals forming social networks called kindreds. Individuals may move between different kindreds throughout their life as their interests change, however, the bond of a kindred is powerful and turning away from that connection can sometimes be seen as a betrayal. Smaller groups, called kithbands, are formed as needed to perform specific tasks for their kinband.

AENARIAN'S ISSUE

Aenarion's bloodline continued through the descendants of Morelion and Yvraine, his children by the everqueen Astarielle. While Yvraine took up the mantle of the everqueen, Morelion had no interest in politics and, at first, was content to remain in Avelorn protecting his sister. Later, filled with wanderlust, he travelled many lands before retiring to the islands in the east of the known world.

Caledor Dragontamer prophesied that all of Aenarion's blood would be granted gifts, but also inherit a curse that would all-too-often manifest itself as corruption, either physical, mental, or spiritual. All descendants of Aenarion are therefore brought to the reigning phoenix king to ensure they do not pose a threat to Ulthuan. They are sent to the Island of Flame, where divinations are made, and their fate is determined by priests in the Shrine of Asuryan.

The Evercourt

The court of the everqueen is a transient, carnival-like spectacle, trooping through the forest. By day, singing and laughter ring through the trees, while at night, naked dancers whirl and spin amongst the feasting and merriments. The everqueen is rarely seen openly unless choosing notable artists, dancers, poets, artisans, or mages to join her court upon its journey through the forest. Competition to gain her favour is fierce, for it is the highest honour to be chosen as the everqueen's consort or handmaiden.

Avelorn has long been viewed as a place of sanctuary. Those seeking refuge from a ruling prince or the judgement of the Phoenix Court may plead for asylum. Their case is heard before the everqueen and she alone grants permission or denial. Historically, the phoenix king and everqueen form a contraposition, balancing High Elf society, the former a warlike expansionist, the latter a peaceful introvert. However, the everqueen has recently acted against the traditional expectation and taken a more personal interest in leading High Elf armies, while the phoenix king remains in Lothorn.

THE ISLE OF REBIRTH

Off the coast of Avelorn lies the Isle of Rebirth, sacred to the mother goddess Isha. Her cavern-temple can be found in the depths of the beautiful Gaen Valley. It is here that the everqueen is crowned by the oracular priestesses of Isha, who conduct many mysterious rites no male Elf may witness. All High Elf women are expected to make a pilgrimage here at least once in their life.

SHADOWS OF DESTINY

Thalorian Starbrow, a young Elf due to undertake the Rite of Ascension, has disappeared. As a descendant of Morelion, the priests fear Thalorian's disappearance may be due to the Curse of Aenarion. They therefore seek discreet aid in locating the youth and bringing him back for scrutiny. Is the young Elf descending into violent madness or is he simply scared of what he may be accused of?

SAPHERY AND THE MAGES

Though Saphery has a ruling prince, the land is administered by a council of powerful archmages. The palaces and villas of each archmage reflect their eccentricities, so no two are the same. The most prominent building in Saphery is the White Tower of Hoeth, a needle-like white marble structure stretching to the sky. Its creation was intended to centralise the teaching of magic and act as a repository of information gathered from across the world. It has its own magical defences and is home to the Order of Swordmasters. Almost all Elven scholars visit Saphery at some point to study its majestic libraries and reflect at its shrines to Hoeth.

Council of Mages

The Council of Mages, led by High Loremaster Teclis, convenes in the White Tower to discuss matters of magical governance, protection, and the balance between order and chaos. Its members are known only to each other, and positions are filled by invitation only, except for the ruling prince of Saphery who is granted a seat by dint of his position. The council selects mages to serve in the armies of the phoenix king and appoints advisors to the courts of princes in other kingdoms. This gives the council significant influence over other realms and the ability to manipulate the destiny of the High Elves.

LOREMASTERS OF HOETH

Most Elf scholars study a single subject, reaching a depth of understanding beyond most other species. There are few with the focus to master more than one discipline, those that do are called loremasters. Believing a disciplined mind should also have a disciplined body, these esteemed scholars are also skilled warriors. Almost all Elves in Ulthuan revere the talents of a loremaster of Hoeth, and when one is passing through a kingdom in search of knowledge, their wisdom is often sought to settle disputes or solve problems.

Order of Swordmasters

When the magical traditions were centralised, amongst those invited to the White Tower were those who sought to master the art of sword-dancing, an ancient tradition of martial arts that channel the Winds of Magic through the movements of a swordmaster before unleashing them with calculated precision. Those who came formed the Order of Swordmasters and became the guardians of the White Tower of Hoeth. Young Elves aspire to join their ranks, for they are revered throughout Ulthuan and only a select few are admitted into the Order.



NAGGAROTH, NAGARYTHE, AND THE KINSTRIFE

Nearly 5,200 years have passed since the Sundering, yet the wounds remain raw and the war between Asur and Druchii threatens to enter a new period of heightened intensity. High Elves remain enraged at the Naggarothi for tearing their race apart, for their ongoing raids, and their relentless cruelty. They abhor the Druchii as a reminder of the consequences of indulging in the darker, more emotional aspect of Elven nature. The Asur also fear the Druchii — they are a terrifying look in the mirror.

There have been centuries when Ulthuan assumed the Dark Elves dwindled, their fire burning out in the cold wastes of Naggaroth. During the reign of Aethis, many believed Malerion dead, and his people no longer a threat. The High Elves grew complacent until the invasion of 2301 IC exposed them to the truth. Since that time, the denizens of Ulthuan have remained alert, ever aware of Malerion and Morathi's cunning.

UNENDING RETRIBUTION

The Dark Elves fight to reclaim former Naggarothi territory, notably the northern isles and the shattered Shadowlands of Nagarythe. The vengeful shadow warriors keep them at bay under the command of Alith Anar. The Druchii also covet the Blighted Isle and the ruins of Tor Anlec. Further along the coast, Druchii ships raid Chrace and Cothique every season, trying to gain a foothold on the mainland.

Dark Elves raid Ulthuan for slaves, to steal the valuable black horses from Ellyrion, and to sow terror in the Outer Kingdoms. Malerion and his dreadlords fight a psychological battle as much as a literal one — hoping to show the Asur they are never safe, even on their enchanted island.

The Asur do not fight a purely defensive war. They launch reprisal raids on Dark Elf settlements, burning ships and levelling communities. Aggressive elements in Tiranc, Chrace, and Nagarythe lobby for a wholesale invasion of Naggaroth, yet few High Elf raids penetrate far into the interior of Dread King's realm. The harsh climate is challenging enough for the Druchii, never mind an Asur army.

High Elf fleets hunt and destroy Dark Elf ships as they patrol the oceans. Ulthuan's navy usually has the upper hand on the waves, although few admirals can best a black ark or the fleets of Krakenlord Lokhir Fellheart. Sea Lord Aislinn swears he shall sink every Druchii vessel before he can rest — perhaps because the Krakenlord once bested him in combat.

A SECRET WAR

The Druchii are as subtle and devious as their cousins. They are patient and adept at infiltration, both on Ulthuan and in High Elf colonies around the world. A notorious example was Prince Ilithis, an agent of Malerion who had lived in Lothorn for centuries as a respected scholar. From the shadows he inflicted subtle sabotage and assassinations, culminating in the murder of the tenth everqueen, Estrielle the Silver. During the invasion of 2301 IC, he revealed himself as Urien Poisonblade and met his end in single combat against his former friend and sparring partner Prince Tyrion.

Dark Elf spies infiltrate High Elf society, feeding secrets back to Malerion and their masters through magical communications. Their Asur counterparts wage a clandestine war against these Druchii agents, striving to uncover them and thwart their aims. High Elf spies in Naggaroth must demonstrate hideous cruelty to maintain their cover. The militant shadow warriors are the only Elves who shoulder this burden with minimal compunction.

Dark Elves are adept at manipulating other species, especially Humans. Norse raids on Ulthuan are sometimes orchestrated by Druchii provocations. Much as Malerion's manipulations stoked the War of the Beard, Dark Elf agents currently provoke anti-Elf sentiment in the Old World. They hope to weaken Asur influence and alliances with the younger races.

The Dark Elves use cults of pleasure to undermine the resolve and battle-readiness of the Asur, as disguised sorceresses goad them to worship Atharti, or even Slaanesh. There are also esoteric Asur mystery cults tainted by Druchii interlopers, such as warrior brotherhoods that promote the worship of Khaine.

ATTITUDE TO OTHER SPECIES

By Elven tradition, the Asur inherited stewardship of the world from the Old Ones when they saved the planet from the onslaught of Chaos, and thereby spared all other species from destruction. High Elves are oblivious or dismissive of any claim that others, such as the mysterious Slann or the Dwarf god Grimnir, may have played a role in averting the end of the world.

It is unsurprising the Elves consider other species inferior. However, the Asur hold diverse views on non-Elves — what follows represents a general view rather than every individual perspective.

WOOD ELVES

Although Elves who live in the Old World are descended from Elves of Ulthuan they have no loyalty to the Phoenix Throne.

Asrai

The Asur distrust the Asrai. Many believe that the Wood Elves have adopted primitive behaviours. Protocol, discipline, and reverence for Asuryan have been abandoned in favour of an attempt to recapture a mythical savagery of the past. High Elves suspect the Asrai have failed to suppress the darker side of the Elven psyche.

Other High Elves consider the Asrai as kin who would benefit from closer allegiance, particularly with Avelorn. Despite their disapproval, the Asrai are still Elves and better allies than other species. High Elf ambassadors occasionally visit Athel Loren, although they are uneasy about making such a journey into the woods. Asrai emissaries to Ulthuan are vanishingly rare.

Eonir

High Elves dismiss the Eonir of Laurelorn as a historical footnote, an unimportant enclave whose stubbornness let them drift away from the rule of the phoenix king and the everqueen. However, they are easier to comprehend than the Asrai, and High Elves maintain good manners and conceal their condescension when in the company of Eonir. More belligerent Asur believe the Eonir must return to the rule of Ulthuan, even whispering that they trade with the Druchii and should be brought to heel by force. A minority of Elves take an interest in the aspects of Eonir life which seem to preserve the Elven culture from before the Sundering.

HUMANS

High Elf attitudes to Humanity vary greatly, although they are always patronising. Prejudiced Asur disdain these grubby primitives and prefer to contain and control them from a distance. Others find the vitality and naïveté of Human culture fascinating and invigorating — they are curious as to how such simple, short-lived creatures can thrive to build a vigorous civilisation in a deadly world. Young Elves seized by wanderlust often tour the Old World as part of their education, visiting the sites of Elthin Arvan while amusing themselves witnessing the antics of Humans.

The Empire and Marienburg

The Empire is a popular subject of debate amongst the more outward-looking Elves of Ulthuan. Pragmatists explain the Empire is the major power in the Old World, and even the most arrogant High Elf must acknowledge its influence and future role in defying Chaos — ideally under the direction of superior Elven minds.

Others voice concern that the men and women of the Empire seem unduly corruptible, as many of Chaos' most dangerous champions have emerged from Sigmar's land. Dwarf influence on the Empire is a concern — impressionable Humans can pick up anti-Elf sentiment from the diminutive species.

Attitudes to Marienburg are tentatively positive because most Elves assume the city is in the grasp of Ulthuan's emissaries — the Wasteland became independent through their diplomacy and naval power after all. Manipulating the profit-hungry Wastelanders seems exceptionally easy, although those who know the city well see that matters are more complex than the view from Ulthuan suggests.

Bretonnia

High Elves visiting Bretonnia suspect the influence of Athel Loren on Human society. There is something elusively familiar in the conduct and virtues of the knightly ruling class, though it is hard to pinpoint its nature. Asur merchants and travellers are more comfortable in Bretonnian port cities than those of other Old World nations. The citizens of Bretonnia tend to display a suitable degree of deference and graciousness in their dealings with Elves. Several minor colonies on the western seaboard keep watch on the Bretonnians — Tor Soleil, Tor Bidouze near Brionne, Tor Martel, and the Silent Isle. A tiny garrison occupies each of these outposts, primarily providing safe harbour for Elven ships.

Tilea and Estalia

High Elves regard Tilea and Estalia with condescending affability. The southern Old World is a popular destination for Asur travelling to explore the ruins of old Elven settlements. They enjoy the pleasant climate and appreciate the naïve primitivism of Tilea's great artists. After Finubar returned from Tilea with tales of mercenary armies, there are adventurous Elves who even venture to fight amongst the Dogs of War, for glory and coin. Asur rumour has it that Elven princes in Luccini and Magritta are engaged in a friendly competition, using the princes of Tilea and Estalia as playing pieces manipulated into fighting petty battles for unclear purposes.

Kislev

High Elves have few dealings with the Kislevites beyond Erengrad. The country is inhospitable, and the people are difficult to understand, even for Humans. However, tales of Kislevite resilience against Chaos are well-known and martial Asur believe they make stoic allies when the northern tribes sweep south into the Old World.

Grand Cathay

The people of Grand Cathay are considered as generally more sophisticated than Old Worlders — trade with the Celestial Empire predates other Human contact and Elves respect the Dragons who rule there. The sentiment is not mutual, as Cathayans find the Asur relationship with Dragons discourteous, treating them as no more than equals.

Ulthuan

Lothorn has a sizeable Foreigners' Quarter, where Humans from around the world may live and trade with the Elves of the city. Elves in Lothorn are used to the idea of Humans dwelling amongst them, and while they decry the increasing numbers and the peculiar stench of Humanity, they appreciate the wealth and goods which flow into the city.

In other kingdoms, most High Elves would rather Humans were kept from Ulthuan altogether. They are almost never permitted to settle elsewhere on the island and Human travellers are extremely rare and barely tolerated, requiring the support of a powerful High Elf patron to permit their presence.

Norsca

The bulk of Norscans are known as opportunistic raiders touched by Chaos who have attempted to raid Ulthuan many times. However, Elves are intelligent enough to distinguish between different Norse cultures and do not assume that all are the worst of Humanity. There are Norse who trade with Lothorn, though the Lothorn Sea Guard keeps them under very close watch.

DWARFS

The War of the Beard left deep scars between the elder races. The Dwarfs are inherently stubborn, and their society is driven by grudges — their dislike for High Elves is legendary, although it rarely escalates to an open battle. For High Elves, matters are more complex.

High Elves struggle to see the Dwarfs as equals. To Asur eyes, they are physically ugly, smell odd, and conduct themselves with crass bluntness. Asur pride was wounded by the retreat from the Old World, and the continued presence of the original Phoenix Crown in the vaults of Karaz-a-Karak is a constant reminder of defeat by this unlovely species.

And yet... after 4,000 years of antipathy, many High Elves are wary of Dwarf intransigence. Elves still respect Dwarf resilience, fighting prowess, craftsmanship, and mechanical skill. Providing mutual distrust does not come to war, the Elves leave Dwarfs to stew in their resentment. The two species occasionally ally against darker threats — although this can lead to further recriminations.

Certain High Elves do get along with Dwarfs... and some Dwarfs are willing to set prejudice aside. There are even Dwarf traders dwelling in Lothorn, although they come exclusively from Dwarf clans that live within the Empire's borders.

LUSTRIA

High Elf scholars know more about the Lizardmen than most... but that still amounts to very little. Archmages in the White Tower have pieced together a fragmentary corpus on the Old Ones, gleaned mainly from relics rather than first-hand experience. They underestimate the Lizardmen, assuming they are little more than irreparably degraded, near-mindless servants of the Old Ones. See Chapter 1 of **Lustria** for more details of Asur knowledge of the continent and its history.

THE FORCES OF ULTHUAN

Ulthuan's culture of martial pride dates to the time of Aenarion. Glittering hosts of High Elves march forth in disciplined ranks, magnificent in their panoply. What the Asur armies lack in numbers, they balance with fighting prowess and strategic genius.

All High Elves learn the arts of war. Morvael the Impetuous ordained a system of troop levies that ordered all Asur to serve as citizen-soldiers. He commanded them to train and fight as archers before rising to the regiments of spearmen. Each Elf must provide their own wargear, including armour and robes, which are customarily white, symbolising purity and death.

Officers are recruited from High Elf nobility, who must also have a grounding as archers and spearmen before elevation to command. In theory, officers should be seasoned warriors, yet intrigues and factional rivalries within the upper echelons undermine meritocracy. Generals are always highborn and may be mages — High Elf armies often bring powerful spellcasters to war.

Any noble is entitled to wear the *ithiltaen* helm to war, joining the ranks of the Silver Helm knights — exceptionally skilled cavalrymen who typically lead the charge in battle. Specialised cavalry brings varied tactics to a general's command. Expert horsemen of Ellyrion ride as versatile light cavalry with spear and bow.

The Dragon Princes of Caledor are heavy knights, adorned with the ornate dragonesque barding that recalls the traditional mount of Caledorian nobility. Chariot warfare is an ancient practice, but one that is still employed by the noble warriors of the Kingdom of Tiranoc.

When Ulthuan is threatened, the Phoenix Guard take to the field. These silent guardians of the Shrine of Asuryan are protected by their god and granted the ability to see the significance of battlefield events before they come to pass. The White Lions of Chrace are the personal guard of the phoenix king, renowned for their physical strength and wielding great two-handed axes. The everqueen's equivalent force are the Maiden Guard, expert archers and spear fighters. Lothorn Sea Guard fight on ships and on the walls of their city with spear and bow, a practice emulated in other maritime Elven cultures. The sinister Shadow Warriors of Nagarythe operate as scouts and skirmishers, dedicated to hunting down Dark Elves wherever they are found.

In peacetime, High Elf armies patrol the coastline and foray into the Annulii Mountains to deal with troublesome beasts. They train continuously, with citizens rotating in and out of the regiments to stay battle-ready. Troops accompany excursions beyond Ulthuan to protect important personages or assist with exploration. The more matriarchally inclined princes try to keep the Asur on a war footing. They fear complacency and indolence, which would allow the pleasure cults to thrive once more.



HIGH ELF OUTPOSTS

Thousands of years ago, the High Elves established colonies around the Known World. Hundreds have fallen to war or disaster, but several remain.

Citadel of Dusk. The Citadel of Dusk is the most significant High Elf bastion on Lustria, overlooking the passage between the Anurell Peninsula and the Southern Wastes. The citadel itself is a tall, needle-like spire amongst several settlements on the surrounding islands, with a cavernous naval port sheltered beneath the bastion. The warden is Admiral Jahuthryn Seagleam, who owes allegiance to both Yvresse and Lothorn. For more details on the Citadel of Dusk, see **Lustria**.

Ithel Oriour. South of the Old World lies a tiny island swathed in red mist, known by mariners as the Island of Blood. In the time of Aenarion, a dangerous rent in reality was discovered there, and sealed due to the sacrifice of twelve valiant knights. A small garrison of High Elves under the command of the mage Konharion currently guards the island.

Fortress of Dawn. The Fortress of Dawn stands on an island at the cape of the Southlands, built around a gigantic waystone, with surrounding towers built in spiralling ranks. The island has several High Elf towns and shipyards. The fleet at the Fortress patrols the passage between the Great Ocean and the Sea of Dread.

Tor Elasor: Tor Elasor is located on an inhospitable rocky island in the Sea of Dread. Twin bastions guard either end of a sweeping sandy bay, with dwellings strung along the slopes between. The island is a source of fine white clay, prized for manufacturing ceramics. In 2408 IC, Dark Elves raided the island, leaving it deserted. Lord Amon was posted here with a fresh garrison. He tries to make the best of the situation, though recovery is slow.

Tower of Stars. The sister city to the Tower of the Sun is a fortified town, high atop an island and surrounded by vertiginous cliffs and forested valleys. Warden Loremaster Althyria monitors the Shifting Mangrove Coast of the Southlands. She is a scholarly mage, more comfortable with study than leadership.

Tor Elithis. The Isles of Elithis are an archipelago by the west coast of Lustria. Colonists there have been uneasy since the seeress Ingmir reported visions of Daemonic forces surging from the south and overrunning the islands. News has reached Ulthuan that the warden's council plans to evacuate the colony.

Tower of the Sun. This alabaster fortress watches over sea routes across the southern ocean. The warden Prince Quirelion is a Caledorian who keeps the traditions of his homeland alive. Every ten years, the everqueen and her court travel here. They battle through the jungles on the island, fighting strange Beastmen, to reach an overgrown monolith. Here the everqueen performs a ritual believed to prevent Morrslieb, known to the Elves as 'Sariour na Yenlui from descending on the world.

The City of Spires. This outpost of staggering beauty stands on the coastline south of the Mountains of Mourn. Gleaming blue tiles cover the settlement's spires and domes. The settlement was founded in the reign of Bel Shanaar and lies close to trade routes from east to west, although most visitors arrive by ship. Prince Orianian is warden, a poet who misses life in Lothorn. Under his lax stewardship, the City of Spires is becoming a haven for seafarers of dubious reputation.

Arnheim. Arnheim stands at the fringe of Dark Elf domains, a colony clinging to existence thanks to the continual vigilance of the army and its site on an island amongst dozens of deep channels. The walls are thick and smooth, fashioned from dark grey granite. They are functional and robust by High Elf standards. Dark Elves have conquered, occupied, and been expelled from Arnheim several times over the centuries. High Elves of Tiranoc and Nagarythe swear to defend Arnheim because it stands on an important node in the waystone network, provides a haven for High Elf vessels sailing to Lustria from Tiranoc, and is a staging post for attacks on Naggaroth and the forces of the Dread King.

Tower of the Rising Sun. South of Nippon, the Tower of the Rising Sun is a remote outpost raised amongst ruined pyramids. Its ancient stones radiate ambient heat for reasons the High Elves do not yet understand. The colonists provide safe harbour and trade with ships from Nippon, and oversee sea routes to the Turtle Isles.

ARMOURY OF THE HIGH ELVES

In the markets and emporiums of Ulthuan, items will be made for Elves by Elves. Other than basic consumables, items purchased from Elven markets will always have at least one level each of the *Durable* and *Fine* Qualities.

ELVEN MARKETS

The prices and Availability of items listed here apply only to markets in High Elven cities and outposts. Even the more mundane items, such as herbs gathered in Avelorn or swords crafted by Elven smiths, would be regarded as exotic curios or priceless antiques in the markets of the Empire.

The Asur use their own coinage, based around large coins of pure gold called Dragons. A Dragon may be worth the equivalent of a dozen Gold Crowns. High Elf merchants are often more open to fair exchange of goods or services of equivalent value when trading with each other. Human merchants visiting Ulthuan will find that small transactions come with surcharges to account for the inconvenience of dealing with Human coinage.

For the sake of convenience, prices are still given in Crowns, Shillings, and Pennies, even if the actual coins used by Elves will be different, and worth more in terms of the precious metals from which they are minted.

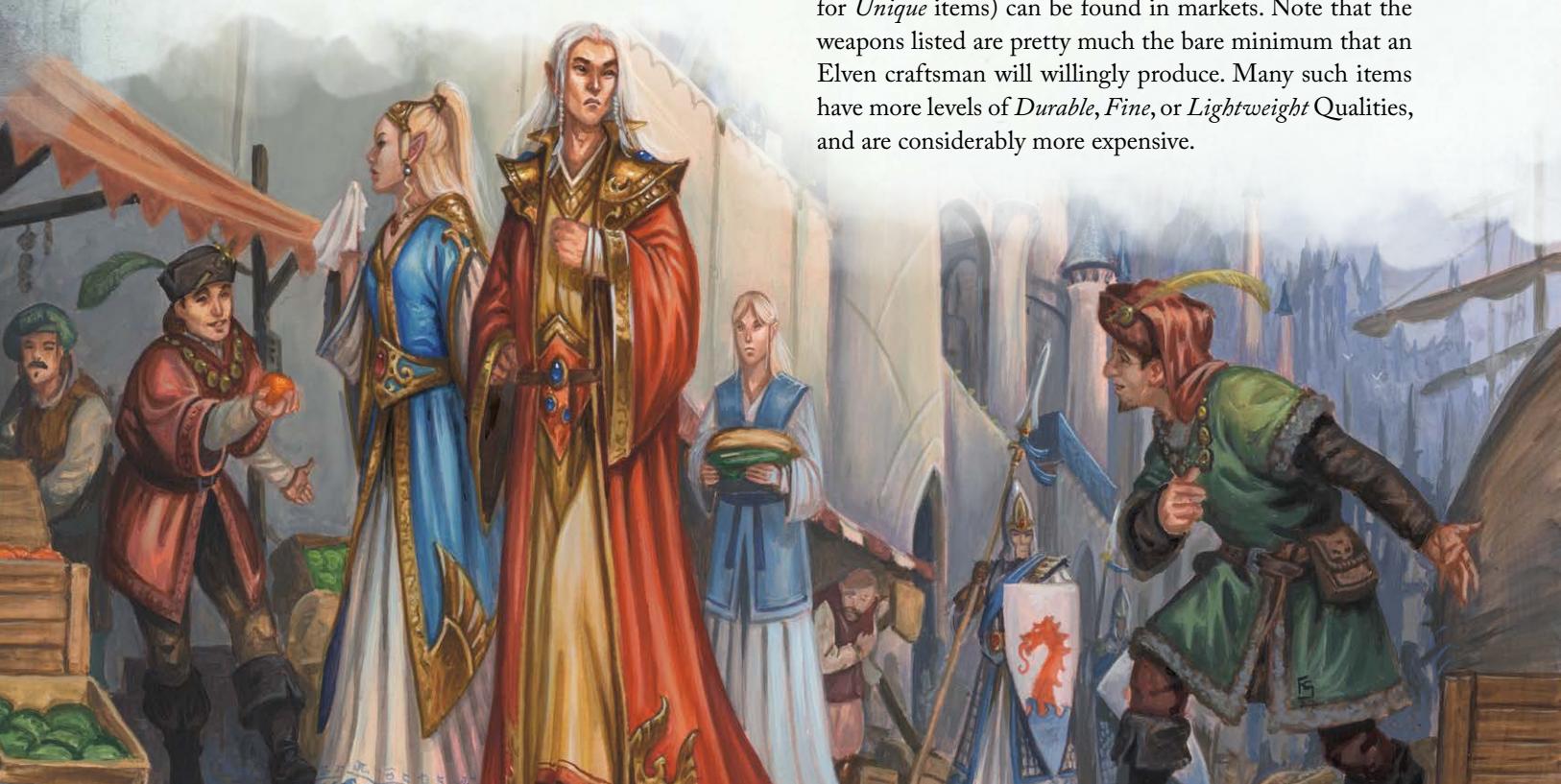
Unique Availability

Certain items described in this section may be found amongst the trappings of Elven heroes and successful adventurers but are not the sort of things sold at a market. Ithilmar helms and greatswords of Hoeth are designed with specific individuals and purposes in mind. They are prized treasures of Ulthuan, and not for sale.

When crafting an item of *Unique* Availability, count it as *Exotic* for the purpose of Difficulty. Raw materials are worth quarter of the item's value throughout Ulthuan, but much more expensive abroad (even securing materials such as ithilmar ore or nightlem wood outside Ulthuan might be regarded as a concern by the High Elves).

Prices cover the possibility of such an item finding its way to market as a result of theft, scavenging, or desperation. However, items marked with the *Unique* Availability are made to exacting processes and in such small numbers that they almost never appear for sale. Such an item may be granted to a Character if they show promise in a pertinent Career, which may spare them the need to buy it. However, where such items are provided to a Character, those providing them will not tolerate their misuse. Should a Character with a *Unique* item be seen to put it to wicked or ignoble purposes, they will be regarded as an enemy by most Asur.

The following list gives details of those weapons that are often employed by the soldiers of Ulthuan, and (except for *Unique* items) can be found in markets. Note that the weapons listed are pretty much the bare minimum that an Elven craftsman will willingly produce. Many such items have more levels of *Durable*, *Fine*, or *Lightweight* Qualities, and are considerably more expensive.



WEAPONS

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BASIC						
Sword	4 GC	1	Common	Average	+SB+4	Durable 1, Fine 1
Dagger	3 GC 4/-	0	Common	Very Short	+SB+2	Durable 1, Fine 1
Shield	8 GC	1	Common	Very Short	+SB+2	Defensive, Durable 1, Fine 1, Shield 2
CAVALRY						
Lance	4 GC	3	Rare	Very Long	+SB+6*	Durable 1, Fine 1, Impact, Impale
POLEARM						
Halberd	8 GC	3	Common	Long	+SB+4	Defensive, Durable 1, Fine 1, Hack, Impale
Spear	3 GC	2	Common	Very Long	+SB+4	Durable 1, Fine 1, Impale
TWO-HANDED						
(2H) Great Axe	16 GC	3	Scarce	Long	+SB+6	Durable 1, Fine 1, Hack, Impact, Tiring
(2H) Greatsword of Hoeth	2000 GC	2	Unique	Long	+SB+6	Damaging, Durable 3, Fine 3, Hack

*Lances count as Improvised Weapons if used on a Turn where you have not Charged.

Greatsword of Hoeth: Forged beneath the Tower of Hoeth, using techniques even the priests of Vaul are envious of, the Hoeth-forged magical blade is almost as long as an Elf is tall. Perfectly balanced, with enchantments woven when forging and tempering the

steel to ensure its perfection, and adorned with ornate patterns on blade and hilt, each is a unique work of art. Whilst they are crafted using magical means, the blades themselves are not enchanted. They are, however, required in order to use sword-dancing techniques (see page 68).



ARMOUR

Armour	Price	Enc	Availability	Penalty	Locations	AP	Qualities and Flaws
ITHILMAR PLATE*							
Breastplate	1280 GC	1	Unique	—	Body	2	Durable 2, Fine 2, Impenetrable, Weakpoints
Open Helm	256 GC	0	Unique	-10 Perception	Head	2	Durable 2, Fine 2, Partial
Bracers	1024 GC	1	Unique	—	Arms	2	Durable 2, Fine 2, Impenetrable, Weakpoints
Plate Leggings	1280 GC	1	Unique	-10 Stealth	Legs	2	Durable 2, Fine 2, Impenetrable, Weakpoints
Helm	384 GC	0	Unique	-20 Perception	Head	2	Durable 2, Fine 2, Impenetrable, Weakpoints
Ithiltaen Helm	1536 GC	0	Unique	-20 Perception	Head		Durable 2, Fine 4, Impenetrable, Weakpoints
DRAGON ARMOUR*							
Breastplate	10240 GC	3	Unique	—	Body	2	Durable 3, Fine 2, Impenetrable, Weakpoints
Open Helm	2048 GC	1	Unique	-10 Perception	Head	2	Durable 3, Fine 2, Partial
Bracers	8192 GC	3	Unique	—	Arms	2	Durable 3, Fine 2, Impenetrable, Weakpoints
Plate Leggings	10240 GC	3	Unique	-10 Stealth	Legs	2	Durable 3, Fine 2, Impenetrable, Weakpoints
Helm	3072 GC	2	Unique	-20 Perception	Head	2	Durable 3, Fine 2, Impenetrable, Weakpoints
WHITE LION HIDE							
Cloak	20 GC	2	Exotic	—	Body	2	Fine 2, Partial

* Ithilmar and Dragon Armour behave as Plate in all respects other than where noted, and impose a penalty of -10 to Stealth Tests when worn.

Ithilmar Armour: The greatest of the steam-clad Dragon Spine Mountains is the volcano called Vaul's Anvil, legendary seat of the god of smiths. The world's only vein of ithilmar is found there. The Elves do not mine the volcano's slopes but retrieve chunks of ithilmar ore that are shaken loose by tremors.

Ithilmar means 'sky silver' as it is light, gleaming, and incorruptible, but is also translatable as 'star steel', which speaks to its durability. The secrets of properly forging ithilmar are carefully guarded by the smith-priests of Vaul. Over the centuries, many pieces of ithilmar armour have been forged, and those made in the time of Aenarion can be as strong and gleaming as those that are newly forged.

Whilst Ithilmar Armour is light, it is still bulky, and thus a piece of Ithilmar Plate incurs a minimum Enc of 1 when carried rather than worn.

Prices for Ithilmar Plate are given, though it may also be used for the forging of scale, chain, or barding for horses. Ithilmar Armour pieces are always *Unique* Availability and massively expensive. To work out the price of a piece of Ithilmar Armour, take the listed price for the regular equivalent and double it seven times (multiply it by 128). So a Mail Coif from the **WFRP Core Rulebook** with a cost of 1 GC would be 128 GC if made from ithilmar, a set of Plate Bracers with a cost of 8 GC would be 1024 GC, and so on. We have worked out the price of common ithilmar items in the table above.

Dragon Armour: This magical mail is also forged in the weapon shops of Vaul's Anvil. It is made of specially crafted enchanted steel that is magically resistant to extremes of heat. Only pieces of plate armour can be Dragon Armour.

If Dragon Armour is worn on a Hit Location that is struck by an attack that would inflict an *Ablaze* Condition, the Condition is not inflicted. If a Character wearing a full suit of Dragon Armour encounters a circumstance that would see them suffer *Ablaze* Conditions regardless of Hit Locations, they are protected, but a Character wearing partial Dragon Armour would not be.

Furthermore, the armour offers a great deal of protection against attacks that inflict Damage due to them being hot. If an attack is heat-based in any way — such as a Dragon's Fire Breath attack or a spell from the Lore of Fire — then any Hit Location protected by Dragon Armour benefits from the following:

- If the attack is noted as ignoring armour, it may not ignore Dragon Armour.
- The Dragon Armour's AP is doubled against that attack.

Dragon Armour may also provide protection against other forms of heat or fire at the GM's discretion. Whilst it protects the wearer from short blasts of direct heat, it does not prevent them suffering from lack of air, poisonous fumes, or blinding smoke. A wearer of Dragon Armour still suffers from extreme heat exposure, and if they remain within a hot environment there is only so much the armour can do — a wearer of Dragon Armour could stand to be splashed with hot lava, but they could not go swimming in the caldera of an active volcano.

Dragon Armour pieces are always *Unique* Availability and massively expensive. To work out the price of a piece of Dragon Armour, take the listed price for the regular equivalent and double it ten times (multiply it by 1024). So a Helm from the **WFRP Core Rulebook** with a cost of 3 GC would be 3072 GC as Dragon Armour, a Breastplate with a cost of 10 GC would be 10240 GC, and so on.

White Lion Cloak: The White Lions are fierce predators that roam the wilds of the northernmost kingdoms, particularly Chrace. Their pelts are famed for their thick hides and heavy coats of hair, and can provide a degree of protection. Whilst some White Lion cloaks make it to market, it ought to be noted that in Chrace it is considered vulgar to wear one unless the wearer hunted and slew the White Lion from which the pelt was taken.

COMBS

Combs are items of high significance to the High Elves. They prize long hair, seeing it as a sign of strength and the mark of a warrior. High Elves decorate their hair with combs of silver and gold, embellished with bright gems, and with a practised eye a lot can be told about the social station and political allegiance of a High Elf due to the style of comb they wear. These items are jealously prized by their owners, and their theft is seen as an outrage.

No prices are given for combs, but any Elf market will have several for sale, from cheap utilitarian combs to exorbitantly priced works of art. High Elves will go to great lengths to acquire the most impressive comb they can afford.



HERBS AND ELVEN MARKETS

The High Elves are well-versed in the use of herbs and wild plants to supplement their diet and help with healing or restorative practices. The ready availability of herbs in Ulthuan's markets means that they are among those items that are more commonly available and sometimes cheaper than they are in the Old World.

The following table gives a revised list of prices and Availability for herbs and related products from the Consumer Guide in the **WFRP Core Rulebook** in Ulthuan.

Certain items are not available in Ulthuan, however. Map Cap Mushrooms, Ranald's Delight, and Spit are made from ingredients that aren't found in the Elven kingdoms, and there is insufficient demand to justify their importation.

Item	Cost	Enc	Availability
POISONS			
Black Lotus	10 GC	0	Scarce
Moonflower	7 GC	0	Exotic
HERBS AND DRAUGHTS			
Digestive Tonic	1/-	0	Common
Earth Root	1 GC	0	Common
Faxtoryll	5/-	0	Scarce
Healing Draught	4/-	0	Common
Healing Poultice	5/-	0	Common
Nightshade	1 GC	0	Scarce
Salwort	4/-	0	Common
Vitality Draught	6/-	0	Common

In addition, the following items can be found at markets in Ulthuan but are rarely seen elsewhere.

HERBS, DRAUGHTS, AND DRINKS			
Item	Cost	Enc	Availability
Heartleaf (1 halm)	1 GC	0	Exotic
Narinocha Wine, bottle	6/-	0	Scarce
Sunroot Extract, vial	2 GC	0	Scarce
Viridescent Palliative, vial	1 GC	0	Rare

Heartleaf: A dried halm of this herb gives off a pungent smell and fierce bright light when burned. Dragons find the light and the smell stimulating, so the herb is used by the dragonriders of Caledor to rouse their mounts from sleep or summon them to war. A Dragon that inhales the fumes of burning Heartleaf loses 1 *Fatigued* Condition.

If Heartleaf is burned where an awakened Dragon can see it or smell it, the Dragon is immediately aware of it. If that Dragon has a history of cooperation with Elves, they know the burning herb is intended to attract their attention and may act accordingly. Even if a Dragon is well-disposed to Elves they may resent being roused, especially if those who sought their attention do not treat them respectfully, expect them to act against their own interests, or do not have a serious reason for interacting with them. Wild or hostile Dragons are unlikely to be friendly if Heartleaf is used to attract their attention.

Narinocha Wine: During the reign of Caradryel, Aevin Thornchanter was transformed into a narinocha plant while attempting to harness the Wind of *Ghyran*. 750 years later, Alaeis Greydawn dispelled the magic holding Aevin in plant form. The pair used their combined learning to produce a wine fermented from narinocha pods that proved popular in the courts of Ulthuan. It is one of several wines Elves enjoy that instead induce feelings of relaxation and vivid visions.

When imbibing a glass of Narinocha Wine, a drinker must make a **Challenging (+0) Consume Alcohol** Test. Those who fail the Test suffer from the effects of alcohol as normal, but any Elves called upon to roll on the Stinking Drunk table use the alternative results given here.

NARINOCHA WINE

1d10	Effect of Narinocha
1–2	Reassuring Mirage. Gain <i>Yenlui (Light)</i> . Until you sober up, Perception Tests suffer from -1 SL.
3–4	Disquieting Illusion. Gain <i>Yenlui (Dark)</i> . Until you sober up, Perception Tests suffer from -1 SL.
5–6	Kaleidoscopic Confusion. Until you sober up, Perception Tests suffer from -4 SL.
7–8	Vision of the Annuliis. Gain <i>Yenlui (Balanced)</i> .
9	Dream of Bucolic Avelorn. Gain <i>Yenlui (Dark)</i> . Until sober, Perception Tests suffer from -2 SL.
10	Nightmare of Mirai. Gain <i>Yenlui (Dark)</i> . Until you sober up, Perception Tests suffer from -2 SL.

Sunroot Extract: This health tonic does much to fortify the constitution, but only regular consumption can be shown to be beneficial. A vial contains ten doses, one of which may be added to a glass of spring water in order to create a refreshing drink. If a Character drinks, for the following week they benefit from a +20 bonus to any Tests to resist contracting a disease.

Viridescent Palliative: This pale green liquid is consumed by Elves in order to calm their desires. Each vial contains one dose of the palliative. After drinking, for the following 12 hours, an Elf experiences the following effects:

- 💀 May not enter *Frenzy*
- 💀 Yenlui becomes Balanced
- 💀 May not benefit from any bonuses (but may ignore any penalties) resulting from a Dream or Obsession
- 💀 May reroll failed Cool Tests to avoid *Fear* or *Terror*
- 💀 Must ignore *Prejudice*, *Animosity*, or *Hatred*

ENCHANTED ITEMS

Whilst serious magical artefacts and weapons usually involve expensive and exacting craftsmanship of a High Elf mage or priest of Vaul, there are some items bearing petty enchantments that turn up for sale at Elven markets.

Item	Cost	Enc	Availability
ENCHANTED ITEMS			
Aethyrolabe	350 GC	1	Exotic
Flamespyre Phoenix Feather	300 GC	0	Exotic
Frostheart Phoenix Feather	400 GC	0	Exotic
Staff of Nightelm	500 GC	1	Exotic
Staff of the Eternal Grove	350 GC	1	Rare
Wayshard	700 GC	0	Rare

Aethyrolabe: A device of interlocking brass discs and crystal lenses that is made by mages at the White Tower of Hoeth. The user of an Aethyrolabe can discern the relative concentrations of the Winds of Magic in a given area on a **Challenging (+0) Lore (Magic)** Test. They may also use the device to point to the nearest concentration of a particular Wind on a **Hard (-20) Lore (Magic)** Test.

Flamespyre Phoenix Feather: A feather plucked from a Flamespyre Phoenix will continue to burn brightly for about a year, making them prized by those who wish to use them as sources of illumination or combustion. The feather casts light with the same degree of intensity as a lantern, and may set things ablaze as effectively as a torch.

Frostheart Phoenix Feather: A feather plucked from a Frostheart Phoenix remains freezing cold for about a year. They cast a dim, cold light that provides the same sort of illumination as a candle and radiate sub-zero chill that refrigerates with the same efficacy as a brick of ice.

Mages, adventurers, and members of cults of pleasure prize Phoenix feathers, though how to safely transport them is a problem left to the buyer.

Staff of Nightelm: Groves of nightelm trees once flourished throughout the realm of Ellyrion but most of them were destroyed during the earliest days of strife between Asur and Druchii. Staffs of Nightelm are said to protect their bearers from hostile magic. If the bearer of a staff is targeted with any spell from the Lores of Witchcraft, Daemonology, Necromancy, Dark Magic, or any Chaos Lore, the bearer counts as having the *Magic Resistance 3* Creature Trait. These staffs are sometimes used as the shafts for polearms.

Staff of The Eternal Grove: The trees of the Eternal Grove of Eataine are bathed in the Winds of Magic. They grow slowly and produce wood of exceptional hardness, so much so that those carpenters who work it must go to tremendous efforts to shape the wood. Any attempts to craft an item from the wood suffer from a penalty of -4 SL. Polearms and bows made from a Staff of the Eternal Grove possess the *Durable 4* Quality.

Wayshard: Wayshards are either the remains of waystones that were shattered, or small pocketable waystones in and of themselves. These shards contain the essence of Elven soulstuff to keep them safe from predatory gods, and they would only be sold to an individual who could be trusted to keep them secure and protected from those who would defile them. Wayshards can be used to find a way to the nearest waystone, and are commonly used to navigate the mists of Yvresse. A bearer of a wayshard may use it to aid in Yenlui meditation (page 46) and may make a **Challenging (+0) Pray** Test in order to sense the direction of the nearest waystone.

MAINTAINING ORDER

The High Elf empire once covered the globe, with outposts on every continent and control of the oceans. Millennia of decline, strife, and isolation has diminished Asur power, though they are still a dominant force on the world's oceans. With the ascendance of Humans in the Old World and the east, Ulthuan has found new ways to extend its influence.

The phoenix king and the majority of his subjects believe it is their appointed destiny to suppress the advance and depredations of the Chaos Gods and their followers. They do this through military intervention and the subtle art of influence amongst the younger species. The Elves struggle to maintain and restore the waystone network which keeps Caledor's vortex in order, anxious that Chaos could once again flood the world. They also seek to thwart the ambitions and actions of the Druchii. A vocal faction in the Phoenix Court wishes to suppress knowledge of their corrupt kin amongst other species, though others insist this is naïve.

The Asur believe their aims are selfless and noble. Nevertheless, in maintaining order throughout the world, they advance the cause of those highborn who seek advantage over one another. No matter how high-minded their purpose, individual Elves can be as fallible and self-centred as members of any other species.

Asur diplomats, advisors, and merchants exert artful control and influence over Human rulers. The Elves work to shape Human endeavours by offering timely counsel, careful deployment of alliances, and favourable trade. Lothorn, Saphery, and Cothique are notably active in Human politics. A careful word in the ear of a greedy merchant in L'Anguille can ensure a waystone remains standing or that the Human assets of a particular princess gain an advantage over those of her rivals.

Ulthuan's navy is an overt source of strength. Sleek vessels and powerful magics position the fleets to dominate the maritime power of other nations. The sea lords wield their naval might to suppress the actions of all who would disrupt order in the Known World. Norse raiders, Chaos plague fleets, and Druchii ships are their chief enemies, although pirates and other rivals to Elven maritime power are legitimate targets. The High Elf Navy controls trade routes, limits exploration, and blocks foreign ports that act against Asur interests.

Projecting Power

For the most part, those nations who trade with the High Elves are outwardly happy to tolerate Ulthuan's projection of power. They concede that the High Elven rule of the waves is to their mutual benefit, even though they may privately bristle against the limits and regulations imposed on their own maritime ventures. Hostile nations, and piratical forces, both hate and fear the High Elf dominance of the open oceans.

High Elf armies can extend influence to anywhere in the world, transported by swift High Elf vessels to any foreign shore. Asur warhosts are customarily deployed to restore or secure waystones and eliminate threats from Daemonic incursions or powerful upsurges in dark forces. High Elf nobles may command armies for less benevolent reasons, such as forcing a trade agreement or hampering a rival by reducing their standing at court.

A proliferation of outposts extends Ulthuan's influence around the globe. These are naval ports, trade hubs, and mustering points for High Elf armies abroad. There are also enclaves in major cities from Estalia to Nippon, where trade and the secret exchange of intelligence sustain Asur influence.



NAVAL POWER

Ulthuan's fleets are the mightiest in the Known World. Their shipwrights fashion the swiftest, most elegant ships, crewed by unparalleled sailors. At any given time, the phoenix king and his vassals can dispatch a fleet of sleek, manoeuvrable High Elf ships to any port or coastal region rapidly and with deadly force.

Highborn sea lords command the greatest fleets and answer to the phoenix king alone. The most renowned is Sea Lord Aislinn, who commands several fleets and the Lothorn Sea Guard. He delights in sowing confusion amongst his enemies, making expert use of sea mists, both natural and magically created.

Most High Elf admirals answer to the sea lords, although they may be vassals of other highborn. Prince Yrellian is the firstborn son of the phoenix king and only heeds the orders of his father or Aislinn. He prefers to fight rather than waste time with diplomacy. Alongside his younger brother, Prince Bel-Ahor, he commands a fleet which includes two fire drakes, Symiel and Aragnir. Several sea lords fear that Yrellian's belligerence will end in tragedy.

High Elf Warships

Sea lords and admirals command dragonships, the greatest class of High Elf warship which only sail for war. They are accompanied by squadrons of eagleships, hawkships, and rarer classes of ship, peculiar to a particular fleet or sea lord. Giant Eagles or even dragonriders accompany some fleets, while the Lothorn navy employs Skycutters — aerial chariots held aloft by magic and pulled by Swiftfeather Rocs. They act as the eyes and ears of the fleet, reporting back to the admiral's ship to keep him abreast of enemy manoeuvres.

High Elf ships do not use gunpowder artillery, preferring the magically-enhanced precision of the Eagle Claw Bolt Thrower. What they lack in explosive power, they make up for in their ability to penetrate deep into a ship's hull.

Sea mages and storm weavers use magic to help navigate ships, protect and hide them, regrow damaged hulls, and summon sea monsters to fight on their behalf. Navigating the Shifting Isles and magical mists which drift around Ulthuan's coast is extremely difficult without their guidance.

High Elf crews are highly disciplined sailors who spend many Human lifetimes at sea, becoming intimate with its moods and mysteries. Some are considered Sea Elves, who may barely set foot on dry land and have greater allegiance to the fleet and Mathlann than any Elven kingdom. Accompanying the sailors are sea guard, marine fighters par excellence. Larger ships have a contingent of sea rangers, scouts who reconnoitre landing spots before weighing anchor.

When fighting boarding actions, Elven ships fire harpoons with ropes, which allow agile marines to engage enemy crew. Athletic marines use an acrobatic fighting style similar to the wardancers of Athel Loren.

High Elf fleets patrol the coasts of Ulthuan and the outposts around the world. They prowl the seas for hostile ships, especially Dark Elf fleets. They are particularly good at hit and run tactics, deploying superior speed and manoeuvrability to outwit their adversaries.

Naval vessels also carry important personages, convey troops, accompany merchant vessels, and undertake their own missions, which may include the assassination of potential enemies, recovering artefacts from distant lands, or supporting exploration.

Despite their prowess, High Elf captains are growing increasingly wary about engaging other ships in combat, lest they lose another vessel. Warships are becoming harder to replace as the starwood forests dwindle on Ulthuan, and for every Asur lost at sea, the High Elves diminish further.

HIGH ELF WARSHIPS

High Elf ships are truly beautiful, meticulously crafted vessels with sleek lines, pristine paintwork, and billowing sails of silk.

Elves fashion each craft from a single starwood tree. Groves of these trees grow in the foothills of the Annulii Mountains, tended by shipwrights who combine the skills of forester, artist, and engineer. After felling a starwood, the shipwright weaves intricate magics into the wood to keep it alive. Before launch, a priestess adorns each craft with the Eye of Isha — an appeal for the Mother Goddess to reason with temperamental Mathlann and keep the ship safe from his anger.

HIGH ELF WARSHIPS

Ship name	Crew	Sail M (C)	Man	Size	T	W	Carries	Traits and Upgrades
Dragonship	80	12 (30)	+2SL	55	75	260	600	Armoured, Flying Jib, Dragonblade Ram*
Eagleship	45	12 (15)	+2SL	45	75	175	350	Armoured, Flying Jib
Hawkship	20	10 (10)	+3SL	35	65	110	100	Armoured, Flying Jib
Bloodhawk	18	11 (8)	+3SL	30	60	90	75	Flying Jib
Falcon	15	9 (8)	+2SL	25	55	80	50	Flying Jib

Note: Elven warships may run swifter than the table on **Sea of Claws** page 104. The following provides additional movement rates:

Movement	Yards Per Round	Miles Per Hour (approx.)	Knots (very approx.)	Miles Per 2 Hour Shift	Miles Per 8 Hour Shift
11	22	8.5	7.5	17	66.5
12	24	9	8	18	72

Elven warships carry batteries of Eagle Claw Bolt Throwers rather than cannon. These are more powerful than normal Ballistae (**Sea of Claws**, page 100) and use subtle enchantments to send their bolts further with more force. They have a range of 150 yards, Damage +13, and the *Accurate* or *Volley 6*, *Crewed 2*, and *Reload 3* Qualities and Flaws.

Dragonship

The starwood trees of Anhara Draconis once grew taller and wider than anywhere else in the world. Only these trees were mighty enough to fashion dragonships, pride of the Asur navy. Prince Aeltherin of Lothorn gifted the first dragonship *Indraugnir* to Morathi, who passed it to her son Malerion for his expedition to the Chaos Wastes. During the Sundering, the Druchii burned Anhara Draconis, so today the shipwrights of Ulthuan no longer fashion dragonships. The surviving vessels are too precious to risk in peacetime — if they put to sea, it is for war.

Dragonships are twin-hulled catamarans with two masts. Tall aftcastle towers give the fleet command and mages vantage over the sea for miles around. Each hull carries a forward-firing Eagle Claw battery with a broadside-firing battery to port and starboard.

DRAGONBLADE RAM

A dragonship has one dragonblade ram on each prow. These ancient rams are forged from truesilver, tempered with dragonfire, and shaped by priests of Vaul. With the weight of the ship behind them, they can easily shear through the hull of an enemy vessel. The dragonship has an effective 15 AP to protect against Damage resulting from a frontal collision. If it causes a head on collision, add 20 to its Toughness Bonus when calculating its Collision Rating.

Eagleship

Eagleship squadrons form the majority of a High Elf fleet. They are uncannily swift and deadly ocean-going vessels, with three broadside batteries of Eagle Claws on each side.

Hawkship

The hawkship is a nimble catamaran refined by Cothiqui shipwrights to engage with Norse longships. Their young crews are expert sailors and hawkships are arguably the most manoeuvrable vessels on the ocean, able to turn sharply while travelling at speed. This makes them ideal for hit and run skirmishes at sea. They carry twin Eagle Claw batteries on the front of their hull.

Bloodhawks are catamarans similar to hawkships, built for speed over resilience, characterised by a hydrofoil which makes them appear as if they are flying on the surface of the water.

Falconship

The smallest warship in the High Elf fleets, falconships are built for coastal patrols, scouting, and escorting merchant vessels on short voyages. They carry a single forward-facing Eagle Claw battery and a crew of relatively inexperienced sailors — though still expert by Human standards. Ulthuan's Inner Sea is patrolled mainly by falconships.

THE IMPORTANCE OF TRADE

Just over 400 years ago, the High Elves opened relations with the wider world. With change came a surge of trading activity, as Elves saw an opportunity to further their own standing on Ulthuan and non-Elves sought to acquire the produce of an almost-mythical land.

The Asur do not depend on goods from other species, yet they value rarities such as silk from Grand Cathay and Dwarf clockwork for their scarcity and fine quality. Owning these goods can bring the owner considerable standing amongst their fellow High Elves.

Trade brings wealth. This is especially important in Lothorn, where power is associated with the richest noble houses. Money does not buy status, but it can extend influence which in turn elevates a noble's standing. Sea-trading families are typically noble, although in more traditional kingdoms like Caledor, Avelorn, and Saphery, commercial practice carries a slight stigma — the rune horinar means both trade and corruption after all.

TRADE WITH DWARFS

The first era of High Elf trade with another species began when Malerion brokered deals with the Dwarf kingdoms during the time of Bel Shanaar. This mutually beneficial relationship ended abruptly with the War of the Beard, ironically also initiated by Malerion. Until recent centuries, Dwarfs and Elves only traded through Human middlemen who took advantage of the persistent desire for Dwarf-made metal goods on Ulthuan. Today, a handful of Dwarfs in Barak Varr and Lothorn trade with Elves, notably the most acquisitive and pragmatic of their species.

TRADE WITH HUMANS

Elves have traded with Cathay since 699 IC, importing spices, silk, and jade. Likewise, trade from Ind has flowed through the City of Spires for centuries, brokered in the current age by House Ulliogtha from Marienburg. Elves have enclaves in Al-Haikk and Copher in Araby, from which they trade rare goods, spices, and artefacts from the Southlands.

Over the millennia, trade with Old World nations has been sporadic. High Elves rarely visited the Empire or Bretonnia until recent centuries. According to the Phoenix King's Treaty of Amity and Commerce, they must trade exclusively through Marienburg. The Treaty states that in return for protection and sole trading rights, the High Elves have a monopoly on New World trade into Marienburg. The alliance is a source of power and security for the Wasteland city, and most Elven Old World trade passes through its wharves.

In 2444 IC, the pirate Otto Steinrach attacked Yvresse and Sea Lord Aislinn retaliated by blockading Marienburg and sinking dozens of ships at anchor. Relations between the resident Sea Elves and Marienburg's merchants were strained and the city's Directorate sought surreptitious means to trade with the New World. The situation improved in 2455 IC, when Asur ships sank a Norse raiding fleet sailing towards Marienburg, though the alliance is less harmonious than before.

For entrepreneurial High Elves and Human merchants outside Marienburg, the Treaty of Amity and Commerce is an anachronism. While the Inner Kingdoms still respect the Treaty, Outer Kingdoms like Cothique, Yvresse, and Tiranoc are willing to trade with any Old World port. Free-spirited Elves of Lothorn exploit loopholes to establish shipping lanes to Kislev, the Empire, Bretonnia, Estalia, and Tilea. After all, the Treaty bears the names of the deceased Bel-Hathor and a long-dead Baron of Westerland, a title which no longer exists.



Elf Merchant Houses

High Elf merchant concerns are often synonymous with the noble house from which they take their name. For example, Lady Merelia Deliander governs House Deliander of Tor Yvresse, overseeing trade negotiations and commercial affairs. Their household servants run errands for the business just as they do the family, working as bookkeepers and stocktakers. The house owns five trading ships, each captained by a trusted retainer who inherited the role from their parents.

Elf merchants make their greatest profits selling to Humans, either in Lothorn, Marienburg, or the buyers' home ports. Merchant houses specialise in particular commodities or deal with specific regions. Other merchants prefer to act as middlemen, carrying goods from buyer to seller or offering services, including shipping insurance and armed protection to trade vessels. Few Asur merchants transport goods inland from non-Elven ports, preferring to let their buyers take the risk of driving overland caravans or river barges.

The largest merchant houses command whole fleets and play an important role in Ulthuan politics. For example, House Emeraldsea of Lothorn has 30 ships and influenced the accession of Finubar to the Phoenix Throne. There are great rivalries between merchant houses — commercial, political, and personal.

Differences are often resolved far from Ulthuan, where dishonourable behaviour is less likely to harm reputations back home. There is a dispute brewing between the Elf Council of Merchant Houses in Marienburg and the merchants of Cothique and Lothorn, who effectively ignore the Treaty of Amity and Commerce to trade in Altdorf, L'Anguille, Luccini, and Magritta.

In the Phoenix King's court, agents of House Emeraldsea are undermining the authority of House Ulliogtha in Marienburg by disdaining them as mere Sea Elves, who have been too long out of Ulthuan to act as emissaries for the Phoenix Throne.

HIGH ELF MERCHANT SHIPS

Ship name	Crew	Sail M (C)	Man	Size	T	W	Carries	Traits and Upgrades
Albatross	75	10 (30)	+1SL	50	65	200	700	-
Golden Eagle	20	8 (10)	+1SL	40	65	150	450	-
Razorbill	4	6 (2)	+1SL	20	40	65	50	-

Albatross

The largest Asur merchant ship, the albatross is a swift and capacious trimaran, built to carry large cargos or armies across oceans. Each has a narrow outrigger hull on each side, making it almost impossible to capsize. Albatrosses carry a forward-facing Eagle Claw battery on the main prow and two broadside Eagle Claw batteries on each outrigger.

Golden Eagle

Golden eagles are single-hulled merchant clippers, sometimes called 'trading eagles' due to their similar design to eagleships, although they are less elegant. They have greater cargo capacity than a warship and carry a single broadside Eagle Claw battery on each side, relying on naval escorts for protection on long ocean-going voyages.

Razorbill

The smallest High Elf craft encountered beyond Ulthuan, razorbills are nimble ketches built to carry passengers across the Inner Sea or travel between islands around the coast.

LIFE ON A HIGH ELF SHIP

High Elf vessels have a very different atmosphere to Human vessels. Asur sailors are serious, extremely disciplined, and far less rowdy than their Human counterparts. They only raise their voices to carry over the noise of weather and waves. Disagreements are resolved with reasoned debate. If this does not resolve a matter of honour, the two parties can engage in ritualised combat, which cannot result in bloodshed. At sunrise and sunset, the captain or chantyman (see page 66 of *Sea of Claws*) leads solemn hymns to Mathlann, Isha, and Asuryan. Popular pursuits on deck include poetry readings, historical lectures, and nautical minuets.

DRAGONS AND THE ASUR

'A Dragon is an army unto themself.'

— Caledorian proverb

In ancient times, a pact was made between Caledor Dragontamer and the Dragons of Ulthuan to combat the threat of Chaos together. Without the aid of the Dragons, the High Elves would have been destroyed long ago. The bond between High Elves and Dragons is greatest in the realm of Caledor, named after the Dragontamer himself, but these mighty creatures are held in great respect throughout Ulthuan.

Few Elves have ever seen a Dragon up close. Most sightings are just glimpses of a majestic creature flying in the distance or far above and are considered a sign of luck worthy of a pause and respectful bow. Those who have witnessed Dragons have done so mainly in war, their arrival marked by a sudden blast of heat as a torrent of flame turns the tide of battle. Veterans of archer and spear regiments speak highly of the Dragons, often adorning their clothes with the rune sarathai — the symbol of the World Dragon, representing defiance and unyielding. Unfortunately, fewer Dragons are responding to the old songs of awakening; most Elves are unaware of the extent of this situation, an ignorance Caledorians will go to great lengths to maintain. They also vehemently defend against the Dark Elves who seek to steal Dragon eggs for their nefarious plans.

REFLECTIONS OF HONOUR

Asarnil the Dragonlord, a former prince of Caledor, is famous throughout the Old World as a mighty mercenary riding atop his terrifying Dragon, Deathfang. Rumours have reached Ulthuan that he intends to return to Caledor. Eldarion Firewing, the prince who had been awarded Asarnil's lands, has no desire to cede control of his estate to a dishonourable soldier of fortune. Asarnil is using Human traders as messengers to his supporters in Ulthuan who are working to restore his honour and convince the phoenix king to grant him pardon. Some of his supporters in Caledor seek to reveal the truth about the extent of the decline in awakenings to strengthen the argument for Asarnil's return.

Dragon Princes

Despite the royal bloodline of Caledor thinning over time and the diminishing power of the Dragons, pride in ancient deeds remains strong. In the past, all Dragon Princes were *beith caradan*, beastfriends with an affinity with Dragons, and flew into battle upon mighty fire drakes, but now few can awaken a Dragon, so instead must ride swift horses. All Dragon Princes and their mounts wear dragon armour, forged in the fires of Vaul's Anvil and stylised after the antique armour of the past. The arrogance of these riders is well known, as are their bravery and skill. Few will chance a confrontation with such intense individuals.

Those who can awaken a Dragon are deemed to symbolise the deep connection of the two species and are considered amongst the mightiest lords of Ulthuan. Only the might of the phoenix king can keep the fiery temperament of these dragonriders under control, as few will risk the threat of banishment from Ulthuan.

DRAGON SONGS

'The Dragon becomes you. You become the Dragon.'

— Caledorian proverb

The ancient rites of Dragon-waking, called Dragon songs, resonate through time, weaving a melody of awakening that stirs a dormant Dragon from its ageless slumber. The tradition of Dragon Princes travelling with their children to the Drake Vale in the Dragon Spine Mountains continues, but fewer Dragons answer the call and less can make the sacred bond. The songs no longer guarantee success, even when performed flawlessly with the aid of Dragon Mages, and recitals carry great risk as they drain body and soul.

When a Dragon and Elf do bond, a profound fusion occurs, but the merging is not without challenges. The bond starts to alter the Elf's temperament, causing moments of short-tempered intensity as the Dragon's influence grows. Without control, a dragonrider can be lost to the thrill of destruction. The title Master of Dragons is only given to those with the strongest willpower.



HIGH ELF CHARACTERS

PLAYING A HIGH ELF

Elves are intelligent, elegant, swift, and adept. Their Characteristics reflect a very real advantage over many of the other species they encounter, which can make them arrogant, insufferable company. Of course, your Character is your own, to play as you see fit. What follows is advice for adding nuance to High Elves and hopefully create more enjoyment in your interactions with fellow PCs and NPCs during your game.

Beyond the Stereotype

You can easily play an archetypal High Elf — the proud snob who treats all non-Elves as little better than savages. You can use your superior Skills and Characteristics to smooth a path for the whole party. After a while, this may lose its charm, especially for other players. Unless your party is made up of High Elves, your Character is already unusual — they have chosen to accompany other species and spend much of their time far from Ulthuan. When developing your Character, you should consider what makes them different.

One option is to consider their attitude toward younger races carefully. High Elves pride themselves in maintaining decorum. Treating other species with respect, even when provoked, is a sign of undoubted superiority. Though most Elves know, in their heart, that their companions are inferior, this does not need to manifest as overt disdain.

Your Character could be curious about other species, entertained by their antics, and constantly surprised by how they see and engage with the world. You could be looking to learn from how they behave — perhaps regarding them like smart children — they're not your intellectual equal, but they will have knowledge, skills, or experience which is new or valuable to you in some way.

Like the Asur's assumed role as protectors of the world, you could see yourself as caring for lesser beings, hoping they succeed during their brief lives. High Elves can be compassionate, though they may be too proud to show it. Just like a wise patron, you realise that it is important to let younger peoples learn some lessons for themselves, rather than stepping in to resolve everything.

Other Elves are glad to be amongst non-Elves as they can be better company. High Elf society is stratified, bound by restraint and intrigue. Sometimes it is more fun to hang around those who are blessed with limited insight into the realities of existence...

Holding the Balance

High Elves recognise their prowess and power and take it seriously, to the extent that they choose to restrict themselves to stay balanced. Unlike their dark brethren, they refrain from exploiting their natural advantages to dominate others and let their emotion take hold. Balance is all. As a player, you can use this tension to make situations more interesting and provide yourself with challenges.

Keeping *yenlui* comes from keeping control of the powerful emotions that Elves experience. As a High Elf, you must be careful how you express yourself and behave, lest you indulge in excesses of vice or become aloof. To fail to control your feelings could set you on a path to depravity on one hand or spiralling detachment from the world on the other. This can be a rich source of roleplay, especially if your Character has an obsession or compelling dreams threatening to throw them off balance.

Masters of Nuance

Elven intelligence enables them to consider matters with extreme subtlety and engage in complex intrigues and ingenious trains of thought. When you talk with other Elves, you can incorporate many layers of meaning to your choice of words and language. In fact, High Elves expect sophisticated conduct in even the lowliest Asur, as even the slightest error of interpersonal judgement can harm reputation or imply a slight. When roleplaying amongst Elves, try to consider what your Character wants to convey and talk with your GM about whether you need to take a **Charm** (or similar) Test to succeed.

This subtlety applies to religious practice. Elven religion suffuses life, as every gesture, choice of attire, and act carries some religious significance. Your religion is very personal and you may want to consider how your Character pays tribute to the gods — the Cadai, the Cytharai, and others.

YENLUI

A philosophy of spiritual balance common to Elven cultures is that of *yenlui*. An Elf's soul struggles to balance darkness and light. Excess darkness leads to depravity, whereas too much light leads to world-weariness. Asur spirituality stresses the need to harmonise the spirit dominance of light *yenlui*, and many older High Elves appear dispassionate, aloof, or apathetic as a result.

According to their legends, the first Elves were the children of Asuryan, the Creator, and Isha, the Mother. Isha gifted her children with immortality, but Asuryan decreed that Elves would eventually succumb to sorrow or age. The tears that Isha cried became symbolic of the Elves' spiritual struggle. Though High Elves reconcile themselves to Asuryan's decree, Dark Elves do not. Khaine rewarded his worshippers with an opportunity to reclaim their immortality using the Cauldrons of Blood. Some legends claim that when Khaine had captured Isha, he exploited her powers to create the Cauldrons. Dark Elves worship Khaine so they might live long, wicked lives.

Though depravity has become a way of life in Naggaroth, Elven longevity can be improved without resorting to the worship of Khaine. The Cadai god Loec lifts Elven spirits through song, dance, and laughter. However, there is a flaw in the Elven psyche that draws them to darker outlets for spiritual fulfilment. High Elves recognise this weakness and prefer to err on the side of overbalanced light *yenlui* rather than risk the alternative.

Tracking Yenlui

Yenlui is tracked as a Psychology Trait. If an Elf behaves with moderation or balances the light and dark sides of their nature, there is no need to note Yenlui. However, if an Elf behaves in an extreme manner, their Yenlui may be recorded as either *Yenlui (Light)*, *Yenlui (Balanced)*, or *Yenlui (Dark)*, depending on the behaviour exhibited.

The GM may decide that Yenlui is altered as the result of a dramatic act. They may also review an Elf's general behaviour at the end of each month or at the commencement of any downtime period and adjust Yenlui accordingly. Certain spell effects may only work if a Character is in a particular State, or may oblige them to move to another State.

FACTORS INFLUENCING YENLUI

Behaviour	Effect
Acts of cruelty	Move toward Dark
Acts of extreme indulgence	Move toward Dark
Accruing a Corruption point	Move toward Dark
Acts of exceptional kindness	Move toward Light
Abstaining from pleasure	Move toward Light
Deep meditation with a Wayshard or at a Cadai shrine	Move toward Light



The Effects of Yenlui

Should an Elf attain a Yenlui State, they will suffer from the modifiers given in the table below. Note that there are some benefits to attaining a particular Yenlui State, though they tend to be in the performance of specific Skills or spells.

Yenlui (Light)

You risk becoming jaded or fatalistic by overexposure to the light of the Cadai. This can be portrayed as a tendency towards indecisive, aloof, or insensitive behaviour.

Yenlui (Dark)

You have become wicked or deviant by overexposure to the darkness of the Cytharai. This can be portrayed as a tendency towards sadistic, wanton, or sociopathic behaviour.

EFFECTS OF YENLUI

Yenlui State	Casting Test Modifiers	Other Test Modifiers
Dark	High Magic -2 SL	-1 SL to Toughness and Willpower Tests
Balanced	No modifiers	-
Light	Dark Magic -2 SL	-1 SL to Toughness and Initiative Tests

Roleplaying Yenlui Spirituality

It is not necessary for an Elf to behave differently according to their state of Yenlui. Many Elves are comfortable in either Light or Dark States. However, most Elves are influenced by their State of Yenlui. Those in a Dark State may become agitated, anxious, or brooding. Those in a Light State may become detached, absent-minded, or meditative.

This may be important for GMs when portraying an NPC Elf. Some may well be highly sensitive to Yenlui, giving clear indications of their State. Others may be less susceptible to changes of mood based on Yenlui, or masquerade as being in a particular State when they are not.

Older Elves and Yenlui

The older an Elf gets, the more they suffer from the effects of Yenlui. If portraying an older Elf Character (see page 52), they may gain Light Yenlui simply through dint of being elderly and the effects are more pronounced. Elves who are over 350 years of age suffer from the following modifiers if they are in a particular Yenlui State,

EFFECTS OF YENLUI

Yenlui State	Casting Test Modifiers	Other Test Modifiers
Dark	High Magic -3 SL	-2 SL to Toughness and Willpower Tests -1 SL to Fellowship Tests
Balanced	No modifiers	
Light	Dark Magic -3 SL	-2 SL to Toughness and Initiative Tests -1 SL to Fellowship Tests

Elves who are over 870 years of age suffer from the following modifiers if they are in a particular Yenlui State,

EFFECTS OF YENLUI

Yenlui State	Casting Test Modifiers	Other Test Modifiers
Dark	High Magic -4 SL	-3 SL to Toughness, Willpower, and Fellowship Tests -2 SL to Agility, Dexterity, and Intelligence Tests
Balanced	No modifiers	-
Light	Dark Magic -4 SL	-3 SL to Toughness, Initiative, and Fellowship Tests -2 SL to Weapon Skill, Ballistic Skill, and Strength Tests

OBSESSIONS

An Elf's senses and emotions are more receptive than those of other species, and their experiences more deeply felt. This makes them prone to obsession, as they fixate intensely on preferred pursuits.

Whether the subject of their obsession is glory, vengeance, or collecting art, the Asur are skilled at masking their fixations so long as their minds remain calm. Obsession might motivate an Elf to greatness but also serve as a mental, spiritual, and political vulnerability, not least because the pull toward obsession can leave Elves vulnerable to the temptations offered by Slaanesh. The obsessed approach matters of self-interest with urgency, and because of this, many Asur disdain those who do not pursue their passions with decorum.

When selecting a Long-term Ambition, you may, with the GM's approval, make it an Obsession instead. While a Long-term Ambition might be a hope a Character has for the future, an Obsession is a primary motivating force, for both good and ill.

The Rules of Obsession

Managing an Obsession requires collaboration between the player and GM. Both should understand the nature of the obsession and how it occupies the Character in question.

- 💀 A Character in a Yenlui State of *Yenlui (Light)* controls the pull of Obsessions. In this State, the Character may take the benefits of Obsession and ignore negative effects.
- 💀 If a Character has a Yenlui State of *Yenlui (Balanced)*, they may take benefits of Obsession, but if they do so, they may then be subject to a negative effect of Obsession.
- 💀 If a Character has a Yenlui State of *Yenlui (Dark)*, they may benefit from Obsession if they wish, but may then be subject to the negative effects of Obsession even if they do not seek to benefit from it.

Benefits of Obsession

Once per session, a player may point out that passing or failing a Psychology Test would go against the spirit of their Obsession. Provided the GM agrees, the player may decide on the result of that Psychology Test without needing to roll.

EXAMPLE OBSESSIONS

1d10	Obsession
1	To leave an artistic or scholarly legacy. This involves the planning and creation of a great magnum opus that will find admirers for centuries to come.
2	To see the Dark Elves defeated once and for all. To convince other High Elves that Ulthuan's military needs to be reinforced to meet this goal.
3	To ensure that a particular kingdom becomes the paramount realm in Ulthuan. This may involve rebuilding a shattered kingdom (such as Yvresse) or maintaining the power of an important kingdom (such as Eataine).
4	To reestablish High Elf dominions around the world. To convince other High Elves that Ulthuan's navies must be reinforced to meet this goal.
5	To see that Ulthuan does not risk its people or its treasure in attempts to build alliances with Humans or Dwarfs.
6	To view sights no other Elf has seen by travelling to distant lands and exploring their remote regions.
7	To find someone in the world with whom you can fully relate through the forging of a solid friendship or true and lasting love.
8	To educate others in a system of thought that will lead them to live better lives in time to come. This may be a moral mission, one that seeks to wipe out a source of suffering, or the promotion of a form of pleasure-seeking.
9	To garner greater wealth and power with which to secure the safety and comfort of your family, friends, or neighbours.
10	To master your emotions, control your nature, and find inner peace.

Example: *The High Elf Eiloran has an Obsession to see the Dark Elves vanquished. During a session, a Dark Elf corsair uses Intimidate to cause Fear in Eiloran. Eiloran's player points out that succumbing to this runs counter to her Obsession. The GM agrees that there is no need to Test.*

Negative Effects of Obsession

The GM may impose a penalty of -2 SL on any Test a Character takes that they feel ought to be compromised by the Obsession.

Example: *After dealing with the Dark Elf sorceress, Eiloran is cornered by a trio of Dark Elves who threaten to run her through with their spears. Eiloran decides to see if she can use her Bribery Skill to persuade them to leave her alone. Because she has a Yenlui State of Yenlui (Balanced) the GM can impose negative effects of Obsession once for every time Eiloran benefited from Obsession. They, therefore, rule that the Bribery Test suffers from a penalty of -2 SL (in addition to any other modifiers they see fit to impose).*

Resolving Obsessions

Unlike a Long-term Ambition, an Obsession cannot be freely discarded once a character has one. While your GM should not prevent you from abandoning an Obsession, they should work with you to determine what challenges moving on from one might pose for your Character and what lingering psychological effects the Obsession might have.

DREAMS

In Asur society, inclination toward prophetic dreams is common enough to be regarded as an acceptable eccentricity. Sensitivity to the Winds of Magic is widespread among Elves and often inspires such dreams since prognostication is carried on *Azyr*, the Blue Wind. Those with the favour of Lileath (or the less gentle attentions of Morai-Heg) may dream of the future, especially in times of crisis.

If a player and their GM agree, a High Elf can be inclined to Dreams. When this Character sleeps, the GM may decide that they experienced a significant Dream. This Dream should consist of simple, striking images that relate to but do not literally depict an upcoming challenge. If the Character chooses, they can replace their current Short-term Ambition with the Dream. Otherwise, it is forgotten.

When a Character encounters the situation foretold in their Dream, the GM should inform them that the Dream has come to pass. During the foretold events, any successful Tests made by the Character benefit from an additional $+1$ SL. The length of time this period lasts should be no shorter than an encounter and no longer than a day.

After a Character's Dream comes true, they may choose a new Short-term Ambition at the end of the session.

Foreshadowed events should occur within the subsequent few sessions of gameplay. Since fate is a fickle thing, GMs are advised to describe Dreams that could be fulfilled in multiple ways. The table below provides a selection of Dreams and ideas about what they might mean.



EXAMPLE DREAMS

1d10	Dream
1	<i>The land of Ulthuan is wracked by war, cities burn, and towers topple. To the south, the king and the general clasp their hands in friendship, and the Dragon takes flight.</i> This Dream recollects the story of Phoenix King Morvael and General Mentheus. Perhaps it urges the dreamer to delegate tasks to those more suited to them. It may warn that a friend faces peril or that disaster looms for the dreamer.
2	<i>A war rages in the heavens. Two mighty figures wearing suits of black iron clash. After a great struggle, one is cast down, and the other yells in triumph.</i> This Dream reflects Khaine's victory over Vaul. It may portend that an attempt to exact vengeance will fail or warn that someone is trying to trap the dreamer.
3	<i>You have served the master sculptor Oeric all your life. You watch in awe as he chisels fine detail into the hair of an Elf maiden made from bone white marble.</i> The Dream may portend a dangerous temptation, the potential recovery of something thought lost, or the undertaking of a masterwork.
4	<i>Storms lash at a high citadel on the northern coast of Ulthuan. A burning green witchfire shines from the narrow windows in the tall towers. Flocks of harpies circle around its tallest towers, and waves crash at its base.</i> A vision of the tower of Anlec may portend a building that contains great dangers or the fact that enemies are secretly mustering their strength to assail you.
5	<i>Multicoloured winds cascade about you. You are tumbled about, spinning uncontrollably in the furious cyclone. Figures dressed in the panoply of mages float within the tumult, their expressions calm and focused.</i> This vision of the Great Vortex may indicate that the dreamer must make a great sacrifice to avert disaster or undertake a great or dangerous project.
6	<i>A High Elf with noble bearing, wearing clothing that is expertly tailored but has clearly been worn in by years of travel, clasps hands with a Dwarf wearing the regalia of their high kings. They smile in friendship.</i> A vision of Malerion before he tried to claim the Phoenix Throne, befriending the Dwarf high king Snorri Whitebeard. Perversely, this vision may portend either the chance to forge a valuable friendship or that someone close to you will betray you.
7	<i>The Bloody-handed God rages. He has been tricked, and his precious treasures have been lost and scattered about, stolen and hidden in the mortal world, where the gods are forbidden to tread.</i> The Dream may portend the loss or theft of a precious item or the chance to discover something that had been lost or stolen in the past. Alternatively, the Dream may warn that people who had previously seemed friendly may have changed their position, or that the dreamer should beware of a lover's manipulations.
8	<i>A fortress floats upon a dark sea. Chill winds blow, and mountains of ice drift through the water. The admiral aboard his dragonship orders his crew to close with the enemy and brace for a ram.</i> The Dream suggests that a great victory may be won if the dreamer takes bold and decisive action. However, paradoxically, it may warn against overextending an effort and risking disaster if a consolidation of recent gains is not taken before greater victory is sought.
9	<i>From their roosting sites among alabaster pillars of rock, gigantic birds with wings of flame take to the air, circling about and calling to one another with harsh cries.</i> This vision of Flamespyre Phoenixes may promise the dreamer an opportunity to reinvent themselves, find a new purpose in life, or cheat death.
10	<i>The ancient Dragon struggles to rouse itself, but the temperature of the world is not to its liking. It shifts its weight onto its other side and yawns and falls to sleep once more.</i> The Dream may warn that the dreamer is foolish to ignore a growing threat in favour of enjoying easy comforts. Alternatively, the Dream may hint that the current environment is not conducive to a hoped for course of action.

BLOOD OF AENARION

The Blood of Aenarion trace their ancestry from the first phoenix king. Aenarion's descendants carry his greatness and an echo of the curse that afflicted him once he took up the sword Widowmaker. His line has given rise to some of the greatest heroes of the High Elves and some of the most troubled. Almost all were highborn, in keeping with Aenarion's issue, although illegitimate or lost descendants may also carry both blessing and curse.

In 2173 IC, the Keeper of Secrets N'Kari returned to Ulthuan to wreak revenge on Aenarion's descendants. Many were slaughtered before the Daemon was thwarted by Tyrion and Teclis, themselves descendants of Aenarion.

It is unknown how many of the Blood of Aenarion still live. The High Elves are unnerved by the curse and those who bear it. They are a reminder of the sacrifices made by Aenarion and perhaps the darkness that hangs over all Asur. At the age of 16 years, all known to be of the Blood must present themselves at the Phoenix Court, where the king judges whether they present a threat to the throne. They are then dispatched to the Shrine of Asuryan for further scrutiny by the priests. Each youth undergoes sorcerous tests to determine whether they are tainted and will succumb to the curse in future life. The fate of those who fail either test is unknown.

Whether cursed or not, the Blood of Aenarion may find themselves cast in the shadow of Khaine. This can manifest in subtle influences on their character — such as being more assertive, dynamic, or prone to rage. Others are impetuous or even violent, troubled by peculiar visions. Some have physical traits, such as strength, maladies, or something as minor as an unusual eye colour. Almost all are exceptional, marked for potential greatness.

High Elf nobles can choose to determine whether they come from the line of Aenarion — with a 5% chance. Other High Elves have a 1% chance. Alternatively, you may determine this with your GM. You gain the *Blood of Aenarion* Talent.

New Talent: Blood of Aenarion

You carry the Blood of Aenarion, marking you as a descendant of the first phoenix king. You are marked for an exceptional destiny and gain one additional Fate Point at Character Creation.

At the end of each week you must make an **Average (+20) Cool** Test or gain the *Yenlui (Dark)* Psychology Trait.

Choose one of the following benefits:

- **Magical Prodigy:** When purchasing spells, you may halve their normal cost in XP.
- **Martial Prodigy:** The following Talents may be purchased for half their normal cost: *Combat Reflexes, Fleet Footed, Lightning Reflexes, Marksman, Sharp, Very Strong, Warrior Born*.

You are also afflicted by the influence of Khaine. This manifests as Mental Mutation present at Character Creation. This does not count as a Mutation for the purposes of any rules, such as mutation limits or the *Sacred Wards* spell, instead it is a Psychology Trait with the same effects as a Mental Mutation. Roll on the following table and refer to the rules on page 185 of the core **WFRP Core Rulebook**:

THE MADNESS OF KHAINE

1d100	Mental Corruption
01-20	Hollow Heart
21-40	Profane Urgency
41-60	Thrill Hunter
61-74	Tortured Visions
75-89	Unending Malice
90-00	Unholy Rage

You should discuss with your GM how to play your Character. Given they are over 16, they have likely attended the phoenix king and visited the Shrine of Asuryan. Your Character's Mutation is, therefore, within the realms of normal Elven personality, if a little extreme at times. Commoners descended from Aenarion may not know of their heritage or may not have been scrutinised at 16.

Elves who know of your origins treat you differently to others. Suspicions could boil over into hostility, and some Elves see Aenarion's descendants as inherently dangerous. These include the members of the secretive Cult of the Forbidden Blade, an order of duellists that aims to eliminate any who might take up the Widowmaker. Others may exalt you. Elves who want to revive the glory of Aenarion's days may assume you share their ambitions and attempt to recruit you into their intrigues.

ELDERS OF THE ASUR

The natural lifespan of Elves is far longer than Humans, Dwarfs, or Halflings, with some Elves appearing functionally immortal. Whilst the default age for High Elves is much older than other Characters, players may wish to play even older Asur. With experience comes wisdom and expertise, but also melancholy from witnessing their civilisation's long, unavoidable decline.

During the **Adding Detail** step of Character creation (**WFRP**, pages 37-41) you may choose to play an Elder. Elder Characters have lived through spans of many years that correspond to a period of upheaval in Asur society. Decide which Time your Elder Character was born in and determine an age for your Character within that range. The Character has lived through all Times after the Time of their birth. For example, a Character born in the Time of Incursion has also lived through the Time of Steel and the Time of Ending.



Centuries of Experience

For each Time an Elder has lived through – not including the Time of Ending but including the Time of their birth – generate a Career that the Elder pursued during that Time. Use the **Random Class and Career Table** on page 59 or choose a Career available for your Character. If you choose a Career, you gain 10 Advances to spend on Skills available to the first level of that Career. If you generate a Career randomly, you instead gain 15 Advances. Either way, you cannot invest more than 5 Advances in any single Skill each Time.

In addition, for each Time you have lived through, you also gain Burdens. You gain the Burdens of all Times you have lived through, including the Time of your birth. However, Burdens relating to Yenlui are not cumulative. Instead, the Burden that relates to the earliest age applies.

Example: Kim is generating a Sea Guard Character, Seluin of Cothique. She decides to make Seluin an Elder, choosing for her to have been born in the Time of Voyages.

Kim generates a random Career for each of the three Times Seluin lived through (besides the Time of Ending). She gains the Smuggler Career for the Time of Voyages, the Herbalist Career for the Time of Incursion, and the Advisor Career for the Time of Steel. She spends 15 Advances each on the first level Skills of those different Careers. Although she cannot gain more than 5 Advances each Time for each Skill, the Perception Skill appears in both the Herbalist Career and the Advisor Career – she decides to take 5 Advances in the Skill each Time, giving her 10 Advances in Perception by the time she's spent all her Elder Advances.

She gains Burdens associated with the Time of Voyages, the Time of Incursion, and the Time of Steel. The first Burden prevents her from taking more than 1 Endeavour each downtime. The second Burden gives her 5 Corruption. The third Burden means she only starts with 1 Extra Point for Fate and Resilience instead of 2. Kim knocks off the second point of Fate she gave to Seluin in the Attributes step of Character creation. Finally, she must pass a **Challenging (+0) Cool Test** or gain the Yenlui (Light) Psychology Trait at the end of each week.

EXPERIENCE OF THE ELDERS

Character Age	Random Age	Time of Birth	Life Experience	Burden
40-130 years old	30 + 10d10	Time of Ending	All your life, you have warily anticipated the Rhana Dandra. Whilst you may have been alive during invasions of Ulthuan, you were not of fighting age during the bitterest battles. Your chance to bleed for your homeland will come soon enough.	None – this is the default age range for High Elf Characters. Count from this step to determine how many Times an elder Character has lived through.
130-210 years old	120 + 9d10	Time of Steel	You were of fighting age during the assault on Naggarond and the invasion of Grom the Paunch. You may have been old enough to participate in other campaigns, such as the defence of Couronne, Prince Sigvald's invasion of Ulthuan, or the sack of Marienburg.	You begin play with only 1 Extra Point (instead of 2) to spend on either Fate or Resilience. At the end of each week make an Easy (+40) Cool Test or move towards the <i>Yenlui (Light)</i> State.
210-350 years old	200 + 15d10	Time of Incursion	You lived through the Great Chaos Incursion – perhaps fighting at the sack of Cothique, the Battle of Finuval Plain, or the Battle at the Gates of Kislev. Between the rampage of the Daemon N'Kari, and the summonings at Wailing Fen. This was a Time when Chaos tainted the very soil of Ulthuan.	You begin play with 5 Corruption points. At the end of each week make an Average (+20) Cool Test or move towards the <i>Yenlui (Light)</i> State.
350-610 years old	320 + 30d10	Time of Voyages	You were born in the early days of the reign of Bel-Hathor before humans were welcome on Ulthuan. You may have joined the voyages of Finubar, perhaps witnessing the Vampire Wars firsthand, or been one of the first Sea Elves to return to the Old World.	You may never undertake more than 1 Endeavour between adventures, excluding your Duties & Responsibilities. At the end of each week make a Challenging (+0) Cool Test or gain the <i>Yenlui (Light)</i> State.
610-870 years old	580 + 30d10	Time of the Sage	You lived through the centuries of escalating Norscan raids that warned of the growing threat posed by Humanity. It took sorcerous enchantment to drive these lesser beings from the seas of your homeland.	You gain the Prejudice (Humans) Psychology Trait. At the end of each week make a Difficult (-10) Cool Test or move towards the <i>Yenlui (Light)</i> State.
870+ years old	840 + 30d10	Time of Shadows	You survived the Night of the Restless Dead, when all the known world was menaced by undead horrors. Those older than 1000 might remember the reigns of phoenix kings before Bel-Hathor, but at your age recalling specifics from your youth is tricky...	Your starting Fate, Fortune, Resilience and Resolve are all set to 0 and cannot rise higher during Character Creation At the end of each week make a Hard (-20) Cool Test or move towards the <i>Yenlui (Light)</i> State.

THE ORDER OF PRIORITIES



Some of the options available to High Elf Characters may cause issues when deciding which rules take priority over others. As a default, Blood of Aenarion effects take priority over those derived from *Yenlui* States, which take priority over any effects of old age.

HIGH ELVES FROM THE INNER KINGDOMS

Caledor

Caledorians are stoic, disciplined people, hardened by life in their sparsely populated, rugged land. They are notoriously arrogant. Even Caledorians from mundane positions believe their land produces more exalted folk than other Elven kingdoms — was it not Caledor Dragontamer who saved the world?

A Character from Caledor may seek to restore their kingdom to glory, search for wisdom to help rouse the Dragons, or explore the political or military situation beyond Caledor. Others may feel stifled by the strictly ordered Caledorian society and look elsewhere for a new role in life.

Skills: Climb, Cool, Entertain (Singing), Evaluate, Intimidate, Language (Elthárin), Leadership, Melee (Basic), Navigation, Perception, Ranged (Bow), Swim

Talents: Acute Sense (Sight), Commanding Presence *or* Resolute, Night Vision, Read/Write, Second Sight *or* Strong-minded

Ellyrion

Ellyrians are practically raised in the saddle, riding the endless summery plains almost before they can walk. They are quick to anger but equally quick to forgive.

It is an important rite of passage for Ellyrians to travel beyond the kingdom to see the wider world — if only to better appreciate the open plains of home.

Skills: Animal Care, Charm Animal, Cool, Entertain (Singing), Evaluate, Language (Elthárin), Leadership, Melee (Basic), Navigation, Perception, Play (Any), Ranged (Bow), Ride (Horse)

Talents: Acute Sense (Sight), Animal Affinity *or* Orientation, Night Vision, Read/Write, Second Sight *or* Sixth Sense

Avelorn

Natives of Avelorn live a nomadic, pastoral existence, with a less restrictive culture than the rest of Asur society. They prize artistry and the spirit of festival which suffuses life in the everqueen's realm.

Avelorn's whimsical folk are eager for new experiences and stories to bring back to their homeland. They may seek out potential threats to Avelorn or voyage afar to spread the everqueen's beneficence. Life in a pastoral idyll is not always peaceful. Nobles of Avelorn vie for the everqueen's attention, and they may choose adventure over a fall from favour.

Skills: Athletics, Cool, Entertain (Singing), Gossip, Intuition, Language (Elthárin), Leadership, Melee (Basic), Navigation, Perception, Play (Any), Ranged (Bow)

Talents: Acute Sense (Sight), Attractive *or* Artistic, Night Vision, Read/Write, Second Sight *or* Sixth Sense

Saphery

The eccentric rule of their magic-wielding princes influences life for Sapherians. Even the humblest menial learns about the workings of the world, and every life is suffused with the influence of magic.

From the highest to the lowest, Sapherians value the acquisition of knowledge, wherever it is found. Their loremasters employ vassals to seek esoteric learning, interesting people, and strange objects.

Skills: Cool, Entertain (Singing), Evaluate, Language (Elthárin), Lore (Any), Melee (Basic), Navigation, Perception, Play (Any), Ranged (Bow), Research

Talents: Acute Sense (Sight) *or* Bookish, Coolheaded *or* Savvy, Night Vision, Read/Write, Second Sight

Eataine

Eataine is a rich, cosmopolitan community populated by quick-witted, open-minded Elves. They are prone to intrigue, pride, and arrogance, believing Asuryan chose their kingdom over more parochial lands.

Trade, exploration, and diplomacy inspire Eataine's Elves. Many admire the phoenix king's history and are eager to follow in his footsteps to make their fortune beyond the Emerald Gates.

Skills: Charm, Cool, Entertain (Singing), Evaluate, Gossip, Language (Any), Language (Elthárin), Leadership, Melee (Basic), Perception, Sail, Swim

Talents: Acute Sense (Sight), Dealmaker *or* Savvy, Night Vision, Read/Write, Schemer *or* Sixth Sense

HIGH ELVES FROM THE OUTER KINGDOMS

Tiranoc

The Elves of Tiranoc are a determined people, hardened by frequent Druchii raids on their coastal settlements. They are nostalgic for their kingdom's golden age, but they are hopeful — how else could they have rebuilt after the devastation of the Sundering?

Some Elves of Tiranoc venture forth to recover relics and memories of the kingdom's lost glory. Others seek revenge against the Druchii whose rebellion brought ruin to Tiranoc.

Skills: Animal Care, Cool, Endurance, Entertain (Singing), Language (Elthárin), Leadership, Melee (Basic), Navigation, Perception, Play (Any), Ranged (Bow), Swim

Talents: Acute Sense (Sight), Coolheaded *or* Hatred (Dark Elves), Night Vision, Read/Write, Tenacious *or* Sixth Sense

The Shadowlands

The taciturn wanderers of Nagarythe burn with hatred for the treacherous Druchii. They are secretive, even with one another, and prone to unsettling ruthlessness.

Those from Nagarythe are restless and rarely welcomed elsewhere in Ulthuan. The need to thwart the Druchii consumes them — they may travel far to enact revenge. High Elves employ Elves from Nagarythe to seek intelligence and work as stealthy scouts.

Skills: Athletics, Cool, Endurance, Entertain (Singing), Language (Elthárin), Melee (Basic), Navigation, Outdoor Survival, Perception, Ranged (Bow), Stealth (Rural), Swim

Talents: Acute Sense (Sight), Coolheaded *or* Tenacious, Hatred (Dark Elves), Night Vision, Read/Write, Rover *or* Sixth Sense,

Chrace

Chraccians are ever-alert for threats from sea raiders and the monstrous beasts found in the wilds of their kingdom. They have a strong warrior culture and venerate hunting as a noble pursuit essential for survival.

Life in Chrace presents limited opportunities for those with ambition. They venture elsewhere to learn new trades, find riches, or broaden their minds. Others take the fight to the enemy, travelling abroad to combat the Druchii or servants of Chaos.

Skills: Cool, Endurance, Entertain (Singing), Evaluate, Heal, Language (Elthárin), Leadership, Melee (Basic), Navigation, Outdoor Survival, Perception, Ranged (Bow), Set Trap

Talents: Acute Sense (Sight), Hardy *or* Hunter's Eye, Night Vision, Read/Write, Sixth Sense, Strider (Woodlands)

Cothique

Cothiquians are famous for wanderlust, a thirst for adventure, and irreverence for convention. They are shrewd and superstitious, in awe of the possibilities which lie beyond the Shifting Isles.

It is the nature of the Cothiqui to seek fresh horizons and explore the world — for the joy of discovery, the possibility of trade, plunder, and sheer exhilaration.

Skills: Athletics, Cool, Entertain (Singing), Evaluate, Haggle, Language (Elthárin), Melee (Basic), Navigation, Perception, Ranged (Bow), Sail, Swim

Talents: Acute Sense (Sight), Sea Legs *or* Hardy, Night Vision, Read/Write, Orientation *or* Sixth Sense,

Yvresse

Since Grom's invasion, Yvresse's subjects are resolute and dour, with a disarming tendency to blunt manners. They always fight to hold the line, but their skills at diplomacy can leave a lot to be desired.

Yvresse under Eltharion the Grim can be forbidding — any High Elf seeking joy in life may choose travel. The Mistwalkers sometimes venture outside Yvresse to provide expertise to others in Daemon-hunting.

Skills: Cool, Endurance, Entertain (Singing), Evaluate, Intuition, Language (Elthárin), Leadership, Melee (Basic), Navigation, Perception, Ranged (Bow), Swim

Talents: Acute Sense (Sight), Coolheaded *or* Stout-hearted, Night Vision, Read/Write, Resolute *or* Implacable, Second Sight *or* Sixth Sense

SEA ELF CHARACTERS

'Sea Elf' is a Human term for the Asur living in trading enclaves in port cities outside Ulthuan or for those who spend much of their lives at sea. They are High Elves with roots on Ulthuan, although they have small cultural distinctions from the more conventional Asur who deign to visit the Old World and beyond.

The Elthárin name for these Elves is Uranai, a faintly disparaging term. The Asur of Ulthuan look down on those who do not dwell on the sacred island or prefer to while away their lives amongst lesser civilisations. Other High Elves think Sea Elves lack the discipline to live by the protocols of their culture, or they have somehow failed to succeed amongst true Elves and choose the company of beings more easily impressed. Before his election as phoenix king, Finubar's political opponents disparaged him as Uranai, too restless and cosmopolitan to rule over Ulthuan and the Elves.

Despite Elven snobbery, individual Sea Elves originate in Ulthuan, typically Cothique, Lothorn or, more rarely, Yvresse or Tiranoç. Some serve as crew in the High Elf navy or work for a trading house on their merchant fleet or as representatives in a distant enclave elsewhere in the Known World. There are Sea Elves who would rather spend as little time as possible ashore, favouring a life on the waves, plying the routes between Asur enclaves, outposts, and Ulthuan's ports. Others reside in far-flung ports around the known world, at home on a boat, but are more interested in representing Sea Elf interests abroad. They are generally ferocious adversaries of Druchii seafarers, although rumours imply certain Sea Elves treat with Dark Elf corsairs for mutual advantage.

Sea Elves are the most cosmopolitan Asur, and less hierarchical than their land-dwelling brethren. They respect protocol and cultural expectations but do not feel as bound to follow them closely — perhaps physical distance from Ulthuan also imparts a cultural distance. This is evident in their attitudes, bearing, and appearance. Sea Elves are not usually precious about physical labour and may even prefer to cut their hair short for practical reasons. Despite these differences, few Humans can distinguish between Ulthuan Asur and Sea Elves — by non-Elven standards they are still graceful and immaculately attired. The Sea Elves have their own artistic subculture, notably a corpus of laments renowned for their exquisite beauty and deep sadness.

Most Sea Elves engage in trade, usually as members of expatriate clans. They are famed for sharp practice. Indeed, some are little better than pirates, although they justify their actions as necessary to keep an eye on developments in the wider world. Sea Elf enclaves can be found in non-Elven ports around the Known World. They vary in size based on the port itself and local attitudes to Elves. Many of the Asur visitors to foreign ports are only temporary residents, preferring to move between settlements, sail in perpetuity, or return to Ulthuan. Exarchs govern the largest enclaves, nominated by the kingdoms of Ulthuan to represent the Elves to the local rulers and to receive visiting emissaries from Ulthuan.

Like other Asur, the Sea Elves venerate the Cadai and give prominence to Mathlann. They also pay discreet respect to Ellinill, as father of Mathlann and another god whose moods may dictate their fortunes. They also pay respect to a minor god who is little known outside their enclaves, Amecs, a patron of prosperity.



PLAYING A SEA ELF

The Uranai lust for exploration and the sights of distant shores. They are dauntless and garrulous. Playing a Sea Elf Character is an opportunity to escape the disciplined, stratified culture of Ulthuan to enjoy the free life of travel and trade across the Known World.

Opinions

On Humans...

'Our people on Ulthuan see Humanity as a lumpen mass, yet there are so many types even in a single port city. They can be maddening, wilful, and stupid, but whether we like it or not, the future may be in the hands of Humanity, good and ill.'

— Prince Tarmonagh Ulliogtha,
Viceroy from Marienburg

On Dwarfs...

'Stubborn and intractable. They're worse than Caledorians for arrogance. When you're in the Old World you've no choice other than to rub along with them. They trade in handsome goods — so find a pliable middleman to act between you and the stuffy ones from the mountains.'

— Driella Skystream, Tor Andar Sea Captain

On Ulthuan High Elves...

'We are one people, though the Asur who look beyond the isle are the easiest company. Their brethren look down on us, call us 'Sea Elves' and disdain our roaming spirit.'

— Katjaillen Farseeker, Mercenary Captain

On Halflings...

'If you're accompanied by a Halfling, you need your wits about you. They're wiser than the Humans realise. I've spent time with one 'Gim Grundel' and I can assure you he is as resourceful as he is diminutive.'

— Riolta Snow, Sea Elf Adventurer

On Wood Elves

'I have sailed upriver to Tor Lithanel and seen the beauty of the lornalim groves. The Eonir would be true allies if we overcame our mutual suspicion. The Asrai are another matter — inscrutable and savage. I suspect they are enraptured by something darker than Isha and Kurnous.'

— Feldrigan Nightwave, Scholar from Brionne

If you choose to generate a Sea Elf Character, you are playing a cultural sub-type of High Elves.

- Roll for your Class and Career on the Sea Elf Careers column on page 59.
- Roll Attributes as any Elf (see page 33 of the **WFRP Rulebook**).
- Choose a home enclave where you originate or live. This may affect how you view other species and Human nations.
- Choose an Ulthuan kingdom as your place of origin — although you may never have been there, this connection to the homeland is important to your heritage and allegiances.
- After your starting Career, a Sea Elf Character can follow any Career open to a High Elf.

SPECIES SKILLS AND TALENTS

Skills: Cool, Endurance, Entertain (Singing), Evaluate, Gossip, Haggle, Language (Elthárin), Language (Any), Melee (Basic), Navigation, Sail, Swim

Talents: Acute Sense (Sight), Night Vision, Old Salt or Sea Legs, Orientation or Sixth Sense, Read/Write, Uncouth Uranai

NEW TALENT: UNCOUTH URANAI

High Elves from the Inner Kingdoms view Sea Elves with faint disapproval. When interacting with High Elves from Caledor, Ellyrion, Avelorn, or Saphery, reduce Standing by 1. Asur from the Outer Kingdoms and Eataine do not harbour such prejudice.

NAMES

Generate Sea Elf forenames from the High Elf name generator on page 39 of the **WFRP Rulebook**. Epithets frequently include elements referring to the elements and travel.

Examples: Bluestrait, Cloudspear, Farborn, Greenbreeze, Seablade, Starfoam, Starguided, Wavestrider, Whitecrest

HIGH ELF CAREERS

When generating a High Elf Character, you can roll for a Career on the table in the **WFRP Rulebook** (which primarily represents High Elves in the Old World) or use the following tables to reflect different origins within Ulthuan. Different options are available for Elves of the relatively civilised Inner Kingdoms, the rather rougher Outer Kingdoms, the exceptional circumstances of life in arboreal Avelorn or the wastes of Nagarythe, and the Sea Elves.

Note that certain careers (marked with an *) are not normally available to High Elves. These are careers High Elves would not suffer to follow under a Human regime, but that play a vital role in Ulthuan.

Elf Characters cannot become a Priest as a starting Career (see page 99).



NOTABLE SEA ELF ENCLAVES

Marienburg, Sith Rionnasc'namishathir is one of the largest Sea Elf enclaves in the Known World, with eight trading houses ruled by the phoenix king's representative in the Old World. The Human rulers of the city believe the presence of Finubar's exarch is proof they have a monopoly on trade with Ulthuan, but the treaty has proven difficult to enforce in practice.

Erengrad, After the port city was sacked during the Great War Against Chaos, the Elven enclave repopulated and rebuilt. The Elves played their part in pushing back the forces of Chaos and most were killed. Today the Kislevite citizens remain grateful, if a little wary of their long-lived neighbours.

Magritta, The Elves of Magritta have a troublesome relationship with the kingdom, after an attempt by the local prince to seize the enclave's properties and blockade the Southern Sea. The High Elves allied with Human trading nations and thwarted this outrage, though mutual distrust remains strong.

Brionne, The Sea Elves of Brionne overwhelmingly originate from Cothique and Lothern. They have reclaimed and resettled the ruins of the ancient outpost of Athel Maraya, which lies within sight of the city walls. The Elves here are prone to piracy and other dubious maritime enterprises.

Luccini, The enclave in Luccini is a beautiful cluster of pristine white buildings within a semi-circular wall. The Tileans call it the White Havens, founded and still dominated by Clan Dressair of Lothern.

Al-Haikk, The principal city of Araby plays host to an enclave dominated by House Emeraldsea of Lothern and Clan Aisellion of Marienburg. There are countless scholars here, drawn to the mysteries of the Southlands.

SEAFARING ASUR

Players with access to **Sea of Claws** may prefer to roll on the Seafarer Career table for High Elves on page 63. These Careers are eminently suitable for High Elves, especially Sea Elves and Outer Kingdoms Characters. For the Ship's Gunner, use the alternate Skill for High Elves on page 77 of the book.

RANDOM CLASS AND CAREER TABLE

Class	Career	Outer Kingdoms	Nagarythe	Inner Kingdoms	Avelorn	Sea Elf
Academics	Apothecary	01-03	01-03	01-03	01-04	01-02
	Lawyer	04-05	—	04-06	—	03-04
	Mage	06-08	04-05	07-09	05-09	05-07
	Physician	09-12	06-07	10-11	10-12	08-11
	Scholar	13-16	08-09	12-14	13-19	12-14
Burghers	Artisan	17-19	10-12	15-17	18-21	15-17
	Investigator	20-21	13-15	18-19	—	18-20
	Merchant	22-24	16	20-25	22	21-25
	Merchant Adventurer	25-26	17-18	26-27	23	26-27
	Townsman	27-29	—	28-29	—	28
	Watchman	30	—	30-31	—	29
Courtiers	Advisor	31-32	19	32-33	24-25	30-32
	Aestheticist	33-34	20	34-36	26-28	33
	Artist	35	21	37-38	29-33	34
	Duellist	36	22-24	39-41	34-35	35
	Envoy	37-39	25-27	42-45	36-38	36-39
	Noble	40-42	28-29	46-47	39-41	40-42
	Servant*	43-44	30-32	48-50	42-43	43-44
	Spy	45-46	33-37	51-53	44-45	45-48
	Warden	47-51	38-39	54-55	46-47	—
Peasants	Herbalist	52	40-43	56	48-51	—
	Hunter	53-55	44-48	57	52-55	—
	Scout	56-60	49-56	58-59	56-59	49-51
	Villager*	61-63	57-59	60	60-62	—
Rangers	Bounty Hunter	64-66	60-64	61	63	52-55
	Entertainer	67	65-67	62-64	64-69	56-58
	Messenger	68-69	68-70	65-66	70-73	59-61
	Shadow Warrior	—	71-74	—	—	—
Riverfolk	Boatman	70-71	75	67-69	74	62-65
	Huffer*	72-73	—	70-72	—	66-69
	Seaman	74-77	—	73-77	75-77	70-74
	Smuggler	78	76	78-80	78-79	75-77
	Stevedore*	—	—	—	—	78-79
Rogues	Bawd	79	77-78	81-83	80-83	80-82
	Charlatan	80-81	79-82	84-85	84-86	83-86
	Outlaw	82-84	83-86	—	87	87
Warriors	Cavalryman	85-88	87-90	86-87	88-91	88
	Guard	89-91	91	88-89	92-93	89-90
	Knight	91-92	92-93	90-91	94-95	91
	Sea Guard	93	—	92-95	—	92-94
	Pit Fighter	94-95	94-95	96	—	95
	Protagonist	96	96-97	97	96	96
	Soldier	97-99	98-99	98-99	97-99	97-100
	Swordmaster	100	100	100	100	—

ADAPTING CAREERS

High Elves on Ulthuan practice Careers a little differently to those outlined in the **WFRP Rulebook**. The following advice provides background and small adaptations to make rulebook Careers more appropriate for Asur culture. As ever, it's best to discuss Character ideas with the GM.

WARRIORS AND MILITARY

Soldier

Most High Elf Soldiers serve as part of Ulthuan's many citizen militias. Players with access to **Up In Arms** may specialise as an Archer or Artillerist specialising in the operation of repeating bolt throwers. Asur siege tactics rely on expertly crafted war engines, intelligence, and astute use of magic rather than cannons. They may not take the *Ranged (Blackpowder)* Skill.

Cavalryman

Cavalry is a staple of Asur armies, epitomised by the renowned Ellyrian Reavers. Not all Elven Cavalrymen belong to an army — some fight as mercenaries or independent companies. For Ulthuan High Elves, replace the *Ranged (Blackpowder)* Skill with *Track* and the Pistol Trapping with an Elf Bow and 10 Arrows.

Players with **Up In Arms** can choose to play a 'Light Cavalry. These High Elves have traded armour for speed and stealth. Such riders may form coastal patrols, particularly in Ellyrion, Nagarythe, and Tiranoc. At Captain level, replace *Ranged (Blackpowder)* with *Secret Signs (Scout)* and the Brace of Pistols Trapping with a magic weapon.

Knight

The most common High Elf Knights are Silver Helms, drawn exclusively from the nobility and entitled to wear the *ithiltaen*, the silver helm itself. Their commanders are High Helms, who wear decorations for valour on their helmets, such as plumes and gems. The Caledorian Dragon Princes are the finest of that kingdom's noble Knights, famous for riding forth on warhorses caparisoned in elaborate bardings resembling a Dragon.

Pit Fighter

Elven gladiators are a relic of ancient times, the centuries after Aenarion, when fighting for display and entertainment was commonplace. These fighters prize elegance and spectacle over brutality — Asur combat displays are highly ritualised and bound by complex rules. For High Elf Pit Fighters, you may choose to replace the level 1 *Dirty Fighting* Talent with *Feint*.



CIVILIAN AND NOBLE

Wizard

Across Ulthuan and the wider world, there are High Elves who wield magic according to old traditions or learning from their own independent study, unaffiliated with the White Tower and the strict discipline of Sapherian Mages (see page 90). These unaligned High Elf Wizards may be powerful and unfettered by the restrictions faced by Human magicians in the Empire. They do not require a Magical Licence Trapping at level 2 — and would find the very idea amusing or offensive.

However, such folk would be regarded as falling short of what it takes to become a High Elf Mage, as described in the chapter on High Magic.

Noble

A High Elf aristocrat's position in the hierarchy is a complicated matter, but there are two broad tiers:

- 💀 The highborn (*tariour*) can trace descent from Aenarion or the warrior-princes who fought alongside him. They bear the title of Prince or Princess as a birthright, which cannot be bestowed.
- 💀 The nobility (*toriour*) have ancestors who were bestowed land and a title by the phoenix king or everqueen. Such gifts are exceptionally rare — hundreds of years can pass before the creation of a new title. They are addressed as Lord or Lady.

Asur Nobles' position in society is complex and constrained. They are bound by more rules and expectations than Human nobles. They may not always follow those rules, but protocol is not lightly dismissed.

Given Elven longevity, it may be hundreds or thousands of years before an Asur Noble inherits their position. They have centuries to stave off boredom or build a legacy. They fill this time with warfare and intrigue — you should also roll to see whether you are of the Blood of Aenarion (see page 61).



HOW TO CONDUCT ONESELF IN NOBLE COMPANY

High Elf Nobles swim in a profusion of complex rules of conduct. All Asur know the most important rules without the *Etiquette (Nobles)* Talent. Characters with the Talent remember especially obscure social codes.

A selection of social rules:

- 💀 It is an insult to touch a highborn unless granted specific permission.
- 💀 Only a Noble has the right to wear a silver *ithiltaen*. High Elves of any class consider it a serious breach of etiquette for any person to don such a helm unless they have ridden with the Silver Helm knights in battle.
- 💀 Every noble lineage possesses a family sword, passed down the generations since they were first ennobled. Many of them date back to the time of Aenarion. The sword may be a powerful magical artefact or completely mundane — its symbolic role is what is important. The bearer can wear it anywhere on Ulthuan as a mark of status. Losing the family sword is a source of shame and diminishes the noble house's reputation.
- 💀 A Noble should never serve or offer food, as this implies subservience.

Servant

Every High Elf palace or mansion has staff dedicated to the smooth running of the household. In the Old World, Elves prefer not to take these roles — it is unseemly to assign menial jobs to Asur in front of lesser species. On Ulthuan, Elf Servants play a crucial role in intrigues at court, carrying clandestine messages, listening for indiscretions, and conspiring with their masters.

Warden

Coastal holdings on Ulthuan are vulnerable to seaborne threats, so Wardens of the Outer Kingdoms are particularly respected — elevate Standing for all Career levels by 1. Wardens of the Inner Kingdoms have a relatively comfortable existence so do not benefit from this bonus.

Artisan

High Elf Artisans spend decades or even centuries perfecting their talent. While their profession is a commercial undertaking, they consider it an artform rather than mere craft — even a High Elf cooper strives to make their barrels the most elegantly curved and beautifully turned receptacles. As they advance in proficiency, they learn to weave subtle magical effects into the items they make.

High Elf Artisans in the Old World join craft guilds, but on Ulthuan they compete rather than associate with peers. Like any artist, they seek patronage from a noble house, which brings renown and riches by association. An Ulthuan Artisan makes these changes:

- **Level 2 (Artisan)** — replace *Etiquette (Guilder)* with *Etiquette (Nobles)* Skill, replace Guild Licence Trapping with Highborn Patronage
- **Level 3 (Master Artisan)** — replace *Secret Signs (Guilder)* Skill with *Lore (Magic)*
- **Level 4 (called Exalted Maker rather than Guildmaster)** — replace Guild Trapping with Position at Court

Merchant

High Elf Merchants are powerful, especially in coastal settlements, where many noble houses have commercial interests. Merchants on Ulthuan do not organise in guilds. Instead, they affiliate with one of the major trading houses or clans, (such as House Emeraldsea or Silvermont) and receive a charter permitting them to buy and sell goods. At **level 2 (Merchant)**, replace the Guild Licence Trapping with Merchant's Charter.

Watchman

Asur Watchmen typically represent a deposition from the militia charged with keeping order amongst their fellow citizens. Given the urbane nature of High Elves, this primarily involves keeping duels off the streets and carousing under control. In Lothorn this role is especially important, given the large population of non-Elves in the city. The Lothorn City Guard are famous for their difficult job and the peculiar behaviour of Captain Haisplinn, their Halfling-loathing leader. In Elven enclaves overseas, Asur Watchmen usually have the sole right to patrol at Elven community gatherings, shrines, and important landmarks.

RURAL AND ROGUISH Entertainer

High Elves pride themselves in their refined taste in cultural diversions. They believe that the literary and performing arts have reached their apogee amongst their kind. As such, they prize the work of their greatest performers as almost divine in their accomplishment. By the same token, a poor entertainment is deemed a literal insult. Travelling troupes of Entertainers roam Ulthuan, bringing high culture and low revels to those they encounter. There are also favoured performers who hold pride of place in highborn courts throughout the land.

For High Elves on Ulthuan, elevate Standing for all levels of the Entertainer Career by 1.

Villager

The *kith* are Elves who tend the fields and farms of Ulthuan. Elf Villagers enjoy a pastoral existence, living in tune with the land and Isha's bounty. Although they follow humble occupations, poems, songs, and theatrical compositions celebrate rural Elves as plain, honest folk who know their place. Although this is a romanticised view, most Elf Villagers do take pride in what they produce from the land, seeing it as a sacred duty rather than mere agriculture. To a Human eye, they appear as healthy and immaculate as any other High Elf... an unsettling sight to those more used to downtrodden Human peasantry.

Bounty Hunter

High Elves have keen senses, patience, and intelligence, making them excellent trackers and investigators. The term Bounty Hunter does not fit with most Elves on Ulthuan, considering themselves citizen custodians, restoring balance by finding those who have disrupted the order of society. Should an Elf dishonour another and flee, a Bounty Hunter is employed to return them to face the consequences. Crime is not unknown on Ulthuan, so ruling bodies dispatch Bounty Hunters to secure recompense from those who break laws or cause harm.

Boatman

Ulthuan relies less on river transport than the Old World, so boatmen are not as common. Many sail small, elegant cutters providing a service carrying Elves up and down the manifold rivers flowing from the Anulli Mountains to the coast. Others transport goods on behalf of a merchant or noble house, piloting barges of unsurpassed beauty compared to the Human equivalents.

Huffer

Elven Pilots ply their trade in the seas around Ulthuan, guiding craft through the treacherous, shifting channels surrounding the coast. They have knowledge of the habits and domains of sea monsters and other dangerous predators.

Seaman

Elven Sailors are the most accomplished in the world, far superior to those of other species. They are quite unlike the rowdy sea dogs who make up Human crews and are capable of incredible feats of seamanship aboard their elegant Elven vessels. The Seaman Career in the core rulebook represents the more uncouth Elven Sailors found in the Old World or amongst the rougher Sea Elf enclaves. For Sailors aboard the most impressive Elven ships, you can use the following Skills and Talents:

- 💀 **Level 1 (Landsman)** — replace *Consume Alcohol* and *Melee (Brawling)* with *Athletics* and *Melee (Basic)*
- 💀 **Level 2 (Seaman)** — replace *Athletics* with *Intuition*

Smuggler

Despite the ordered society of Ulthuan, smuggling is a lucrative and surprisingly prevalent crime. The dominance of Lothorn's merchant houses has created opportunities to bring contraband ashore without paying their fees. Certain artefacts, creatures, and persons must be brought to Ulthuan by stealth, a task eagerly taken by Smugglers for the right price or favour.

Stevedore

There are Stevedores amongst Sea Elves who perform a valued function, albeit one of low status. Wherever Elf ships put into port, the High Elf captain would rather trust their cargo to those of their own species, who can be relied on to treat it with sufficient care and attention. Sea Elf Stevedores rely less on brawn than intelligent use of lifting devices and Human menials to move cargo around. For all their dockside arrogance, Elven Stevedores are just as likely to engage in criminal activity as their Human equivalents — albeit with more panache.

Bawd

High Elves enjoy carousing, especially in Lothorn or the groves of Avelorn. Bawds present an air of sophistication, promising access to only the most refined pleasures. Most High Elf Bawds are vociferously opposed to the Cults of Pleasure — eager to distance themselves from potentially ruinous practices. Others are less discerning...

Players with access to **Up In Arms** can choose to play as a Camp Follower instead.

Charlatan

No matter how intelligent, it is possible to deceive most Elves if one takes advantage of their obsessions. Asur Charlatans use eloquence and flattery to secure coin, property, or privileges. Others inveigle themselves into circles of entertainers or carnivals, where they take advantage of the relaxed intoxication of revellers. High Elf Charlatans cheerfully con non-Elves out of anything and everything, often with the blessing of more respectable peers.

Outlaw

There are few Outlaws on Ulthuan, but they do exist in the wilder kingdoms. More commonly, a High Elf Outlaw leaves for foreign parts, or takes up the lifestyle after arrival, where they can steal and mete out rough justice to other species. Bands of Nagarythe Elves are effectively Outlaws in Lustria, Naggaroth, and Norsca, taking the fight to those who might harm the Asur.

Protagonist

High Elf Protagonists are swaggering bravos who prowl cities at night, provoking duels or looking to right wrongs where they see them. In Lothorn, they venture into the foreign quarter and provoke Humans or Dwarfs. A High Elf Protagonist sits outside the conduct of good Asur society, although they can be useful pawns in an intrigue.

At **level 1 (Braggart)**, replace the Knuckledusters Trapping with a Sword.

SEA GUARD

High Elf

You are a highly trained naval warrior, capable of fighting at range and at close quarters.

The Sea Guard are among the oldest military traditions, formed when the Elves first explored the world. They are a formidable force, embodying the union of martial prowess and mastery over the seas.

SEA GUARD ADVANCE SCHEME										
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
C	C	h		P	C			2		

CAREER PATH

C Sea Warden — Silver 1

Skills: Animal Care (Swiftfeather Roc), Consume Alcohol, Dodge, Gossip, Melee (Basic), Melee (Polearm), Ranged (Bow), Ranged (Crossbow), Sail (Bloodhawk, Falconship, Hawkship, or Dragonship), Swim

Talents: Drilled, Fisherman, Hardy, Warrior Born

Trappings: Elf Bow and 10 Arrows, Spear, Uniform

P Sea Guard — Silver 3

Skills: Athletics, Climb, Endurance, Gamble, Outdoor Survival, Sail (Bloodhawk, Falconship, Hawkship, or Dragonship)

Talents: Enclosed Fighter, Lightning Reflexes, Sea Legs, Shieldsman

Trappings: Breastplate, Helmet, Mail Shirt, Shield

h Sea Master — Silver 5

Skills: Leadership, Navigation, Perception, Sail (Bloodhawk, Falconship, Hawkship, or Dragonship)

Talents: Inspiring, Old Salt, Savant (Oceans), Strike to Injure.

Trappings: Symbol of Rank, Quality Uniform

2 Sea Helm — Gold 1

Skills: Drive (Skycutter), Intimidate

Talents: Combat Aware, Stout-hearted, Strider (Coastal), Strong Swimmer

Trappings: Quality Uniform, Skycutter Chariot and Swiftfeather Roc, Tall Sea Helm

'The Sea Guard's world is painted in shades of blue, a canvas where vigilance meets the boundless mystery of the ocean.'

— Eldrathil Gladewind, Storm Weaver

'We are the best of the best. Many try to join our esteemed ranks, but the selection is rigorous, and only the best can meet our standards and join our ranks.'

— Aeliana Keengaze, Sea Helm



Stationed along the coastal realms of Ulthuan and its colonies, these warriors are renowned for their exceptional skill in both archery and close combat. Trained for boarding actions and beach landings, the role of a Sea Guard is as diverse as the traditions amongst its regiments.

Members of the Sea Guard have a bond that lasts long after service, forged through rigorous training and the wide spectrum of threats and challenges faced together. Its recruits are drawn from those Elves among the citizen levy who show the greatest potential. Service includes being stationed on the warships of the High Elven fleet that guard the trade routes or patrol the seas around Ulthuan. A large proportion of the Sea Guard are stationed amongst the colonies, acting as support to local citizen militia regiments of archers and spearmen. These garrisons are often understaffed, but it remains important to have the might of the phoenix king represented in distant lands.

Spending long periods aboard warships and training in salty waters have given members of the Sea Guard a fixation with hygiene, which other Elves perceive to be an obsession. Due to their uncouth manner and maritime slang, many Elves feel that the Sea Guard are undisciplined compared to the archer and spear regiments. Their oldest tradition, from the time of Aenarion, permits marines to remain seated in the presence of royalty, as they conserve their energy for combat. Another tradition indicates those blooded in battle as they are the only ones allowed to wear a red ribbon upon their belts, symbolic of the blood of their enemies.

The greatest warriors amongst its ranks are promoted to Sea Helm. These individuals are often inserted into the rank and file to inspire those around them, but most would prefer to be on the Skycutter swooping upon their enemies (see **Lustria**, page 89). Sea Helms are often recruited into secretive units where operators partake in clandestine operations, such as covert surveillance and raids.

Service can take an Elf away from Ulthuan for a long time, making them perfect adventurers. An Elf may be granted leave for their posting a period from, giving them the opportunity to explore remote locations. As such, upon leaving service within the Sea Guard, many will continue seeking adventure, offering their unique skillset to Merchant Adventurers. A few are drawn to the spiritual path of service to Mathlann, the God of Storms.

Lothorn Sea Guard

Many Sea Guard regiments are raised in Eataine to guard Lothorn and the passage to the Inner Sea. A permanent garrison is stationed in the Glittering Tower, situated a mile from the Emerald Sea Gate that guards the Straits of Lothorn. This responsibility exempts Lothorn from the obligation to raise archer or spearmen regiments, by decree of the Phoenix Court.

There is friction between the Sea Guard regiments of Lothorn and other kingdoms over who has the eldest regiments and, therefore, should be entitled to better resources. Many regiments in the other kingdoms are not as well equipped as those of Lothorn and believe that Eataine's favour with the Phoenix Court deprives other kingdoms of essential provisions.

TIDES OF BETRAYAL

Esteemed retired Sea Helm, Serinthia Wavecaller, has embarked on the daring task of penning her memoirs. However, her chronicles, laden with covert operations sponsored by the enigmatic highborn Aerendil Starblade, are causing ripples of unease. The Brotherhood of Sea Guard view the document as a betrayal, a deliberate contravention of the regiment's traditions. Prince Aerendil fears repercussions from the revelations contained in Serinthia's vivid accounts of closely guarded secrets and details of the clandestine missions he funded. Beginning to feel the heat, Serinthia had decided to destroy the manuscript, but it has gone missing, and now three parties seek its whereabouts before it becomes a harbinger of internal strife and a possible death sentence for Serinthia.

LOST SPEARS OF MATHLANN

Sea Guard equipment, destined for garrisons in the colonies, has been going astray for months, slowly weakening the Sea Guard defences. The cargo can be traced from Caledor as far as Lothorn, but then vanish from the logs. Elionis Wavecaller, an up-and-coming Sea Warden, believes he has tracked the disappearances to a particular merchant and suspects Druchii involvement, but now seeks discreet help.



SWORDMASTER

High Elf

owed to seek knowledge, you travel the world in search of enlightenment as an adept of the Order of Swordmasters.

Swordmasters are warrior-scholars studied in the art of war, training countless hours in the pursuit of perfection. They are unmistakable when travelling in Ulthuan, even without armour, for they carry magical greatswords upon their backs, forged in the Tower of Hoeth.

'The undisturbed spirit is like a calm, still body of ocean water reflecting the brilliance of the silver moon. Empty the mind and you will realise the power of the balanced and undisturbed spirit.'

— Lirethion Bluefeather, Swordmistress of Hoeth

'Once a hooded traveller passed through our village, a tall lithe figure. Hans, the miller's apprentice and always a bit of a bully, thought it'd be a good idea to try and demand money with menaces. Faster than my eye could follow, the longest sword I'd ever seen appeared in her hands and cleaved him through from collar to sternum!'

— Edgar Frohlich, Village Elder

SWORDMASTER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
C	C	C		W		h	cP		

CAREER PATH

C Swordwarden — Silver 2

Skills: Art (Painting or Sculpture), Athletics, Dodge, Lore (Any), Melee (Basic), Melee (Brawling), *Melee (Two-handed)*, Perception, Perform (Acrobatics), Play (Any)

Talents: Acute Sense (Any), Careful Strike, Disarm, Martial Arts

Trappings: Clay Set or Painting Set, Loose Robes

P Swordmaster — Silver 5

Skills: Art (Poetry), Cool, Endurance, Gossip, Intuition, Lore (Any)

Talents: Beat Blade, Riposte, Strike to Injure, Sword-dancing

Trappings: Book on Philosophy, Greatsword of Hoeth, Mail Shirt, Tall Helmet, Travelling Clothes

h Blademaster — Gold 1

Skills: Art (Painting or Sculpture), Heal, Leadership, Ranged (Bow)

Talents: Combat Master, Reaction Strike, Second Sight, Strike Mighty Blow

Trappings: Book on the Art of War, Combs in Hair, Symbol of Rank

W Bladelord — Gold 2

Skills: Intimidate, Lore (Any)

Talents: Commanding Presence, Pure Soul, Seasoned Traveller, War Leader

Trappings: Book of Poetry, Fine Robes, Ornate Armour



The prestige associated with carrying such a blade means even a highborn offers respect for the Swordmaster's dedication to service. When not guarding the White Tower of Hoeth, Swordmasters are found travelling Ulthuan or abroad, seeking knowledge, or entrusted with a mission, like chaperoning a High Mage.

When the Order of the Swordmasters was established, self-reflection revealed that pride and hubris were the Elves' greatest weaknesses. To control this, an ideal Swordmaster was to follow an unwritten code of conduct, holding bravery, honour, discipline, self-sacrifice, obedience, and loyalty above all else. A Swordmaster who breaks the code has only two honourable options: redemption through a near-impossible mission or ritual breaking of their greatsword alongside the cutting of their hair, followed by expulsion from the Order. Those who refuse to submit and go rogue are hunted down by their brethren. The few that have been exiled are viewed as outcasts, for the word of a Swordmaster is said to be unwavering and to have broken it is a truly shameful act.

The life of a Swordmaster is devoted to training mind and body to perfection. Plain food is preferred to indulgence, and a clear mind is favoured over wine. While they wear fine robes adorned with embroidery, their long hair is not embellished with combs and the other paraphernalia associated with Elven warriors. Between training and learning, a Swordmaster relaxes through art, poetry, painting, or sculpting. This simple lifestyle is essential to learning and performing sword-dancing techniques. Their duties include filling the ranks of the phoenix king's armies, escorting Elves of importance, and guarding locations of magical interest throughout the world, such as the Star Tower in the Volcanic Islands off the coast of Lustria (**Lustria**, page 84).

"From the darkness I cry for you.
The tears you shed for us
are the blood of the Elven kind.
O Isha,
here I stand
on the last shore,
a sword in my hand.
Ulthuan shall never fall!"

—Vow of the Swordmasters of Hoeth

Some are chosen as agents of the phoenix king to hunt cultists in the secret war within Ulthuan. Often recruited from esteemed Blademasters, these warriors are referred to as 'Blades' and represent the finest of the Order.

THE SECRET WAR

In 1101 IC, the cults of pleasure and luxury, devotees of the Cytharai or even darker gods, grew in power once more. Knowing the loyalty of the Order to the service of Ulthuan, Phoenix King Aethis turned to the White Tower of Hoeth for help. After deliberation, the High Loremaster let loose the Swordmasters to hunt down the vile cultists throughout Ulthuan. In the secret war unleashed, Swordmasters have discreetly moved throughout society seeking knowledge of the cultists before swiftly moving in to cut out their influence with surgical precision.

The White Tower is alerted to cultist activity through various ways, from simple rumours to reports of corruption from priests of Asuryan. Before starting an investigation, a Swordmaster makes an offering and leaves their greatsword and armour at a shrine or temple, preferably devoted to Hoeth. This is intended to allow for discreet inquiries, though unless the shrine or temple is a long way from the suspected cultist activity, rumours of a Swordmaster's arrival spread quickly. In addition, due to their lifestyle, some Swordmasters are socially awkward and find covert work difficult. They may, therefore, be aided by agents of the phoenix king, such as devotees of Hoeth, spies, and even the secretive Shadow Warriors (who may impart information after infiltrating a cult).

AN ENIGMATIC EDGE

Whispers spread like wildfire of a renowned Swordmaster, Eldrin Starblade, returned from the Old World. Young Elves are captivated by his mesmerising stories of daring heroics, but those who understand the way of the Swordmasters question the authenticity of his claims, a member of the Order should never speak so freely of their exploits. Amidst the suspicion, a shadowy figure emerges, offering a lucrative opportunity to uncover the truth. They hint at the fact that this enigmatic warrior may not be who he says he is, but how does one not of the Order come into the possession of a greatsword of Hoeth, and what could be the purpose behind such impersonation?

THE WAY OF THE WARRIOR

Elves have long studied martial arts, including many forms of unarmed combat. The swordmasters of Hoeth believe in mastering all aspects from cultures around the world. It is their belief that to master all, one must unlearn everything that was learnt before and become formless, flowing between styles like water to find one's own path.

New Talent: Martial Arts

Max: Weapon Skill Bonus

Your unarmed attacks lose Undamaging. Each subsequent level, you can use one of the following Qualities unarmed: *Damaging, Defensive, Distract, Fast, Penetrating, Precise, Pummel*. When combat begins or one of your Turns starts, choose one Quality to use until your next Turn.

WAY OF THE SWORD

Swordmasters are trained in the ancient art of Sword-Dancing. These techniques can only be performed with a pure heart and mind, utilising a form of High Magic with a Greatsword of Hoeth, a blade that is as unique as the Swordmaster who wields it. Every day, at sunrise or sunset, a Swordmaster performs a cleansing ritual with their Greatsword, moving fluidly between thirty basic forms to maintain Yenlui.

Though the Way of the Sword is taught primarily to those in the Order of Swordmasters, it is believed there are reclusive High Elf colonies where remnants of the ancient art are still taught. If so, it will be an older form of sword-dancing that does not require a Greatsword of Hoeth but may use an enchanted sword passed down as a family heirloom from the time of Aenarion.

New Talent: Sword-dancing

Max: 1

You have studied the ancient tradition of Sword-dancing and can now memorise its mystical techniques. You learn the Ritual of Cleansing technique. You can learn additional techniques for 100 XP per technique you currently know. So, if you already know 3 techniques, your next technique costs 300 XP to purchase.

SWORD-DANCING TESTS

With intricate and precise movements of body and blade, you channel magic to perform a Sword-dancing technique. To do this, make a **Melee (Two-handed)** Test. If your SL reaches the target number (the SL listed in the individual technique description), you succeed and perform the technique as explained in its description. If you fail, you lose all Advantage. On an Astounding Failure, you must also roll on the **Oops! Table** (WRFP, page 160)..

Spiritual balance is required to make the best of Sword-dancing. The Difficulty of the Melee (Two-Handed) Test varies according to the Yenlui State of the Character making the Test.

- 💀 **Yenlui (Balanced):** Challenging (+0)
- 💀 **Yenlui (Light):** Challenging (+0)
- 💀 **Yenlui (Dark):** Very Hard (-30)

Ritual of Cleansing

SL: 1

You move with precision through a sequence of thirty intricate forms, gradually entering a meditative trance over several minutes. You may adjust Yenlui depending on the time the ritual is performed: towards Light at sunrise and toward Dark at sunset.

Flight of the Phoenix

SL: 1

With a swift spin, you pivot on the spot, launching your sword in a devastating throw with the grace of a Phoenix taking flight. The blade flies SB + WPB yards and strikes with your weapon's Damage. The attack has the Penetrating Quality and each +1 SL increases the range and Damage by 1. You cannot use this technique while Engaged.

Path of the Sun

SL: 1

You move with the speed of wind, becoming a tempest of steel as your blade whips around inspiring those around you. Gain +1 War Leader Talent (WFRP, page 147) for Willpower Bonus Rounds. For each +1 SL, you can take War Leader again or add an extra Round to the duration..

Path of Frost**SL: 1**

You strike with chilling precision, bringing death quickly as you target weak spots on your opponent. Any successful strikes on opponents over a period of Weapon Skill Bonus Rounds ignore 1 AP. Critical Wound table rolls are increased by +10 for the duration for each +1 SL on your Sword-dancing Test.

Path of the Storm**SL: 1**

You move the blade with the swiftness of the wind, effortlessly intercepting a projectile as though a falling leaf. You may Oppose all missile attacks with Melee (Two-handed) over Initiative Bonus Rounds, increased by 1 Round for each +1 SL on your Sword-dancing Test. Arrows are broken and shot from gunpowder weapons is cleaved in two by the blade.

Path of the Rain**SL: 2**

You move with effortless agility, twisting and sidestepping attacks like a whisper in the air. You gain +1 SL to Dodge Tests for a number of Rounds equal to your Agility Bonus. Each +1 SL on your Sword-dancing Test gives you an additional +1 SL to Dodge Tests and adds an extra Round to the duration.

Shadows of Loec**SL: 2**

You enter a state known as 'shadowfast', moving with such speed that you appear blurred and insubstantial to the naked eye. You appear up to SL x your Movement in yards away (to a minimum of 5 yards). Obstacles and terrain impede movement as normal. Any enemies you were Engaged with before you used this technique must pass a Challenging (+0) Initiative Test or gain the Surprised Condition.

Path of the Hawk**SL: 3**

You emit a high-pitched whistle along the length of your blade, which amplifies as you match the blade's natural frequency. You target someone within Willpower Bonus yards and inflict piercing pain on their eardrums if they fail a Difficult (-10) Endurance Test. The target immediately suffers 10 + Sword-dancing SL Damage (ignoring Armour, but not TB) and receives 2 Deafened Conditions from the pain. Targets slain by this technique crumple to the ground with blood oozing from their ears. Each +1 SL on your Sword-dancing Test may increase the range and number of targets by 1.

Path of Falling Water**SL: 3**

You unleash a cascade of strikes that flow seamlessly against those surrounding you. You may make a single attack against all enemies who are Engaged with you and within your weapon's reach. If any of these enemies have the Swarm Trait, you may make three attacks against them.

Final Stroke of the Master**SL: 4**

With unnatural speed, you strike in a single fluid movement, the steel glinting in the light as it slices through the air. Your opponent must pass a Very Hard (-30) Dodge Test or be unable to avoid the blow that strikes with +4 to the Damage you cause. Each +1 SL on your Sword-dancing Test adds an extra +1 Damage.





SHADOW WARRIOR

High Elf

You are an avenging shadow who goes to great lengths to root out the foul plots of the Druchii.

Shadow Warriors are trained in the art of subterfuge and guerilla warfare, making them skilled scouts who often assist the armies of the phoenix king. Dressed in blue, black, or shades of grey to blend into the shadows, red is occasionally used in heraldry to symbolise the spilt blood of their kin.

'The first priority of the Shadow Warrior is to win without fighting.'

— Nalabeth Darkmoon, Shadow-walker

'Better to live a day on your feet than a lifetime on your knees.'

— Lanenmir Lightfoot, Shadow Novice

SHADOW WARRIOR ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
C	C	Φ			C		h	Ω	

CAREER PATH

Φ Shadow Novice — Brass 2

Skills: Athletics, Climb, Endurance, Melee (Basic), Navigation, Outdoor Survival, Ranged (Bow), Set Trap, *Stealth (Rural)*, Swim

Talents: Deadeye Shot, Rover, Scale Sheer Surface, Strider (Woodlands)

Trappings: Bedroll, Elf Bow and 10 Barbed Arrows, Rope and Grappling Hook

Φ Shadow Warrior — Brass 4

Skills: Cool, Dodge, Intimidate, Melee (Brawling), Secret Signs (Shadow Warriors), Track

Talents: Coolheaded, Fearless (Dark Elves), Menacing, Shadow

Trappings: Crescent Pendant of Lileath, Face Wrap, Helm, Mail Shirt

h Shadow Master — Silver 1

Skills: Charm, Gossip, Heal, Leadership

Talents: Accurate Shot, Dual Wielder, Secret Identity, Strike to Injure

Trappings: Cadre of Shadow Warriors, Caltrops, Disguise Kit

Ω Shadow-walker — Silver 3

Skills: Pick Lock, Stealth (Urban)

Talents: Cat Fall, Seasoned Traveller, Sharpshooter, Well-prepared

Trappings: Lockpick, Ring of Contacts



Trained to conduct themselves in a way that doesn't draw attention, they are able to hide in plain sight to reach their target. Their need for deception and the ruthlessness with which they pursue their ends means they do not seek praise, and though they are prideful of their achievement, most of their actions go uncelebrated.

The Shadow Warriors were first formed by its legendary founder Alith Anar, whose family was betrayed by the Witch King. To this day they refuse to abandon their homeland, Nagarythe, so warring clans of Aesanar and Druchii fight a merciless war of attrition over its ruins. Both are experts in the use of guerilla warfare and no mercy is given. All children of the Aesanar clans are trained from a young age in survival to live successfully in this harsh environment before going on to learn the skills of a Shadow Novice. Only once a Novice is blooded in combat against a Druchii can an Elf call themself a Shadow Warrior and truly be a member of a cadre. The bond between Elves in a cadre is such that they refer to each other as brother or sister.

Cadres of Shadow Warriors are sent on missions of espionage, to recover ancient artefacts, or to sabotage a rumoured plot of the Dark Elves. In engagements with the hated Druchii, the cadres proudly display their insignia, showing loyalty to the phoenix king, and use barbed arrowheads with thorny shafts to torment their targets. Highly skilled Shadow-walkers can work covertly within High Elf society for years to root out loyalty towards Dark Elves. Some warriors pursue a personal vendetta against a particular Dark Elf, but all are still fiercely loyal to Ulthuan and would return immediately in a time of need. Often seen as outsiders and mistrusted by other High Elves, the Shadow Warriors' have learnt to work alongside younger cultures and sometimes hire out their skills.

Way of the Shadow

The secret arts of the shadows include a wide range of skills, from how to disguise and fade into a crowd and stealthy techniques in movement and concealment to spells that aid a hunt dedicated to Kurnous and Loec.

In combat, fear is used as a weapon. Shadow Warriors will make hissing noises to emulate the Rephallim of the goddess of the Underworld, Erehth Khial, coming to drag their opponents' souls to eternal torment. The tools of Shadow Warriors are also diverse, comprising grappling hooks covered in cloth to reduce noise and crescent pendants of the goddess Lileath, the only being they believe can forgive them for their ruthless actions. With their array of skills and equipment, a Shadow Warrior can strike in even the most secure location or leave tokens of their passing to spread fear. Despite performing assassinations, Shadow Warriors have a distaste for the use of poisons and drugs, viewing it as dishonourable as these are tools often used by the Dark Elves. Masters of subtle, and not so subtle, persuasion, even a whispered rumour from the lips of Shadow Warrior can be a weapon.

Shadow Weavers

Many of those following the way of the shadow seek a magician tutor to teach them minor spells of concealment and trickery. These Shadow Mages often come to be recognised as priests of Loec, god of shadows, malicious trickery, vengeance, and dark deeds. Shadow Weavers are a mystery even amongst Shadow Warriors, with recruitment and training kept secret, and initiation rites that few can pass.

VEIL OF SHADOWS

Whispers of dread fill the air following a series of brutal murders across the city. Each victim has been left with their beautiful long hair scalped and their ears clipped. Rumours are rife with theories flying around of an unbalanced serial killer on the loose, cultists performing depraved rituals, and even speculations of the involvement of a Shadow Warrior. Amongst this, a mysterious figure seeks help to investigate the killings discreetly, but is this a legitimate request or a means of baiting a trap, maybe even a set-up to ensure the actual perpetrator goes undiscovered while others are framed for the killings?



MERCHANT ADVENTURER

High Elf

You are filled with a desire to travel the world, seeking fortune and glory, plundering the seas, and trading its goods.

The role of Merchant Adventurer goes back thousands of years to when Elves first explored the world. They are restless souls, filled with a desire to live on the seas, funding their explorations by taking what they can to sell at ports.

MERCHANT ADVENTURER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
C	2	2		C	P		h		C

CAREER PATH

C Sea Messenger — Brass 4

Skills: Athletics, Charm Animal, Climb, Dodge, Gossip, Melee (Basic), Navigation, Ranged (Bow), *Sail (Any)*, Swim

Talents: Fisherman, Luck, Orientation, Strong Swimmer

Trappings: Abacus, Elf Bow and 10 Arrows, Hand Weapon (Sword), Tidecutter and Giant Flying Fish

P Merchant Adventurer — Silver 3

Skills: Charm, Consume Alcohol, Evaluate, Haggle or Gamble, Language (Any), Melee (Brawling)

Talents: Dirty Fighting, Old Salt, Pilot, Seasoned Traveller

Trappings: Bloodhawk or Razorbill and Crew, Hand Weapon (Sword), Leather Jack, Shipping Charts and Sextant, Three Barrels of Goods

h Sea Explorer — Gold 1

Skills: Bribery, Cool, Endurance, Language (Any)

Talents: Detect Artifact, Iron Jaw, Sea legs, Sturdy

Trappings: Fleet of Two Tidecutters, Golden Eagle and Crew, Warehouse

2 Sea Monster Hunter — Gold 3

Skills: Intimidate, Leadership

Talents: Commanding Presence, Fearless (Sea Monsters), Sure Shot, Very Resilient

Trappings: Albatross and Crew, Flotilla of Ships, Warehouses in Two Ports

'There are some here who may have heard of me, or they should know, and know how I earn my keep. I'll hunt down that kraken and return with its corpse before the end of what you call Brauzeit. It won't be an easy task. The beast is as fierce as Khaine. So, what will you offer me in return?'

— Lorien, Monster Hunter

'The sea gives a bountiful harvest that matches Isha's blessings. You just need to know where to look and be brave enough to take, and it shall be yours.'

— Elenion, Merchant Adventurer



Many are thrill seekers, and love nothing more than pitting themselves against traps within forgotten tombs or in combat against monsters of the deep. Rugged and tempestuous, a Merchant Adventure is moulded by the seas and adorned with exotic trophies. The freedom their lifestyle gives them is frowned upon by the ordered structure of elven society, but many secretly desire the ability to live more open, free lives.

Sea Messengers are often young Elves seeking a life of adventure or escape from some shameful act that dishonours their family. Life upon the seas provides Elves with opportunities to win renown through making new discoveries or killing troublesome sea monsters. New recruits are used as scouts for the main vessel, racing ahead in tidecutters, small vessels pulled by teams of Giant Flying Fish that glide over the water's surface. These fast craft can be used as attack vessels or stocked with cargo so that the Merchant Adventurer can provide samples of their wares when scouting out new settlements.

Provisions and vessel maintenance need funding, Merchant Adventurers achieve this through various means. Generally, all catch and sell exotic sea creatures for seafood or display in aquatic tanks, but many specialise in different areas. Some are experts in underwater exploits, such as diving for pearls and sponges, or treasure and shipwreck salvage. Others brave stormy coastal waters searching the seabed for lost elven ruins drowned by *The Sundering*. A few prefer to venture inland, searching for artefacts amongst ancient temples and tombs. Items are returned to Ulthuan and sold to raise funds as well as recognition, increasing their position within society. The most successful lead a flotilla of large vessels, with some forming houses upon the seas. These sea-houses are highly competitive with each other, and feuds are common.

There are many who view the swagger of Merchant Explorers as undisciplined and dangerous, but they are recognised for their use in acquiring exotic goods. Although most acquisitions are made through various, sometimes questionable, trade practices, a royal seal can be issued to sanction raids and provide Merchant Explorers with complete authorisation to negotiate a prince's trade deals. Many are drawn to acts of piracy even without a royal seal, particularly against the Druchii vessels and coastal settlements. These attacks allow the theft of cargo, taking Corsair cloaks as prizes, and retrieving important information that is relayed back to Ulthuan.

SEA MONSTER HUNTING

Whaling is not viewed as an ethical pursuit by many Elves, but the pursuit of hunting of sea dragons, krakens, and megalodons is considered the pinnacle of hunting at sea. Merchant Adventurers mainly do this for the protection of shipping and coastal settlements, sometimes merely driving the beasts away or guiding them towards Norse or Dark Elf threats. However, if a kill does occur, Merchant Adventurers will not waste the taking of a life. The carcass of the beast is often too large to be hauled back, so is dissected for its resources before being returned to the sea. The majority of what is harvested does not make its way back to Ulthuan as it has little value there, sea monster is an acquired taste. A far greater profit can be made selling the meat to gullible Humans who believe in its medicinal properties. Only distinguishable items from the sea monster will be returned to Ulthuan as proof of a successful hunt.

The sea-hunt is fiercely competitive and can be the source of feuds if a kill is thought to be stolen. Elves patrol waters searching for signs of a creature, then alert others once a target is sighted. Chasing 'Bloodhawks' launch harpoons tethered to the bows, forcing the beast to drag the vessels. The creature is further tired by the constant harassment of circling 'Razorbills' as daring Elves take turns diving down to cut and stab into the beast's fins, tentacles or gills, slicing off parts to return with as proof of their bravery. When exhaustion sets in, larger vessels approach to finish the hunt. Successful hunters are often treated as celebrities after a hunt, proudly showing off scars as badges of honour, much to the distaste of some Elves.

SAVAGE SUCCESS

A cult of Sea Monster Hunters have abandoned their traditional worship of Kurnous, God of Hunting. Instead, they have turned their devotion to Anath Raema, goddess of the savage hunt, believing that her darker gifts will grant them unparalleled success in the pursuit of elusive prey. A Merchant Adventurer named Anaryll has heard rumours about the practices of this cult. He is worried this may impact the Phoenix Court's already tenuous favour towards Merchant Adventurers. He seeks to employ some adventurers to investigate the activities of the cult but may also like them to carry out an intrigue in Lothorn to establish the true intentions of the phoenix king and his closest advisors.

AESTHETICIST

High Elf

You move throughout society, advising Elves on aesthetic choices that encourage healthy spiritual harmony.

The role of an Aestheticist is to help other Elves attain and maintain spiritual harmony through the appreciation of art and moderate excitement of the senses.

AESTHETICIST ADVANCE SCHEME										
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
				Φ	C	h	C	ᾳ	C	

CAREER PATH

Φ Outfitter — Brass 3

Skills: Art (Any), Charm, Cool, Entertain (Any), Evaluate, Intuition, Gossip, Haggle, Perception, Trade (Jeweller)

Talents: Acute Sense (Any), Artistic (Any), Second Sight, Suave

Trappings: Bottle of Perfume, Charms, Colourful Scarves, Comb

Φ Aestheticist — Silver 1

Skills: Art (Any), Consume Alcohol, Lore (Local), Lore (Magic), Stealth (Urban), Trade (Any)

Talents: Coolheaded, Craftsman (Any), Etiquette (Nobles), Nimble Fingered

Trappings: Crystal Pendulum, Flamboyant Clothing, Selection of Amulets

h Taste Maker — Silver 4

Skills: Bribery, Language (Any), Lore (Heraldry), Perform (Any)

Talents: Carouser, Detect Artefact, Gregarious, Master Tradesman (Any)

Trappings: Essential Oils, Incense Sticks, Tuning fork

ᾳ Harmony Master — Gold 2

Skills: Heal, Leadership

Talents: Argumentative, Holy Visions, Magnum Opus, Pure Soul

Trappings: Aethyrolabe, Plain High-Quality Robes

'When Goblin hordes sacked Yvresse, our mages were quick to restore the toppled towers, but do not overlook the efforts of we Aestheticists. We made changes to the outlay of the city to mitigate the influence of Ulgu and placed shrines to the Cadai where their presence would be best felt. We did try to cultivate a grove of nightelm by the walls of Tralinia, but it just refuses to root in the soil of Yvresse.'

— Eldarian Clearwater, Harmony Master



I advised the Prince that if he is to seek relief from low spirits, it might be wise to investigate the aura of Shyish I detected in his east garden. He also keeps a shrine to Mathlann, a destructive god for all his admirable qualities. I advised him to find it in his heart to part with his pet raven.

— Celestia Brightflower, Outfitter

Wealthy Elves may hire Aestheticists to help them decide upon personal adornments and decorate their mansions, guiding choices in clothing, perfume, and grooming. Renowned Aestheticists may help with grand designs for new buildings, restructured cities, and cultivated landscapes.

Aestheticists are often memorable individuals, eccentric and extroverted. They wear bright, colourful clothing, often with personal alterations and various pendants. Combs and feathers are used to adorn hair lightened with honey and cinnamon or coloured with pigments made from crushed flower petals. They wear scents derived from narinocha, sunroot, and moonflower. Their clothes may be elegant but never gaudy, and their perfume fragrant but never heady. They are experts in finding ways to be pleasing to the senses without the overindulgence or strict asceticism that might lead to an upset of *yenlui*.

The role of Aestheticists has formed gradually within High Elf society, emerging following the influence of darker beliefs that led to civil war and gradually developing into its current incarnation. Many High Elves felt the cultural split was caused by a failure to moderate *yenlui*, and believed this could be corrected through manipulation of the Winds of Magic. Initially, this was encouraged using charms, then clothing was used to influence emotions and tranquil gardens created to promote wellbeing. The homes of those who follow an Aestheticist's advice are adorned with tasteful cleansing ornaments and furnishings arranged to honour the gods and encourage a positive flow of the Winds of Magic.

Established Aestheticists offer personal services, visiting homes to advise on garments, arranging furniture, and creating serene areas for relaxation. They also offer tutelage in etiquette to avoid misunderstandings in the complex nature of High Elf society.

The most successful are appointed to oversee the well-being of settlements, making sure streets are aligned in harmony with waystone networks and that magical imbalances are addressed, mitigated, or put to some positive use. They suggest the best sites for public shrines, parks, or works of art to be placed in cities and garden estates to better help the inhabitants focus their feelings and attention. They sense changes in the Winds of Magic and leylines, reporting these to mages for attention. A minority seek the patronage of a house with a position, giving them the ability to advise on the latest trends in the courts of Ulthuan. Some Aestheticists may achieve a position of great influence, and there are some who suggest the work they create may provide cover for unwarranted manipulation of the High Elf psyche.

Those in the Outer Kingdoms view the profession as a way to avoid proper work, pointing out that even the art used in arrangements is not their own creation, or that their cultivation of parks and landscapes is an affront to nature. However, those in the Inner Kingdoms recognize the value of the career, not only in helping to maintain *yenlui*, but also because every aspect of an Elf's life acts as subtle worship to the gods.

The Search for Beauty

The need for inspiration can lead Aestheticists far from home, from the jungles of Lustria and the bustling streets of the Old World, to the distant lands of Grand Cathay. Not only do these foreign places influence the wandering Aestheticists, so too do they influence the cultures they encounter, though many are unable to grasp the complexity of subtle meanings behind every style choice.

One area bellwether Elves have had a particularly strong impact on in a very short length of time is the wizards of the Colleges of Magic. Their understanding of the roles of patterns and focal points in channelling the Winds of Magic has been embraced by Human wizards, albeit with none of the subtlety seen among the High Elves. Upon their return to Ulthuan, Aestheticists may be approached by a trading house looking for news on potential trends they can capitalise on with trade. Less honourable traders attempt to directly influence these tastes for profit, steering customers towards existing merchandise or driving demand for rare commodities even higher.

HIGH MAGIC



At the heart of Saphery stands the White Tower of Hoeth, the shrine to the god of wisdom, built over twenty centuries ago on the orders of Phoenix King Bel-Korhadris, the Scholar King. This bone-white structure rises far above the surrounding forests, its heights often obscured in cloud. Within the walls of the Tower of Hoeth is held the magical knowledge of the High Elves, collected and compiled through the centuries by the greatest of their mages and scholars.

The esoteric lore of High Magic is an advanced technique that combines all eight Winds of Magic in harmony, allowing practitioners to craft wondrous spells with pure magic.

In the ancient past, the energy now known as High Magic, called *Qhaysh* in Elthárin, filled the air like a glistening silver haze, but it was separated into its eight constituent aspects by the ritual performed by Caledor Dragontamer that led to the creation of the Great Vortex.



Practitioners of High Magic learn to recombine the eight Winds of Magic into a pure form once more. They become adept at channelling and discharging vast quantities of magical energy with precision and purpose. Their spells carry the potential for tremendous power, which they can augment and modify.

The first step a High Elf must take to master High Magic is to serve Isha, the goddess of magic, life, and nature, as a novice in her cult. Through the teachings of her cult aspiring mages learn to balance mind and spirit and develop a grasp on the relationship between the arcane and the divine. After fulfilling their duty to Isha, they then enrol at the White Tower of Hoeth in Ulthuan or receive tutoring elsewhere from a loremaster of Hoeth. Mastery of High Magic requires decades of intensive study.

The original High Magic of the Slann employed geomantic energies harnessed from the latticework of mystical pathways built into the fabric of the world. Elven practice has departed somewhat from this origin, shifting away from geomantic energy toward the individual casters' spirituality and skillsets.

The grimoires used by High Elven mages are even more complex than those written by Human wizards. Their texts, written in a mystical arcane language known as Anoqeyān, are accompanied by sophisticated systems of lines representing subtle changes of inflection. The early years of a student mage's training are spent learning how to interpret grimoires and reproduce their spell formulae accurately.

Once mastered, High Magic spells are virtually limitless in terms of their potential power, but mages who choose to over-channel *Qhaysh* are not immune from consequences. Whilst not as dangerous as Dark Magic, uncontrolled High Magic can still damage the mind. Furthermore, mages risk mental burnout from the additional strain that High Magic places on the caster's aethyric spirit-self, which can result in permanent impairment of magical ability in the worst-case scenario.

High Elven mages can mitigate some of the risks through careful preparation and aftercare. Circles and sigils are inscribed with runes of Cadai gods prior to casting, while meditation after spellcasting rebalances the spirit and aims to remove seeds of madness before they take root.

ORIGIN OF HIGH MAGIC

Before the collapse of the polar gates, pure magic flowed into the world, glistening like a silver haze that filled the air, visible in and around all things to those able to perceive it. This magic was a natural force under the control of the god-like beings known as the Old Ones.

The secrets of magic were nearly lost to Elves during the first Chaos incursions when Ulthuan's wizards sacrificed themselves to create the Great Vortex. Upon this ritual's completion, the silver light of magic fragmented to reveal kaleidoscopic Winds of Magic. A handful of Caledor's pupils salvaged fragments of his knowledge, most notably Savan of Tiranoc, who received invaluable guidance from the remaining Slann. Before long, however, the Slann withdrew to their pyramid-temples. Gradually, over the next 5,000 years, Elves developed High Magic around the patchwork of lore that Savan had preserved.

In 497 IC, Ulthuan's seventh phoenix king, Bel-Korhadris, completed the construction of the White Tower as an institution of magical learning. With the combined expertise of loremasters and mages to guide them, students who had previously taken centuries to learn High Magic could now learn it in decades. Over the next 2,000 years, the lore of *Qhaysh* was researched and refined at an accelerated pace, and mages became fully integrated with Ulthuan's military.

HIGH MAGIC TODAY

Elves are innately magical beings and therefore do not require the tutelage of the White Tower to channel all the Winds of Magic. However, High Magic is more than the combined understanding of eight individual winds, as magic becomes something entirely different and more complex when combined into *Qhaysh*. Learning High Magic requires a combination of arcane, divine, and spiritual training, therefore mages must study a wide range of disciplines under the loremasters of Saphery.

In Ulthuan, the process for learning High Magic is structured and controlled by the White Tower and the priesthoods of the Cadai gods. The priesthoods of Isha and Hoeth play central roles in the learning of High Magic, and Lileath's priesthood teaches mastery of the art. The other five Cadai gods are only invoked circumstantially by mages, but their priesthoods are influential at the White Tower nevertheless. Mages may enter any of the Cadai priesthoods.

TRAINING OF A MAGE

The training requirements of High Magic are exacting. Mages can begin at level 1 having already served Isha, however, learning the *High Magic* Talent typically requires 10 years of study. Mages who instead choose to study the separate Winds of Magic undergo the same general training process, though their studies at the White Tower can be expedited.

The Priesthood of Isha

The priesthood of Isha the Mother is based in the Kingdom of Avelorn, ruled by Everqueen Alarielle. Though every High Elf worships Isha, her cult remains mysterious to most. Isha's sacred rituals are performed in the Gaean Vale on the verdant Island of Rebirth, where only female members of the cult are permitted. To receive her Elven subjects, the everqueen maintains a tent city on the mainland, where the warm sun shines throughout the year.

During the apprenticeship period, mages are considered novitiates of Isha and learn a variety of lesser spells that benefit Asur society (though gain no additional insight into the cult's rituals or inner workings). Novitiates can serve their duties anywhere in Ulthuan. However, progression to the White Tower requires blessing by the everqueen or one of her priestesses.



The White Tower of Hoeth

The magnificent White Tower, sat at the heart of the Kingdom of Saphery, is dedicated to Hoeth, Lord of Wisdom. Visitors usually arrive from the small port town of Cairn Aurel and travel through the tame and eerily quiet forest surrounding the Tower. Should they bear invitation and no ill intent, the intricate mystical defences of the enchanted wood prove no hindrance. Mages can easily become lost in the Tower's sub-levels, a labyrinthine network of tunnels, cellars, and the Maze of Books, an enchanted library which allows scholars to find the tomes they need but no others.

Hundreds of mages, swordmasters, and loremasters reside at the Tower. Though many loremasters return to their home kingdoms to continue their studies, they remain in contact with the Tower by magical means. Mages who have studied High Magic often regard the Tower as their second home after spending decades in residence there. These Mages often align themselves politically with Saphery, though those who studied simpler lores of magic can come to resent the Tower's perceived favouritism to students of *Qhaysh*.

MASTERY OF LILEATH

The Cult of Lileath the Maiden is smaller than Isha and Hoeth's priesthoods, but despite her smaller influence on politics, she is an important figure as the patron of mages. Her domains include stars, portents, and dreams, which mages study obsessively to augment their magic when they weave the Winds together as *Qhaysh*. In time, their studies bear fruit, and Lileath bestows these practitioners of High Magic with her blessing, marking them as true masters of magic.

Mages can learn Lileath's mystical secrets from prophetesses, archmages, or loremasters, either at the White Tower or from one of her many covens (among whom number those that worship her together with Isha and Morai-Heg). Two major shrines of Lileath exist on Ulthuan: the Moonspire Temple in Avelorn, and another shrine on the southern coast, in the Kingdom of Eataine.

When Lileath walked amongst Elves during the Golden Age, she gifted them with three powerful artefacts. Sadly, only the location of one of Lileath's gifts is known – the Moon Staff now carried by High Loremaster Teclis.

ASUR MAGEHOOD

High Elves may already learn magic by following the Wizard Career in the **WFRP Core Rulebook**. Some High Elves do indeed cast spells in this way, learning how to control a single Wind of Magic. However, they are not considered serious spellcasters in comparison to students of High Magic. An aspiring Mage studies each of the eight Winds closely, becoming intimately familiar with their properties and potential. By learning each Wind, the Mage edges closer to understanding High Magic and, eventually, becomes able to draw upon the Winds in concert. With long decades of exhausting study, a Mage can manipulate High Magic to perform almost any deed imaginable.

THE PATH OF THE MAGE

Whereas a Human wizard may be thought worthy of their licence once they have proved proficient in a handful of Petty Magic spells, a High Elf will only be capable of learning High Magic after an arduous apprenticeship.

Display Basic Proficiency

A High Elf aspiring to become a Mage must develop basic magical skills. This is done either by following the Wizard Career in the **WFRP Core Rulebook** or entering the Mage Career.

High Elves following the Wizard Career may be learning magic as an amusing pastime or because their circumstances do not permit them to study magic seriously. Those following the Mage Career are learning under the tutelage of High Elf Mages in preparation for learning High Magic.

An Elf following the Wizard Career may not learn High Magic during that Career. They may later take up a career as a Mage, but they must do so from level 1. No matter how impressive a spellcaster they may be, they must still undergo their novitiation.

A list of Petty Magic spells is also given on pages 80-81. Before a High Elf Character becomes a Student Mage, they must demonstrate proficiency in these spells, as they are seen as demonstrating the favour of Isha (and are familiar to the tutors who will go on to direct an aspirant's learning). At least four of these spells must be learned. Even an Elf who has mastered several separate Lores of Magic must learn these Petty spells to begin training in High Magic.

Learn the Lores

Unlike Human Wizards, Elf Wizards may learn to channel multiple Winds of Magic. They may take a number of *Arcane Lore (Colour)* Talents equal to their Willpower Bonus. A High Elf Mage may not purchase a new *Arcane Lore (Colour)* Talent until they have taken at least 10 Advances in the Channelling Skill of, and learned at least four spells from, the previous Lore. These spells may come from the list of Colour Lore spells given in the **WFRP Core Rulebook** or **Winds of Magic**. These stipulations are more lenient than those provided in the **WFRP Core Rulebook** under the assumption that Elf spellcasters in Ulthuan learn the separate Lores of magic in preparation for learning High Magic. High Elves in other settings or learning from Human institutions are expected to gain 20 Advances in Channelling and eight spells from a particular Lore before being trusted to learn another.

An Elf spellcaster could fulfil the stipulation to learn four (or eight) spells from the Lore of Fire by learning four (or eight) Arcane spells. However, if you later went on to learn spells from the Lore of Heavens, they would need to be new, different spells.

Normally, any Arcane spells purchased as part of an Arcane Lore benefit from that Lore's Lore Attribute. This means that if you learn the Arcane Lore spell *Bolt* as part of your training in the Lore of Fire you ought to record it as *Bolt (Fire)*. If, for some reason, you later wanted to learn Bolt again as part of the Lore of Heavens you could do so, but whilst it would have a similar effect to *Bolt (Fire)*, it would be *Bolt (Heavens)* and count as a new spell in terms of calculating how much XP it costs to learn.

Clearly, there is little utility to be gained from learning the same Arcane spell using multiple Winds, though it does mean you could select from several Lore Attributes when casting it.

Elven Arcane Spells

A list of Elven Arcane spells can be found on pages 81-82. Unlike regular Arcane Magic spells, these spells may not be cast using any one lore, but if the spellcaster possesses a particular combination of lores. Elven Arcane spells may count towards the minimum eight spells required to learn a particular lore of magic. However, you may only purchase them once you have the required *Arcane Magic* Talents, they will only count towards the minimum four (or eight) spells required to fulfil the criteria for the latest *Arcane Magic* Talent you are learning.

Ready at Last?

Before you can take the *Blessed by Isha* Talent, and begin to learn High Magic, you must possess the following:

- 💀 Learned the *Petty Magic* Talent and at least four of the spells listed on pages 81-82
- 💀 Completed Student Mage level of the Mage Career
- 💀 Willpower of not less than 80
- 💀 At least 10 Advances in the *Channelling* (Aqshy) Skill
- 💀 The *Arcane Magic (Fire)* Talent and at least four spells from the Lore of Fire (including any Arcane Spells or Elven Arcane spells bought as part of the Lore of Fire)
- 💀 At least 10 Advances in the *Channelling* (Azyr) Skill
- 💀 The *Arcane Magic (Heavens)* Talent and at least four spells from the Lore of Heavens (including any Arcane spells or Elven Arcane spells bought as part of the Lore of Heavens)
- 💀 At least 10 Advances in the *Channelling* (Chamon) Skill
- 💀 The *Arcane Magic (Metal)* Talent and at least four spells from the Lore of Metal (including any Arcane Spells or Elven Arcane Spells bought as part of the Lore of Metal)
- 💀 At least 10 Advances in the *Channelling* (Ghur) Skill
- 💀 The *Arcane Magic (Beasts)* Talent and at least four spells from the Lore of Beasts (including any Arcane spells or Elven Arcane spells bought as part of the Lore of Beasts)
- 💀 At least 10 Advances in the *Channelling* (Ghyran) Skill
- 💀 The *Arcane Magic (Life)* Talent and at least four spells from the Lore of Life (including any Arcane spells or Elven Arcane spells bought as part of the Lore of Life)
- 💀 At least 10 Advances in the *Channelling* (Hysh) Skill
- 💀 The *Arcane Magic (Light)* Talent and at least four spells from the Lore of Light (including any Arcane spells or Elven Arcane spells bought as part of the Lore of Light)
- 💀 At least 10 Advances in the *Channelling* (Shyish) Skill
- 💀 The *Arcane Magic (Death)* Talent and at least four spells from the Lore of Death (including any Arcane spells or Elven Arcane spells bought as part of the Lore of Death)
- 💀 At least 10 Advances in the *Channelling* (Ulgu) Skill

- 💀 The *Arcane Magic (Shadows)* Talent and at least four spells from the Lore of Shadows (including any Arcane spells or Elven Arcane spells bought as part of the Lore of Shadows)

PETTY MAGIC SPELLS

Before an aspirant is taught High Magic, they are taught simple enchantments thought to bring down the blessings of the divine Isha. These blessings are intended to help the apprentice in their daily tasks and allow the tutor mages to assess the potential of their charges and so which of the number is favoured by the gods.

Bless Arrow

CN: 0

Range: Touch

Target: 1 arrow

Duration: Willpower Bonus Rounds

You imbue a non-magical arrow with magic. The arrow counts as magical and causes +1 Damage.

Calm

CN: 0

Range: Touch

Target: 1

Duration: Instant

Your touch brings peace of mind. The target removes any *Prejudice*, *Animosity*, *Fear*, or *Frenzy* effects if you pass a **Challenging (+0) Fellowship** Test.

Greenfinger

CN: 0

Range: Touch

Target: AoE (Willpower Bonus yards)

Duration: Instant

Your touch spreads life and verdancy. Living plants will eventually grow to their maximum sizes and productivities at their natural speeds, even if the growing conditions are poor. Dead plants return to life within a day, at their previous living states.

Identify Disease

CN: 0

Range: Touch

Target: 1

Duration: Instant

You channel Isha's diagnostic wisdom. The names and effects of any diseases afflicting a person, plant, or animal become known to you.

Remove Dirt

CN: 0

Range: Touch

Target: 1 or AoE (Willpower Bonus yards)

Duration: Instant

Your touch causes dirt to simply fall away, leaving an object, person, or animal impeccably clean. If cast on a surface, you clean an area equal to your Willpower Bonus yards in diameter.

Reveal Magic

CN: 0

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You cause magic to become visible in your presence. Magical objects and creatures within range glow brightly enough to be seen, even if they're hidden. Wizards do not count as magical creatures unless they are under the effects of a spell.

ELVEN ARCANE SPELLS

During their learning, you may learn certain spells that combine certain winds. These Elven Arcane spells may be purchased once you are capable of channelling all the Winds of Magic required to power the spell and once you have purchased all the *Arcane Magic (Lore)* Talents pertaining to those Winds.

When casting an Elven Arcane spell, any Channelling Tests must be made with the Channelling Skill with which the spellcaster is least proficient' to 'When Channelling for an Elven Arcane spell, you must make any Challenging Tests with your least proficient Channelling Skill. Furthermore, should any modifiers apply due to the abundance or scarcity of a particular Wind of Magic in a particular circumstance, the least favourable condition is applied.

Example: Hallor, a Student Mage, is preparing to cast the Elven Arcane spell Enchant Plant, which involves a fusion of Ghyran and Chamon. Hallor possesses Channelling (Chamon 70, Ghyran 74). Hallor happens to be standing among the enchanted woods of Avelorn, where Channelling (Ghyran) Tests benefit from +1 SL. However, Chamon is only as abundant there as it is in most places. Hallor must make his Channelling Test against a score of 70 and receives no additional SL

When casting Elven Arcane spells, you may choose a Lore Attribute from either of their listed Winds' Lores. If, for some reason, you do not choose, apply the Lore Attribute 'of the Lore of the first listed Wind (Ghyran, in the case of *Enchant Plant*).

Enchant Plant

CN: 4

Range: Touch

Target: 1 plant

Duration: Instant

Winds: Ghyran, Chamon

You imbue a non-magical plant with a permanent magical property. Each plant can have only one enchantment, and enchantments can be Dispersed. Select one of the following:

- **Hardy:** Resistant to poor lighting, dry soil, and adverse temperature conditions.
- **Nourishing:** Fruits, nuts, roots, or leaves weigh only half the normal Encumbrance to satisfy food requirements.
- **Vessel:** A Lesser Daemon, Minor Elemental, or soul can be bound into the plant as if it was a Power Stone.

Lesser Banishment

CN: 4

Range: Willpower yards

Target: 1

Duration: Instant

Winds: Hysb, Shyish

You banish a Ghost, Spectre, Lesser Daemon, or Daemonic Beast. This spell does not affect powerful entities such as Wraiths or Greater Daemons. If you win an **Opposed Willpower/Cool** Test, the target is sent back to the spirit-realm or Realm of Chaos from which it originated. The target is not destroyed and suffers no damage. Banished targets may be re-summoned by a necromancer or daemonologist.

Magic Alarm**CN:** 5**Range:** Willpower Bonus yards**Target:** AoE (Initiative Bonus yards)**Duration:** Willpower Bonus hours**Winds:** *Azyr, Ulgur*

You designate an area for magical monitoring. If any creature or spirit Size *Tiny* or larger enters the alarmed area, you are immediately aware of it. If you are sleeping, you instantly awaken. You can detect disturbances at any range and know the exact number of creatures but not their types.

Masking the Mind**CN:** 4**Range:** You**Target:** You**Duration:** Willpower Bonus hours**Winds:** *Shyish, Ulgur*

You mask your thoughts and emotions. Intuition Tests rolled against you are Very Hard (-30). Casting Tests for mind-reading or scrying spells targeted on you are also Very Hard (-30). You can be compelled to speak (e.g. interrogation), but you cannot be forced to tell the truth.

Purify Body**CN:** 6**Range:** Touch**Target:** 1**Duration:** Instant**Winds:** *Ghyran, Hys*

You expunge toxins from another's body by syphoning them into your own body and then expelling them into the Aethyr. You may attempt a **Challenging (+0)** **Endurance** Test to cure the target of one disease or extract one poison. If you Fumble the Test, you contract the disease or poison yourself.

Speak with Animal**CN:** 3**Range:** Willpower Bonus yards**Target:** 1**Duration:** Intelligence minutes**Winds:** *Azyr, Ghur*

You establish verbal communication with the target animal. The language spoken is unintelligible to everyone else, although characters who know Anoqeyān can attempt an **Average (+20)** **Language (Magick)** Test to understand the exchange. The animal is not considered charmed. However, verbal communication allows the use of the Charm Skill (normally, the *Charm Animal* Skill would be required). The complexity of discourse is determined by the animal's *Intelligence* score.

Voice of Iron**CN:** 4**Range:** You**Target:** You**Duration:** Fellowship minutes**Winds:** *Aqshy, Chamon*

Your words magically command attention and respect. Normal or shouted speech carries for triple its natural range, cannot be damped by obstacles or other noises, and provides a +10 bonus to Intimidation and Leadership Tests. This bonus may be lost against listeners who are disposed against you if they pass a **Difficult (-10)** **Perception** Test to notice the unnatural cadences in your voice. This spell does not affect whispered speech.

Zone of Comfort**CN:** 2**Range:** You**Target:** You**Duration:** Willpower Bonus hours**Winds:** *Aqshy, Ghur*

You summon a personal aura shielding you against insects and other unpleasantness. Creatures with the *Size (Tiny or Little)* Trait and the *Swarm* Trait cannot attack you. You are also immune to the effects of Cold and Heat Exposure (**WFRP**, page 181) and suffer -1 Damage from cold-based or heat-based attacks.



HIGH MAGIC SKILLS AND TALENTS

Skill: Channelling (Qhaysh) (WP) advanced, unique

You have learned how to channel all eight Winds of Magic and combine them into *Qbaysh*. This Skill is required to learn the *High Magic* Talent.

A benefit of *Qbaysh* is that in areas where a particular Wind blows weakly, High Magic may still work, though a drawback is that it is no easier to work in an area where a Wind blows strong. If several Winds are impaired in a particular area, the GM may impose a -1 SL or -2 SL penalty to Channelling Tests using *Qhaysh* depending on the number of Winds impaired and the severity of the impairment. Equivalent bonuses may be granted where several Winds blow strongly.

You may never have more Advances in Channelling (Qhaysh) than you do in Channelling (Aqshy), Channelling (Azyr), Channelling (Chamon), Channelling (Ghur), Channelling (Ghyran), Channelling (Hysh), Channelling (Shyish), or Channelling (Ulgu).

Note that some NPC profiles may state that a character has *Channelling* (Qhaysh) without listing their *Channelling* scores for other winds. In such cases, the character may be assumed to be able to channel any Wind of Magic, using a number equal to that of their *Channelling* (Qhaysh).

Talent: Blessed by Isha

Max: 1

Only Elves can take this Talent. You served as a novitiate of Isha and received the everqueen's blessing in Ulthuan (if you are of the Asur), or Ariel's blessing in Athel Loren (if you are of the Asrai). You may now learn the *High Magic* Talent.

Talent: High Magic

Channelling (Qhaysh) Skill and *Blessed by Isha* Talent can take this Talent. When you first take this Talent, you benefit from the ability to draw upon Winds of Magic that would otherwise be inaccessible. When casting a spell from the Lores of Beasts, Death, Fire, Heavens, Life, Light, Metal, or Shadows, lack of access to a particular Wind does not impact spellcasting. If you successfully cast a spell, your level in *High Magic* is added to the Overcasting SL you can spend on Overcasting High Magic spells.

You may now memorise spells from the Lore of High Magic for the following cost in XP:

Number of High Magic spells currently known	XP cost for a new High Magic spell
Up to Intelligence Bonus x 1	200 XP
Up to Intelligence Bonus x 2	400 XP
Up to Intelligence Bonus x 3	600 XP
Up to Intelligence Bonus x 4	800 XP
...and so on.	

Talent: Lileath's Blessing

Max: Initiative Bonus

Tests: Channelling (Qhaysh)

You have mastered the advanced art of using celestial movements, dreams, and divination to augment the magic of *Qbaysh*. For each level in *Lileath's Blessing*, add +1 SL to Channelling (Qhaysh) Tests. Additionally, each level in *Lileath's Blessing* lets you cast an additional aura spell even when you already have another *Ward*-granting spell in play. This multicasting benefit applies to High Magic spells as well as Colour spells.

FIFTH LEVEL CAREERS

Certain High Elf spellcasters can enter a fifth level in their Career. These careers are the **Mage** (page 90), the **Smith-priest of Vaul** (page 100), the **Storm Weaver** (page 104), and the **Loremaster of Hoeth** (page 108).

In order to complete the fifth level of a Career, you must have 25 Advances in all your Career level's seven Characteristics and in eight of its available Skills. You must also have at least 1 Talent from your current Career level. Skills and Talents you have gained from advancement prior to entering your current Career may count towards this.

CASTING HIGH MAGIC

For the most part, High Magic spells are cast using the same rules as Colour Lores, though they offer more Overcasting options than other spells. You can spend Overcasting Success Levels on these effects in addition to increasing Range, Area of Effect, Duration, Targets, or Damage (see **WFRP Core Rulebook**, page 238, or **Winds of Magic**, page 23). The *High Magic* Talent allows you to increase your Overcasting SL for each level in the Talent but take heed: excessive Overcasting with High Magic risks *Magical Burnout*.

You cast High Magic spells with the usual verbal requirement, however, material ingredients provide no safety benefits for High Magic spells. Instead, spellcasters inscribe divine runes to mitigate the dangers of spellcasting.

MAGICAL BURNOUT

Whilst Elves are powerful spellcasters, even they cannot channel vast quantities of *Qhaysh* without risking misfortune. Miscasts may occur as a result of casting High Magic spells as normal, and there is also the risk of magical burnout, preventing a mage from accessing the Winds of Magic.

Each time an Elf user of High Magic Overcasts a High Magic spell, compare the total number of SL they spend on Overcasting (including the normal Overcasting options from the **WFRP Core Rulebook** or **Winds of Magic** as well as any Overcasting options available for the High Magic spell in question). If the SL spent exceeds the Willpower Bonus of the caster, there is a risk of *Magical Burnout*. The likelihood of burnout is a % chance equal to the excess number of SL used in Overcasting.

Magical Burnout is rolled for immediately after the spell is cast, so even if Burnout does occur, it does not prevent the spell from taking effect. *Magical Burnout* prevents all further spellcasting for a number of days equal to the percentile number rolled on the *Magical Burnout* roll. If the number rolled is a double, Burnout is permanent. You can negate temporary *Magical Burnout* by spending a Fortune point, and permanent *Magical Burnout* by spending a Fate point. *Magical Burnout* does not affect sensory Talents such as *Second Sight*; it only prevents spellcasting.

Example: Hallor the Mage has a Willpower Bonus of 8. He casts Arcane Unforging and spends a total of 11 SL on Overcasting. He now runs a 3% risk of burnout. After Arcane Unforging is cast, Hallor rolls for *Magical Burnout* and rolls 02. Hallor loses his magical abilities for two days.

RUNES OF THE CADAI

An Elf spellcaster can enhance High Magic spells and make them safer by inscribing divine runes, which are usually arranged in a circle or mandala and can either be drawn with chalk or inscribed into semi-precious stones. To deploy a rune, a Character must possess the *Read/Write* Talent and pass a **Challenging (+0) Lore (Magic)** Test. They must also have a set of stones inscribed with the runes of the Cadai gods, or a writing kit (or equivalent tools). A Cadai rune takes 1 Round to deploy, and a Character may deploy a number of Cadai runes equal to their Willpower Bonus.

Once Cadai runes are deployed, provided the caster can clearly see the runes and remains within arm's length of them, they may use each rune to provide one of the following benefits when casting a High Magic spell,

- 💀 Reroll a Channelling Test
- 💀 Reroll a Casting Test
- 💀 Reroll a Miscast result
- 💀 Reroll a Corruption Test
- 💀 Reroll a *Magical Burnout* roll

If the caster leaves the area in which they deployed the runes and then later returns to them, they must refocus on them to receive the benefits, which means they must be deployed again.



HIGH MAGIC QUESTIONS AND ANSWERS

Can you use warpstone to boost High Magic as normal?

Yes, though bear in mind that the risks associated with warpstone cause its use to be regarded as wantonly stupid and reckless by High Elves, and any mage dabbling with it will make themselves a pariah and may even be hunted down by swordmasters, shadow warriors, or the Cult of the Forbidden Blade.

Can High Magic users wear metal or leather armour?

Normally, casters with the *Arcane Magic (Metal)* Talent may wear metal armour without penalty; those with the *Arcane Magic (Beasts)* Talent may wear leather armour without penalty. However, when a caster knows multiple Winds, these exceptions only apply if the caster is solely using the particular Wind of Magic and Lore of Magic that the exception would normally apply to.

So Hallor, the High Elf Mage, could wear metal armour and be able to cast spells from the Lore of Metal with no penalties. However, if he were to cast a spell from another Lore or an Elven Arcane spell that used *Chamon* in conjunction with another Wind, he would suffer the normal penalty for wearing armour (-1 SL to all Channelling and Casting Tests for every Armour Point on the location with the most armour).

Spells from the Lore of High Magic are impaired by the wearing of armour like most magic is.

Can Elves get any Arcane Marks from casting High Magic spells?

No. If an Elf is casting a High Magic spell and causes a Miscast that would result in an Arcane Mark, they suffer 1d10 days of Magical Burnout instead.

Are *Qhaysh* Power Stones possible?

Potentially, though the creation of one would be an arduous and dangerous process of research and experimentation.

Should the Mage Career get Practical, Standard, and Elaborate Robes like the wizard Careers in Winds of Magic do?

Robes provide a bonus that can be added to any Channelling Tests. Practical Robes confer a bonus of +1 SL, Standard Robes a bonus of +2 SL, and Elaborate Robes a bonus of +3 SL. An Elf Wizard may also wear robes, though such robes will only provide a benefit to a single Wind of Magic, and no single set of robes will help to channel *Qhaysh*.

Do Elven Enchanted Staffs (Winds of Magic, page 152) all attract multiple Winds, or only ones used by *Qhaysh* practitioners?

Normally if a spellcaster bears an Enchanted Staff, they reduce the CN of spells from the associated Lore by 1 to a minimum of 0. Such staffs are awarded by institutions such as the Colleges of Magic.

A High Elf Mage who studies at the White Tower of Hoeth receives a staff decorated with the crescent tokens of Lileath, goddess of dreams and visions, when they reach the level of Mage. Such staffs reduce the CN of spells from any Colour Magic Lore and the Lore of High Magic by 1. These are precious artefacts made to exacting processes by priests of Vaul, and if a mage were to lose one, they will not find it easy to earn another.



THE LORE OF HIGH MAGIC

These spells can only be learned by characters with the *High Magic* Talent.

Apotheosis

CN: 4

Range: Half Willpower yards

Target: 1

Duration: 1 Round

You infuse the target with pure magic to heal and inspire fear. They recover your Willpower Bonus in Wounds and temporarily gain the *Fear 1* Creature Trait.

Overcasting:

- 💀 For every +3 SL, you can increase the number of healed Wounds by your Willpower Bonus.
- 💀 +6 SL — The target heals a Critical Wound if you pass a **Challenging (+0) Fellowship** Test.
- 💀 +10 SL — You raise the target from the dead at full Wounds. The target's head is surrounded by a halo of shimmering power, but otherwise they regain their normal appearance and abilities. After Willpower Bonus minutes, the target dies and cannot be revived again. The target also dies if *Apotheosis* is Dispelled. Gain Yenlui (Dark)

Arcane Unforging

CN: 9

Range: Willpower yards

Target: 1

Duration: Instant

You summon the powers of unmaking to injure armoured enemies and destroy magic items. The target suffers 1 Damage to the body for every 2 Armour Points worn (**Example:** A target with 3 Armour Points on all six Hit Locations would have a total of 18 Armour Points and so suffer 9 Damage). Toughness Bonus is subtracted, but Armour Points are ignored. In addition, one of the target's magic items (randomly determined) is destroyed if you pass a **Challenging (+0) Channelling** Test.

Overcasting:

- 💀 For every +1 SL, you can destroy 1 worn Armour Point (randomly determined) after dealing Damage.
- 💀 +3 SL — If you pass an **Average (+20) Dexterity** Test, all magic items carried by the target are revealed to you and you can choose one magic item to destroy instead of rolling.
- 💀 +8 SL — You can increase the spell's Damage to 1 Damage per Armour Point.

Coruscation of Finreir

CN: 11

Range: You

Target: You

Duration: Willpower Bonus Rounds

You rise into the air on a pillar of white light, your body surrounded by a corona of protective energy. Gain the *Flight (Agility)* Creature Trait (**WFRP**, page 339) and 5 Armour Points on all Hit Locations. The magical barrier does not stack with Armour worn; for each Hit Location, use the higher value of the two.

Overcasting:

Overcasting this spell may create an Arcane Fulcrum (see **Winds of Magic**, page 198 for more details) that provides Casting Test bonuses of +1–5 SL (1d10 / 2), rerolled at the start of every Round to spellcasters within Willpower Bonus yards.

- 💀 +5 SL — Immediately upon casting, you create a Warp Rift within Willpower Bonus yards. You may open the rift either in solid terrain or mid-air. Warp Rifts are unstable and count as Malignant Influences (**WFRP**, page 236). You lose -3 Yenlui.
- 💀 +8 SL — Immediately upon casting, you create a Magic Portal anywhere within Willpower Bonus yards. You must open the portal in a solid terrain feature. It is more stable than a Warp Rift and can only augment a single Colour Lore (your choice) and High Magic spells.

Curse of Arrow Attraction

CN: 5

Range: Willpower yards

Target: AoE (Ballistic Skill Bonus yards)

Duration: Willpower Bonus Rounds

You warp the air around your enemies with shimmering magic. Shooters can reroll any missile attacks that miss the affected targets as your curse guides arrows, bolts, and stones toward them. The curse affects magical ammunition and war machines, but not *magic missiles*.

Overcasting:

- 💀 +4 SL — Shields carried by targets lose their AP and the *Defensive Quality* when Opposing missile attacks as the missiles swerve around them. Shields can still be used to block incoming attacks.
- 💀 +6 SL — If you pass a **Challenging (+0) Ballistic Skill** Test, you may choose the Hit Locations for missiles striking any cursed targets instead of using the standard random method.

Deadlock

CN: 5

Range: Half Toughness yards

Target: 1 spellcaster, spell, or item

Duration: Willpower Bonus minutes

You conjure a droning resonance of anti-magic to nullify enemy sorcery. One persistent spell or magic item of your choice is temporarily negated. Magic weapons and armour continue functioning as normal items. You can instead target a spellcaster and render one of their spells temporarily unusable, provided you are aware of the spell from a prior casting (or have read the target's grimoire).

Overcasting:

- +6 SL — The Channelling and Casting Test bonus generated by a Waystone, Ogham Circle, Herdstone, or Leyline Junction is negated (see **Winds of Magic**, pages 194–197). Arcane Fulcrums cannot be negated. Gain Yenlui (Light).
- +9 SL — The property of an Arcane Fulcrum that enables control of Magical Flux is negated (see Storms of Magic in **Winds of Magic**, page 192). Gain Yenlui (Light).

Drain Magic

CN: 6

Range: Half Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You expel magic from the world by conjuring an aethyric vortex. Persistent spells within the Area of Effect are immediately Dispelled without an Extended Test, and magic accumulated by Channelling spellcasters is lost. Magic items and *Ward* Creature Traits are unaffected.

Overcasting:

- +5 SL — You can increase the Area of Effect to Willpower yards. A **Difficult (-10) Intelligence** Test allows you to exempt friendly targets (including yourself) from the spell effects.
- +7 SL — Persistent Blessings and Miracles are also Dispelled. Gain Yenlui (Light).
- +10 SL — Magic items lose their powers and *Ward* Creature Traits are negated. Spellcasters must pass a **Challenging (+0) Channelling** Test or lose all spellcasting ability for 24 hours.

Fiery Convocation

CN: 10

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

You call forth an unrelenting barrage of fire. All creatures within the Area of Effect when the spell is cast suffer a *magic missile* hit with Damage +5 and receive an *Ablaze* Condition. They take another hit and *Ablaze* Condition every subsequent Round, even if they leave the original Area of Effect. Effects can be voided by full immersion in water or sand.

Overcasting:

- +5 SL — Damage increases to +6 on the second Round and continues increasing by another +1 every subsequent Round. Gain Yenlui (Dark).
- +8 SL — A **Challenging (+0) Weapon Skill** Test allows you to exempt friendly targets from the spell effects.

Fortune is Fickle

CN: 6

Range: Fellowship yards

Target: 1

Duration: Fellowship Bonus Rounds

You summon invisible spirits to distract a spellcaster by pulling and prodding at them. Any doubles rolled by the target on Channelling or Casting Tests causes a Miscast, regardless of the Talents, ingredients, or other enhancements being used. Their Casting Tests cannot cause Criticals and their Dispelling attempts automatically fail if they roll doubles. Characters with *Second Sight* can perceive the invisible spirits as malign elementals of *Qhaysh*.

Overcasting:

- +4 SL The target's non-spellcasting actions automatically fail whenever they roll doubles, even if they succeed.
- +6 SL — The target's doubles for Channelling and Casting Tests are rolled on the Major Miscast Table. Gain Yenlui (Dark).

Glamour of Teclis

CN: 7

Range: Willpower yards

Target: AoE (Intelligence Bonus yards)

Duration: Intelligence Bonus Rounds

You conjure an illusory maze of mist and shadows. Every Round, targets must pass a **Very Hard (-30) Navigation** Test or perform no action except wander in a random direction at their normal walking pace. The spell is invisible to everyone else, so targets merely appear to be in a daze. If a target fails 3 Tests, you may control their direction for the remainder of the spell's duration by passing an **Average (+20) Leadership** Test. Every time you want to change a target's movement direction, you must pass a new Leadership Test.

Overcasting:

- +3 SL — The spell's effects last for Intelligence Bonus hours for targets who fail three Navigation Tests. Gain Yenlui (Dark).
- +6 SL — A **Challenging (+0) Agility** Test allows you to exempt friendly targets from the spell effects.

Greater Banishment

CN: 14

Range: You

Target: AoE (Half Willpower yards)

Duration: 1 Round

You radiate streams of purest *Qhaysh* to banish evil and darkness. Each Round, *Daemonic* and *Undead* creatures within the Area of Effect suffer a *magic missile* hit with Damage +8 (or Damage +15 if they are Size *Large* or larger). Creatures with the *Unstable* Trait suffer double Damage. Daemons destroyed by this spell cannot be resummoned for 1,001 days. Destroyed Undead can never be resummoned. Additionally, you can make a free Dispelling attempt against every Witchcraft, Daemonology, Necromancy, Dark Magic, or Chaos spell within the Area of Effect.

Overcasting:

- For every +1 SL, you can add a +10 bonus to your Dispelling Tests.
- +4 SL — Magic items with evil or Chaotic enchantments cease to function for the spell's duration if you pass an **Average (+20) Fellowship** Test.
- +7 SL — Increase Damage to +15 (or +30 if the target is Size *Large* or larger). Gain Yenlui (Light).

Hand of Glory

CN: 4

Range: You

Target: AoE (Fellowship Bonus yards)

Duration: 1 Round

You invoke the names of legendary Elven heroes to guide and fortify your allies. Friendly characters temporarily gain 3d10 to one of the following Characteristics: Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative, or Agility. Roll once and apply the same bonus to all targets. Alternatively, the *Movement* of affected targets can be increased by 2. Wounds remain the same, even if Toughness is increased.

Overcasting:

- +3 SL — Friendly characters within Fellowship Bonus yards of you remove all *Broken* Conditions.
- +6 SL — Instead of the normal effects, increase all four Characteristics by 3d10 (roll once and apply the same bonus to each Characteristic) and increase *Movement* by 2.
- +8 SL — Friendly characters within Fellowship Bonus yards of you remove all *Broken* and *Fatigued* Conditions, heal 1d10 Wounds, and gain *Immunity* to *Psychology* (WFRP, page 340) for the spell's duration. Gain Yenlui (Light).

Invisible Eye

CN: 4

Range: Intelligence Bonus yards

Target: Special

Duration: Intelligence Bonus hours

You create an invisible floating eyeball that moves at your command. The eye has *Perception* equal to your *Language (Magick)*, the *Acute Sense (Sight)* Talent, and the *Flight 120* Creature Trait. You see through the eye using its abilities instead of your own, but while the spell is active, your body is in a trance-like state. The eye cannot pass through solid objects. If the invisible eye is detected, it can be destroyed upon suffering 3 Damage. Should another creature interact with you whilst you are employing this spell, you may choose to refocus on your physical body. This destroys the eyeball and you suffer from the *Surprised* Condition.

Overcasting:

- +4 SL — The eye gains *Magical Sense*, *Second Sight*, and *Dark Vision*.
- +8 SL — The spell's Range is increased to Intelligence miles.

Shield of Saphery

CN: 4

Range: You

Target: AoE (Willpower Bonus yards)

Duration: 1 Round

You summon a glittering protective field around your allies. Friendly targets within the Area of Effect gain the *Ward* 9+ Creature Trait. Every time you cast another High Magic spell, improve the *Ward* Trait by 1.

Overcasting:

- For every +3 SL, you can improve the *Ward* Trait by 1.
- +4 SL — Change the spell's Range to half Willpower yards.

Soul Quench

CN: 7

Range: Half Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You cast streaking lines of white light at your foes, banishing their souls to the afterlife. This is a *magic missile* with Damage +6. Targets slain by this spell cannot manifest as Ghosts, nor can their souls be bound into leylines, Power Stones, Tree Kin, or similar vessels.

Overcasting:

- +3 SL — The bodies of targets who are killed crumble to dust.
- +7 SL — You channel Khaine's fury. Range and Target are doubled, and Damage is +11. Gain Yenlui (Dark).



Tempest

CN: 8

Range: Willpower yards

Target: AoE (2 x Willpower Bonus yards)

Duration: 1 Round

You summon a polychromatic storm of crackling energy from the sky. The tempest moves like a *random vortex* spell, except that it skips steps #1–2 and instead proceeds to move 2d10 yards as per step #3 (see **Winds of Magic**, page 21). Every Round Creatures within the Area of Effect suffer a *magic missile* hit with Damage +4 and must pass an **Average (+20) Athletics** Test or deduct –20 from their *Weapon Skill* and *Ballistic Skill* scores while the tempest lasts. Flying targets instead suffer Damage +5 and their Athletics Tests suffer from –1 SL.

Overcasting:

- +4 SL — In addition to the normal effects, creatures within the Area of Effect must pass a **Challenging (+0) Cool** Test to move. Flying targets that fail this Test immediately fall at a speed of 50 yards per Round. All Ballistic Skill Tests are made with a penalty of –30.
- +5 SL — In addition to the normal effects, every Round the tempest inflicts a *magic missile* hit with Damage +15 against buildings and war machines within the Area of Effect.
- +8 SL — A **Challenging (+0) Initiative** Test allows you to exempt friendly targets from the spell effects.

Walk between Worlds

CN: 7

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: 1 Round

You open the paths between worlds for your allies. Friendly targets gain the *Ethereal* Creature Trait and their *Movement* scores are doubled.

Overcasting:

- +5 SL — The spell's duration is increased to Intelligence Bonus minutes if you pass a **Hard (–20) Willpower** Test.
- +8 SL — Targets at an appropriate geomantic nexus may traverse the Paths of the Old Ones to arrive at another nexus. You decide which nexus they travel to. There is no limit to the distance travelled.



MAGE

High Elf

You are a student of the loremasters of the White Tower of Hoeth, practising the esoteric arts of Elven magic.

High Elf Mages devote themselves to the Winds of Magic, whether as individual Winds or combined into the pure magic of *Qbaysh*. Mages are highly respected for their arcane expertise and earn further esteem for their keen level of insight in other fields, particularly in matters of divinity. Mages draw from the divine as well as the arcane for their spellcasting, enabling many to eventually become priests.

MAGE ADVANCE SCHEME										
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
h				✚	✚	✚	C	C	C	

CAREER PATH

C Novitiate — Silver 1

Skills: Art (Calligraphy or Engraving), Channelling (Any Colour), Charm, Gossip, Heal, *Language (Magick)*, Lore (Magic), Lore (Theology), Perception, Pray

Talents: Aethyric Attunement, Detect Artefact, Petty Magic, Second Sight

Trappings: Chalk or Chisel, Religious Symbol (Isha), Robes

✚ Student Mage — Silver 2

Skills: Channelling (Any Colour), Cool, Intimidate, Language (Any One), Lore (Any One), Research

Talents: Arcane Magic (Any Arcane Lore), Coolheaded, Instinctive Diction, Savvy

Trappings: Grimoire, Religious Symbol (Hoeth)

h Mage — Gold 1

Skills: Channelling (*Qbaysh*), Evaluate, Melee (Polearm), Ride (Horse)

Talents: Blessed by Isha, Dual Wielder, High Magic, Lileath's Blessing

Trappings: Hand Weapon (Sword), Light Warhorse, Religious Symbol (Lileath), Staff, Wayshard

✚ High Mage — Gold 3

Skills: Lore (Any), Dodge

Talents: Fast Hands, Iron Will, Magical Sense, Menacing

Trappings: Magical Item

✚ Archmage — Gold 6

Skills: Language (Any)

Talents: Combat Aware, Savant (Magic), Sixth Sense, War Wizard

Trappings: Library (Magic), Workshop (Magic)

'Might I suggest that the Supreme Patriarch display a little more humility the next time he speaks with Illuradan? Yes, she may technically be considered an apprentice, but she commenced her studies prior to the conception of his father and, frankly, finds his enthusiasm for the experimental implementations of Aqshy to carry the risk of becoming tiresome.'

— Chylis Lightbringer, Elven Advisor in Altdorf

'Sapherian mages of the earlier generations were predominantly nobles. Reforms that saw any with sufficient talent considered fit were introduced in an effort to replace casualties under King Morvael.'

— Excerpt from *A History of the Mages of Saphery*



HIGH ELF RELIGION



The Elven pantheon consists of twenty-two major gods. The High Elves primarily worship the eight *Cadai* gods, who are associated with the Heavens and light. The eight *Cytharai* gods are courted only warily because of their association with the Underworld and darkness. In Ulthuan, cults of the *Cytharai* are relegated to society's fringes if not proscribed outright. The *Ellinilli*, gods who represent aspects of destruction, are worshipped cautiously, if at all, according to circumstance. The ruler of the Elven pantheon is Asuryan, the great Creator and Keeper of Balance, and any High Elf must pass through his flame before he can be crowned phoenix king.

The distinction between *Cadai* and *Cytharai* is complex. Each *Cadai* god has a dark side that High Elves acknowledge but rarely venerate, while each *Cytharai* god has a light side that justifies their worship under specific circumstances.

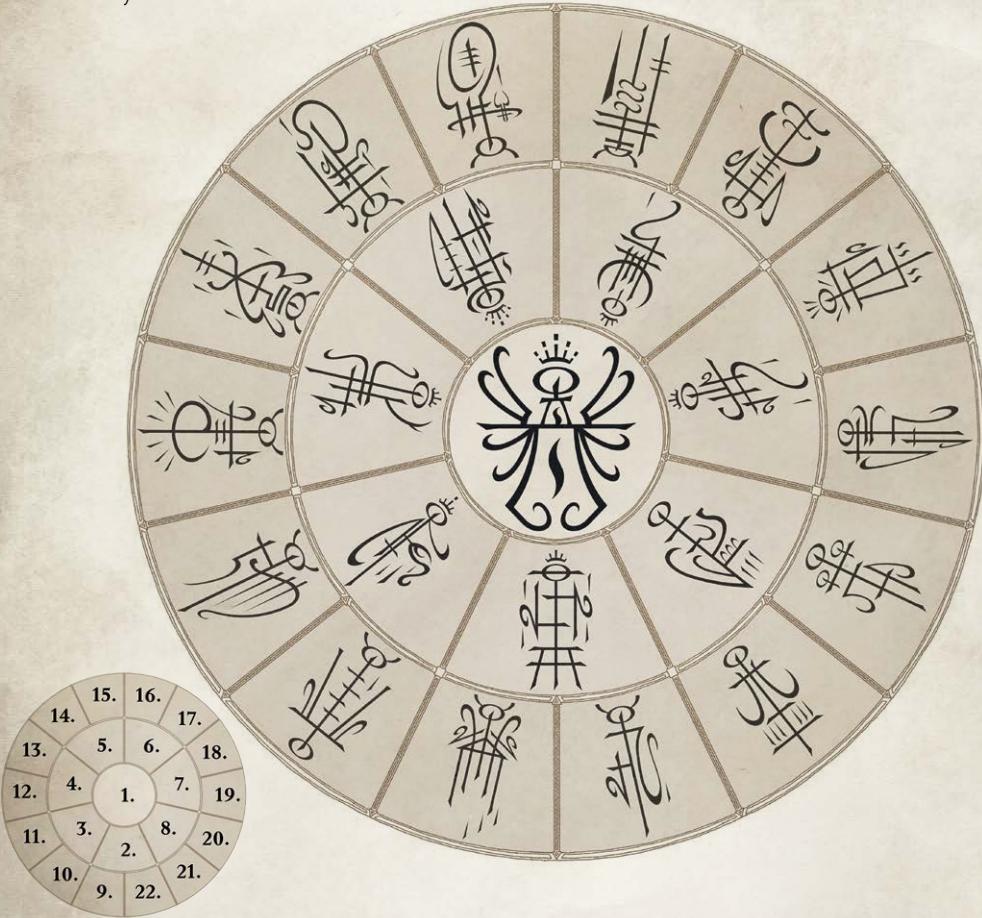
The Elves say that in the Golden Age, before the coming of Chaos, their gods walked amongst them in the mortal world. Following the Wars in the Heavens, Asuryan banished all the gods to their divine realms and forbade them from interacting directly with mortals. Despite their gods' absence, the Elves have maintained their spiritual connections to the pantheon. Today, shrines are ubiquitous across Ulthuan, and religion pervades almost every aspect of Asur culture.

The High Elves' pantheonic worship blurs the line between what Humans would consider priests and mages. All High Elven spellcasters use the Winds of Magic as well as seeking inspiration from their gods. Humans often consider the Elven priests covered in this chapter to be wizards, and in a sense, they are not wrong to do so. Elven Priest Careers are Advanced Careers that only cover levels 3–5, and they can only be entered from the Mage Career or a handful of Careers related to their respective gods.



THE PANTHEONIC MANDALA

The deities of the Elves are divided into the Cadai, the gods of the Heavens, the Cytharai, the gods of the Underworld, and other gods who fit into neither category. In Ulthuan, worship is given most freely to the Cadai, for the High Elves consider that these gods and goddesses represent the nobler side of their natures. Accordingly, representations of the Pantheonic Mandala, as used in Ulthuan, place Asuryan in the centre of things, with an inner circle of Cadai arrayed around him. The outer circle is reserved for those gods of which the High Elves disapprove or court warily. The Dark Elves and Wood Elves also represent their deities using the Pantheonic Mandala, but they place the gods differently within its circles.



1. Asuryan, the Creator	12. Anath Raema, the Savage Huntress
2. Vaul, the Maker	13. Morai-Heg, the Crone
3. Isha, the Mother	14. Hekarti, Mistress of Magic
4. Kurnous, the Hunter	15. Atharti, Lady of Desire
5. Hoeth, the Lord of Wisdom	16. Ladrielle, Lady of Mists
6. Lileath, the Maiden	17. Estreuth, Lord of Hunger
7. Loec, the Shadow Dancer	18. Addaioth, Bringer of Fire
8. Mathlann, Lord of the Deep	19. Eldrazor, Lord of Blades
9. Khaine, the Bloody-handed God	20. Ellinill, Lord of Destruction
10. Ereth Khial, the Pale Queen	21. Hukon, the Sunderer
11. Nethu, Keeper of the Last Door	22. Drakira, Queen of Vengeance

CADAI, GODS OF THE HEAVENS

The Cadai are the eight gods who are thought of as the heavenly gods of the Elves, whose worship in Ulthuan is widespread. It ought to be noted that even the Cadai are hardly considered benign by the High Elves. They are distant and courted as much out of desire to avoid ill fortune as they are out of affection. Ruled by Asuryan, the Cadai generally represent productive domains within Elven culture, such as farming, hunting, crafting, and motherhood. These domains are vital to Elves of all cultures, not just the Asur, but outside of Ulthuan, Elves tend to worship the gods associated with these domains situationally. Only the Asur define their culture by the values they associate with the Cadai.

The High Elves believe that the home of the Cadai gods is the Annulii Mountains separating Ulthuan's Inner and Outer Kingdoms. The only mortal Elf who has ever reached the mist-shrouded peaks of the Annulii is said to have been Savan of Tiranoc, and he came back raving mad before throwing himself from a tower. Shrine-gates and waystones are positioned in the foothills of the Annulii Mountains to provide egress for Cadai gods and harness the divine power that emanates from the heavens. The Cadai may not leave the Heavens, but on occasion, they manifest in the form of an avatar. Athel Loren plays host to three such avatars: Queen Ariel, avatar of Isha, her husband Orion, avatar of Kurnous, and Daith, avatar of Vaul.

Each Cadai god has at least one major shrine in Ulthuan attended by their priests. There are also numerous minor shrines devoted to each god, along with temples where multiple gods are worshipped together as a pantheon.

Asuryan, the Creator

Asuryan is the Creator God and Emperor of the Heavens, the oldest and greatest of the gods, who grants Elves courage, leadership, and good judgement. He bears the Flame Eternal, the giver of life. He rules from a diamond throne in a great pyramid and is commonly depicted wearing a mask divided into two halves, one white and one black, symbolising his role as the Keeper of Balance. The High Elves believe that they pursue the Creator's plan, though it is said that Asuryan rarely speaks to his fellow gods and almost never to the Elves. Asuryan's symbol is the Phoenix, and it is said that one of the few times a mortal catches his attention is when a new aspirant to the Phoenix Throne passes through the Flames of Asuryan. Then, according to the teachings of his priests, he touches the aspirant's mind and judges his worth.

Vaul, the Maker

Vaul is the Armourer to the Hosts of Heaven, the god of the forge, and patron to smiths and artisans. He grants High Elves creativity and the ability to withstand great pain in service of what needs to be done. Vaul was blinded and crippled due to injuries he suffered at the hands of Khaine during the ancient war of the gods. Now he is the war god's prisoner, forced to forge armaments for Khaine's eternal battle against Slaanesh. Vaul bitterly resents his enslavement, but his pride is a little thing when set against the extinction of the Elves. So he labours on, as he knows that the Elves will need Khaine's fire and fury if they are to survive the great darkness that is coming.

The Sword of Khaine, the Widomaker, was forged by Vaul's hand and tempered by the flames of Draugnir, Father of Dragons. It is the most fated weapon in the history of the Elves, and perhaps the world.

Isha, the Mother

Isha is the goddess of the harvest and nature's bounty. All the woods of Ulthuan are sacred places, for they are suffused with her power and that of her husband Kurnous. She is the mother of the Elves and all noble creatures of the world, but as Elven legends have it, she is forbidden from communicating with her children by the order of Asuryan. The High Elves have largely reconciled themselves to the fact that the goddess is beyond reach, but they have heard tell that the Wood Elves of Athel Loren believe that Isha, together with her husband, defied Asuryan's decree and chose to take mortal form amongst the Asrai. Such tales are regarded as rather parochial and uncouth by the High Elves.

ARTEFACTS OF THE GODS

Elven legends tell that several times items belonging to the gods have found their way into the mortal world, either because they were lost, deliberately hidden, or gifted to a mortal the god thought worthy. The fact of these artefacts stands as proof to most Elves that, whilst their gods may not commune directly with them, their existence is indisputable. In some cases, these artefacts are in the possession of a High Elf, but where they are lost or guarded by another faction, there are High Elves who wish to control or keep them themselves.

Kurnous, the Hunter

Kurnous is the god of the hunt, the Lord of Wild Places, the creator of all animals, and, according to tradition, the Father of the Elves. He teaches tenacity and determination and requires that a hunter never kills for pleasure but only slays dangerous beasts or those whose bounty of meat and hide are necessary for survival. To offend Kurnous is to invite disaster, and those who transgress his creed tread with fear in the wilds of the world. In Ulthuan, Kurnous is particularly venerated in Ellyrion and Chrace, and many a hollow conceals an altar of horn, bone, and briar where his adherents make their observances. On the plains of the kingdom, it is said that his hunting horn may be heard on the wind. Heard at dawn, it promises a good day's hunting; heard at dusk, it is a warning that evil stalks the land.

Hoeth, Lord of Wisdom

Represented by the sign of seven stars, Hoeth is the embodiment of erudition, the god who elevated Elves to sapience and patron of all who search for greater understanding. The Elves believe it was he who gifted their species with much of the knowledge they now take for granted, but opinion is divided on precisely why he did so. Most Elves believe Hoeth's actions were founded in generosity, but some mutter darkly of how knowledge leads to progress, and progress leads to the ruin of tradition. Whatever the motivation, legend tells that when Asuryan learned of Hoeth's actions, he rebuked the Lord of Wisdom and, as punishment, set much of Hoeth's great library ablaze.

Lileath, the Maiden

Lileath is associated with many gifts and symbols. She is the goddess of the white moon, the patron of mages, seers, and scholars, and Isha's daughter. High Elves beseech her for clarity and foresight, herbalists follow her teachings, and many mages maintain that no High Elf can truly master the art of magic without receiving Lileath's blessing. Like many of her fellows, Lileath seldom speaks to mortals after her husband Asuryan forbade such communication, but she occasionally sends whispers through dreams. Lileath is associated with innocence and forgiveness and is said to judge an Elf not by their actions, but by their heart's intent. She is said to ride the celestial horse Cinderheart, and bear the twin swords Alilnor, or 'Bringer of Knowledge', and Valénor, or 'Bringer of Power'. Her attention is sought by the Shadow Warriors, who believe they will require her forgiveness for the grievous wrongs they have committed during their shadow war against the Druchii.

Loec, the Shadow Dancer

Loec, the Shadow Dancer, is the Elf god of laughter, a trickster and patron of dances, songs, and plays. He appears as a lithe youth who dances across the void, and his laughter stirs the spirits that dwell there. Legends say that Loec often saves Elf souls from Slaanesh through his tricks, though even successes sap the Shadow Dancer of his strength. Still he evades the Chaos Gods, who hunt him as he merrily dances through the heavens. Loec is a benevolent god, but there is a darker side to him as the god of shadows, malicious trickery, vengeance, and dark deeds. Many Elves of lost Nagarythe worship him, for they use stealth and darkness to enact their revenge.

Mathlann, Lord of the Deep

Mathlann is a fickle god, distrusted by many of Ulthuan's folk. He is King of Storm and Sea, ruler of the savage creatures of the deeps. Whilst he is a member of the heavenly Cadaï, he is also one of the few surviving offspring of Ellinill, and is believed to inhabit the mortal world like the rest of his surviving siblings. Mathlann is the patron of explorers and seafolk of all kinds, and the mariners of Cothique and Lothern embrace him as patriarch more willingly than they do Kurnous or Asuryan. Such behaviour is disapproved of in other corners of Ulthuan, where tradition portrays Mathlann as a destructive deity, but such scorn has little impact on those Elves whose lives and livelihoods rely on safe passage of the ocean.

ARTEFACTS OF THE GODS: THE MOON STAFF OF LILEATH

It is said that in the Golden Age of the Elves, Lileath bestowed three gifts upon them. The Star Crown granted the wearer visions of all times and places known to the gods. It was smashed to pieces during the Sundering. The Amulet of Sunfire burned with a pure radiance that no evil creature could withstand. It was lost at sea during a great storm. The Staff of Lileath grants its wielder mastery of magic and is currently in the possession of High Loremaster Teclis. When bearing the staff, Teclis is spared the fatigue and weakness that otherwise burdens him. He can also use the staff to grant him a surge of magical energy or dispel enchantments that might otherwise harm him.

CYTHARAI, GODS OF THE UNDERWORLD

The Cytharai gods are believed to reside in the Underworld (*Mirai* in Elthárin), which is ruled by Ereth Khial. Cytharai gods generally represent destructive domains such as murder, death, and cruelty, which the Asur normally consider anathema to their culture and values. Under dire circumstances, however, their powers are sought to help prevail against Chaos. Khaine the Bloody-handed is therefore invoked occasionally by High Elves, as well as other Cytharai gods whose names are rarely spoken.

Some of the Cytharai gods have minor shrines in Ulthuan, however, the swordmasters of Hoeth hunt down cults of worshippers who indulge the Cytharai to too great a degree. Most Cytharai shrines are, therefore, either hidden or exist behind the facade of another faith, and Elves who worship them must take careful precautions to avoid discovery. The Cytharai are more commonly warded against or appeased with offerings in Ulthuan than worshipped openly. Public acknowledgement of the Cytharai is limited primarily to Ladrielle and the funerary rites of Morai-Heg and Ereth Khial.

Cytharai gods — with the exception of Ladrielle alone by tradition, and Drakira as well by legend — are not known to manifest in the mortal realm. The High Elves approach the worship of the Cytharai with extreme caution or not at all. Whilst some of them represent important aspects of existence, they are the gods of the Underworld and preferred deities of the Druchii. Nevertheless, High Elves pay fearful respect to the power of the Cytharai because they command spirit-servants that do their bidding. According to Asur prophecies, the gates of Mirai will open for the End Times (called the *Rhana Dandra* in Elthárin) and the Cytharai gods will emerge to partake in the final apocalyptic battle between the gods.



Khaine, the Bloody-handed

Khaela Mensha Khaine is the god of murder, hatred, and destruction. He believes that conflict is necessary for peace to reign, only slaughter gives life any meaning, and love is nothing unless tempered by hatred. Whilst he is a god of murder and death who grants his followers great licence to indulge in violence, he still stands against the depravity and destruction wrought by the gods of Chaos, and Slaanesh in particular. High Elves may appeal to Khaine's murder lust when danger threatens but must control it lest it consume them. The highborn of Nagarythe are particularly wary of the lure of Khaine's glories, for they are born of a lineage that knows the seductive call of the Bloody-handed God in their thirst for vengeance.

The High Elves say that once you fall into Khaine's shadow, you will never rest easy in the light. The history of Ulthuan contains many stark reminders of this singular truth, but none carry more weight than the fate of Aenarion. Once the phoenix king seized the Widowmaker, he invited Khaine into his heart and thereafter knew peace only in death.

Ereth Khial, the Pale Queen

Ereth Khial is the supreme goddess of the Underworld. Long ago, she attempted to seduce Asuryan, and when he resisted her, she grew enraged. Before the rise of Slaanesh, it was she who claimed the souls of the Elven dead. According to the tales, she intends to fashion an army of the dead to topple Asuryan from his throne.

Slaanesh's hunger is an eternal concern, yet High Elves seldom entrust their souls to the tender mercies of the Pale Queen (who can only steal scraps from Slaanesh besides). Most attempt to avoid her attention entirely, wearing sprigs of weirdroot or blackhame to avert her gaze. Instead, all Asur are spiritually bound to the waystones of their ancestral lands so that when death claims them, their souls will join the Great Ritual and protect Ulthuan even in death. Should a waystone be destroyed, Ereth Khial sends the wraith-like Rephallim to bear Elf souls away to dwell in Mirai in eternal torment, though even this is preferable to oblivion at Slaanesh's hand.

Anath Raema, the Savage Huntress

Anath Raema is Khaine's sister and the goddess of the savage hunt. She is a vengeful goddess and the dark mirror to Kurnous. Where the disciples of Kurnous venerate wild places, those who follow Anath Raema see them as bounteous lands where the dominant predator can slake its fury in the blood of the meek. She is a vengeful deity, traditionally depicted wearing a belt formed from the heads and hands of hunters who bore her blessings but offered no praise in return. Legends also tell that her amorous advances were once spurned by Kurnous, so she is also worshipped as a patron of jealous lovers who will hunt down and slay those who have wronged her supplicants.

Morai-Heg, the Crone

Morai-Heg is an ancient and withered creature, the Keeper of Souls and the Weaver of Prophecy, said to have set the stars in the heavens. Within her rune pouch, she holds the fate of all mortals. She is a vexsome and shifting being and commonly stands apart from the other gods, adopting a scheming neutrality to her own advantage. Each god owes Morai-Heg thanks and retribution in equal measure. Ravens are said to be her messengers, bearing snippets of her wisdom to those with the will to interpret the signs. Thus, Ulthuan's citizen archers hark at every raven's song and mourn a dead bird. Such actions are thought to be the obsessions of simple minds by some of the highborn, but the archers care not. It does not do to mock Morai-Heg, they say.

Hekarti, Mistress of Magic

Hekarti is the capricious goddess of conjurations and Dark Magic. She has no shrines on Ulthuan. She sees all the Winds of Magic and has six arms to carry her sacred accoutrements — a serpent-headed staff, a beating heart, a scorpion, a broken arrow, a phial of orphan's tears, and a serrated dagger, said to have been damaged during a failed attempt to sacrifice her twin sister, Atharti. The witch-goddess is ever locked in a jealous contest with her sister and resents her sway over mortals. Unlike many of her kind, Hekarti pays close attention to Elven desires and does much to entice adherents with wisdom and sorcerous power, and as a result often directly competes with Atharti, the goddess of physical desire.

Atharti, Lady of Desire

Atharti is the goddess of pleasure, seduction, and indulgence, and is said to have unlocked Elven emotions after their creation. She is usually depicted as a masked figure wrapped within the coils of several blood-red snakes. Atharti is a mistress of all forms of seduction, and the very sight of her is said to cause mortals to collapse in helpless abasement. She has a profound rivalry with her sister, Hekarti, and each has made many attempts to slay the other.

Atharti is dangerous to follow. She can see the deepest desires of any Elf's heart and encourages her followers to give themselves over to their desires at the cost of all else. The Asur proscribe group worship to curb her influence but otherwise entreat her carefully but candidly to maintain *yenlui*.

Ladrielle, Lady of Mists

Ladrielle is the protector of all things that are hidden or lost, and patron of travellers in the wilderness. By tradition, she is the only goddess to come and go from the mortal world, and there are tales of her aiding those lost amidst the mists of Yvresse or upon the trackless ocean. Her worship is chiefly observed in those cities where Elven wanderlust has never faded, such as Lothorn and Tor Yvresse. Ladrielle's face is always veiled, but many Elves assume she is the most beautiful of goddesses. Others, however, suspect she is merely a guise adopted by another deity, one whose true aspect is concealed behind the ashen silk.

Drakira, Queen of Vengeance

Drakira is the daughter of Ellinill, Lord of Destruction. She was mocked by her siblings, for they wrought destruction on a grand scale, whilst her gifts only bloomed in time. When Isha wept for the woes caused by Ellinill's children, Drakira saw an opportunity. She stoked Isha's grief until her desire for retribution burned bright. Thus did Drakira, frailest of the Ellinilli, bring about the fall of her siblings.

The Queen of Vengeance supports the Elves of Ulthuan and Naggaroth in equal measure, for she is quick to help any Elf who seeks retribution for a price. Certain Elves who seek a quiet life away from society honour her as well, as even though Drakira's exile from the heavens was involuntary, she prefers spending her time away from the other gods.

OTHER GODS

Aside from the Cadai and Cytharai, there are six other major gods. Little loved by the Asur or the Druchii, the High Elves treat these deities with as much caution and distaste as they do the Cytharai.

Nethu, Keeper of the Last Door

Raven-headed Nethu is Ereth Khial's son and the gatekeeper of Mirai. It is his task to see that those souls claimed by the Pale Queen remain sealed away until the Rhana Dandra — the last battle of the gods. It is also Nethu's duty to see that no intruder breaches Mirai to steal away the secrets of the dead — at least not without offering tribute to the Pale Queen. In this, the Keeper of the Last Door is aided by a host of Dark Pegasi, who watch unblinkingly from the ramparts of his fortress, easily mistaken for statuary by the unwary. When roused, none are safe, for their shadowy maws consume soul stuff as easily as mortal flesh.

Eldrazor, Lord of Blades

Eldrazor, the Lord of Blades, is the Elven god of battle. Obsessed with the skilful arts of war, he is reluctant to fight save in the pursuit of honour. However, once Eldrazor decides to fight, he does so without mercy; any tactic is permitted within his Arena of Death. Eldrazor is the patron of duellists and of those who yearn to fight battles for the sake of honour. Eldrazor's favour is also valuable in battle — at least if the combatant fights for a just cause rather than out of mindless barbarism.

Ellinill, Lord of Destruction

Legend tells that Ellinill had over a hundred offspring, the Ellinilli, each of whom embodied an aspect of his destructive nature. Father and progeny inflicted disasters upon the world, revelling in the suffering of the Elves. Isha pleaded with the other gods to curtail the actions of the Ellinilli, but the other gods feared Ellinill, so all but one refused Isha's plea. All but Loec, the Trickster.

Ellinill was proud of his children, but also feared they would combine their strength and supplant him. Loec took advantage of this fear by deceiving him into believing that his offspring's betrayal had come. Upon hearing Loec's words, the Lord of Destruction flew into a rage, hunted down his children, and consumed them. Yet the battles weakened Ellinill, and he would never again know the power he once enjoyed.

Of all the Ellinilli, only five survived. They hid themselves in the mortal world and have never returned to the heavens, lest they join in their siblings' fate.

Estreuth, the Herald of Famine and Drought

Estreuth is one of the few Ellinilli to have survived their father's wrath. When word reached him that Ellinill had been tricked by Loec and intended to devour his children, Estreuth fled to the mortal world. There he remains to this day, refusing to return to the heavens for fear of his father's retribution.

Addaioth, Bringer of Wrath and Fire

Addaioth is the god of all-consuming flame and a being of monstrous pride and unbridled power. When Ellinill set about devouring his offspring, Addaioth met his ebon sire in battle. They fought for three days and three nights, but Addaioth was sure to have been vanquished had Ladrielle not blinded Ellinill and spirited Addaioth away. He has since healed from his wounds but forever begrudges Ladrielle for interfering, as he knows that the other gods believe he had fled, and the shame hangs heavy on him. He knows he is destined to fight his father again and labours beneath the mountains, crafting new weapons to aid his victory. Alas, Addaioth is a poor smith, and every blade he creates is flawed. His frustrated rage causes the ground to quake and lava to flow.

Hukon, the Sunderer

Known for his strength, Hukon is the Elven god of earthquakes and one of the Ellinilli to survive the wrath of his father by fleeing to the mortal world.

ARTEFACTS OF THE GODS: THE SACRIFICIAL DAGGER

Once the goddess of Dark Magic, Hekarti, sought to appease a great power, older and darker than the Cytharai themselves. Such a power would only be impressed by a supreme sacrifice, and Hekarti schemed to do away with her sister and bitter rival, Atharti, the goddess of desire. The attempt to end her sister's life failed, and a shard was shivered from the edge of her blade and fell to the mortal world. Agents of the phoenix king have heard that a Sorceress of Ghond in frozen Naggaroth possesses a magical dagger that provides its wielder with magical power if they use it to end a life, and loremasters of Hoeth wonder if this might be the splinter of Hekarti's blade.

ASUR PERSPECTIVES ON THEIR GODS

High Elves worship their gods primarily for physical, mental, and spiritual self-improvement. They do not normally pray to the Cadai for divine intervention as Human supplicants do with their gods. Rather, they pray for personal empowerment to overcome challenges and strengthen their minds and souls against corruption. The Asur psyche is most vulnerable to corruption from the Chaos God Slaanesh and the Cytharai god Khaine.

Asur Spirituality

Elves believe that their gods are with them and part of them. Every thought and action committed by an Elf is a devotion to a god. The greater the speed, skill, and instinctiveness of an action, the greater the devotion. The Elven body and mind might, therefore, be conceptualised as 'living temples' that the Asur glorify by honing their skills over their long lifetimes. This intimate approach to faith is why, among the Asur, divine worship is usually a personal matter between an individual Elf and the gods. Formal rituals are performed on special occasions but are more commonly associated with Cytharai gods, whom the Asur largely shun.

The Asur favour devotions associated with benevolent aspects of their gods because they are less prone to corruption and speak to their cultural ideals. However, they understand well that an excess of divine light can lead to spiritual overbalance, world-weariness, and eventually death. Therefore, the Asur must occasionally consider their baser natures to restore their spiritual balance.

Cults and Temples

Despite the High Elves' personal relationships with their gods, Asur religion and politics are strictly controlled by the priesthoods. Priests of Asuryan oversee the succession of the Phoenix Crown and inspect Aenarion's descendants for potential corruption by Khaine. Priestesses of Isha educate young mages and conduct the secret fertility rites that enable Ulthuan to prosper. Swordmasters of Hoeth punish the worship of forbidden gods, while Hoeth's loremasters counsel Asur nobles and function as diplomatic emissaries.

Within Ulthuan's shrines and temples, the priesthoods conduct complex rituals and ceremonies. Elves outside of the priesthood seldom understand the purpose of these rituals without explanation unless they are priests or mages themselves. Of course, Elven priests rarely explain the purpose of their rituals to non-Elves. Cooperation between the priesthoods of Cadai gods isn't uncommon, though oftentimes, mages act as their intermediaries. Priests give spiritual guidance to those who seek it, but they do not proselytise.

Shrines are places of power where an Elven god's authority manifests through the Winds of Magic. Priests can use shrines of their god to enhance spellcasting as if they were Leyline Junctions (providing +1 to +3 SL to Casting Tests, for more information see **Winds of Magic**, page 197). Elven Wizards, Mages, and Priests can access this divine magic by passing a **Challenging (+0) Pray Test**. One of the main duties of Elven priests is to maintain and protect the sacred shrines.

Other Elven Cultures

The pantheonic mandala of the Dark Elves is different from the Asur mandala. Whereas High Elves place Cadai on the inner ring and Cytharai on the outer ring, Dark Elves worship the Cytharai gods above all. Druchii culture is founded on tyranny and therefore concepts such as self-sacrifice for a common good are anathema to survival in Naggaroth. The Asrai mandala is different again, and they show no particular preference for Cadai, Cytharai, or other gods.

Dark Elves consider the Cadai strictures rigid and limiting to an individual's potential. They embrace the dark state of *yenlui* and praise Khaine openly. Many Dark Elves seek to avoid Chaos corruption as the Asur do, but their method is different: they sublimate dark urges through their own Elven gods. Wood Elves respect light and darkness equally, but their spiritual balance fluctuates dramatically with the seasons, weather, and fickleness of the forest spirits.

RULES FOR ELF PRIESTS

Elven priests make no distinction between sources of arcane magic and divine manifestation. All magic is the stuff of Chaos, but Elves believe their gods claimed sway over the fickle Winds of Magic and manifest their power through them. Common religious magic is virtually indistinguishable from the colour magic Teclis taught the wizards of the Empire. Advanced Elven religious rites draw their power from the same aethyric energy. However, the magic is shaped by their gods' will through incantations and liturgies. In Ulthuan, priests are usually identified by titles describing their role in Asur society, leading to some being referred to as 'Archmagi'. This confuses Imperial citizens, who are used to clearer distinctions between priests and wizards.

Priest Careers

Elven Priest Careers cover levels 3–5. Priests are not listed on the random Career tables and cannot be rolled at Character Creation. Players wishing to enter a Priest Career must complete Mage level 2 (Student Mage) before taking up the mantle of Priest. Characteristic and Talent Advances for Priest level 3 must be completed before progression to level 4 as if they were level 1 prerequisites. Skills may be purchased as normal, and Skills from levels 1 and 2 may be used to fulfil needs for advancement. However, the Earning Skill changes to the one listed in italics for the Level 3 of the Priest Career.

Priests may learn a suite of High Magic spells associated with their traditions, thought to be inspired by the god they represent. These spells are like any other High Magic spell, but they are considered esoteric and befitting those who follow the teachings of a given religious point of view.

A Priest is expected to master the spells associated with their faith before learning spells from the Lore of High Magic listed on pages 86–89. If a Priest does decide to learn other High Magic spells before those associated with their faith, they are regarded as rather eccentric and unserious and will be treated as a Student Mage (Silver 2) for the purposes of Status and *Income* Endeavours.

On the other hand, a Mage may learn spells from the lists given for the Smith-priest of Vaul, Storm Weaver, and Loremaster of Hoeth, provided they can find a tutor or be granted access to pertinent reading materials. This will not be easy, as the spells are regarded as befitting those who follow the precepts of their religion. However, it presents a roleplaying challenge in building the right connections rather than a technical barrier to learning the spells.

These restrictions do not count in the case of spells cast from Grimoires, though the secrecy with which these more esoteric High Magic spells are guarded means that few of them are recorded in books.

Sacrifices

Certain spells listed in this chapter require a sacrifice in addition to other casting requirements to access certain Overcasting options. If these sacrifices are not made the Elf spellcaster may only use the normal overcasting options listed in the **Warhammer Fantasy Roleplay Core Rulebook** or **Winds of Magic**. Furthermore, the spellcaster may need to be in a certain Yenlui State in order to access Overcasting options, and may have to alter their Yenlui State once the option is chosen.

Further stipulations pertaining to sacrifices are given in the description of each type of Priest. High Elf Mages using such spells must also perform these sacrifices, though there is extra risk involved as they may not have the opportunity to learn the meditative techniques used to mitigate their effects.

Tenets

Given the distance between the Elves and their gods, Sin Points and Strictures do not have an effect as they do with Human Priests. However, Elf Priests are still expected to behave with certain priorities in mind to better represent the values associated with their cult and meet the expectations of their fellow Elves.

If the GM feels that an Elf Priest Character is generally behaves according to the letter and spirit and the tenets of their faith, they may award the following bonuses.

- A High Elf Priest Character may choose to adjust the result of any Test that might alter their Yenlui State by +1 to -1 SL.
- They may benefit from +1 SL to any Fellowship tests they make with other Elves who respect the god they follow.



SMITH-PRIEST OF VAUL

High Elf, Wood Elf

You seek to combine the power of High Magic, the talents of the smith, and inspiration from the divine example of Vaul to become a peerless crafter of artefacts magical and mundane.

Smith-priests of Vaul forge powerful magical weapons and armour for the Elves. Their skill is rivalled only by Dwarf runesmiths, some of whom may even pay them grudging respect. To emulate their crippled patron god, Smith-priests may blind themselves, and they obtain divine power from this sacrifice.

SMITH-PRIEST ADVANCE SCHEME										
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
h		2		q		h	h	h	h	

CAREER PATH

h Smith-priest — Gold 2

Skills: Art (Engraving), Channelling (*Qhaysh*), Evaluate, Trade (Smith)

Talents: Artistic, Cadai Meditation, Craftsman (Smith), High Magic

Trappings: Prayer Book, Religious Symbol (Vaul), Trade Tools (Smith)

2 Master Smith-priest — Gold 4

Skills: Haggle, Intuition

Talents: Master Tradesman (Smith), Mind over Body, Strong Back, Tenacious

Trappings: Blindness, Forge

q Arch Forge-priest — Gold 7

Skills: Leadership

Talents: Holy Visions, Magnum Opus, Sixth Sense, Strong-minded

Trappings: Ithilmar Ore, Magical Item, Smith-priest Apprentice

'The Hammer of Vaul is a sacred artefact, but its legacy is tainted. Once it was wielded by Hotek, the most skilled Smith-priest of his time. To his lasting disgrace, he rebelled against Ulthuan, and used the hammer to forge the black armour that sustains the vitality of the Dread King of Naggaroth.'

— Beldane Ironsong, Arch Forge-priest

'I've heard the mages of Avelorn grow spears and arrows on trees. Upon reaching maturity, the shafts are simply clipped off and sent to the Sky Forge, where smiths attach the pointy bits.'

— Helgi Hammerhand, Dwarf Runesmith



WORSHIP OF VAUL

Blacksmiths and artisans of all Elven cultures revere Vaul as the divine patron of expert craftsmanship. The Asur, Asrai, and Druchii each have a main temple called Vaul's Anvil, along with multiple other forge-temples. Vaul's Anvil in distant Athel Loren is perhaps the most interesting because its high priest, Daith, is believed to be an avatar of the godsmith himself. These Vaul's Anvil temples are not to be confused with the similarly named stone anvils that were placed on hilltops in ages past. Asur legend tells that when Daemons first entered the world, the smith-god descended from the heavens and raised these hilltop Anvils from the ground in order to craft weapons for the Elves. Many Anvils of Vaul still exist to this day and can be found all over the world.

Though Vaul's Smith-priests spend most of their days labouring in forges to honour their god, there is another business for the priesthood to attend to. The exacting demands of great artisanship sometimes require Smith-priests to venture to distant lands and bring back rare minerals to the forge-temples for crafting. Smith-priests then deliver the finished masterpieces from their forges to the intended recipients, some of whom may be fighting on battlefronts overseas, or live in faraway colonies.

Many of Vaul's priests ritually blind themselves upon entry to the inner circle of master smiths. High priests even shatter their own bones with forging hammers. Meditation techniques allow Smith-priests to transcend the limitations of their damaged bodies. Though High Elves and Wood Elves consider Smith-priests eccentric, they respect their self-sacrifice and value the contributions they make to the defence of their realms.

Sacrifices

When performing certain spells of Vaul, you must make a sacrifice to benefit from certain Overcasting options. Blindness counts as a permanent sacrifice, so if you are already blind, you may access the Overcasting options but you may not do so until you are blind. You may also sacrifice crafted items to Vaul. These are flammable objects of a minimum 2 GC value that you destroy before commencing Channelling. The sacrifice of an object will count towards the stipulation for 1d10 hours. After this time, if you wish to Overcast the spell, you must sacrifice another object.

TENETS OF VAUL

- 💀 To produce masterworks demands sacrifice. Pieces crafted for enjoyment are merely trinkets.
- 💀 Trust not the eye of the beholder, for it can be pleased by beauty alone.
- 💀 Creative inspiration can be sought anywhere except in Chaos.
- 💀 Defend the forges at all costs. Vaul's fire must burn eternal.
- 💀 Draw strength from anger, but do not let it guide you. Nothing worthy is created out of spite.

Talent: Mind over Body

Max: 3

This meditative technique enables an Elf spellcaster to endure physical suffering and even allows them to see after they have been permanently blinded. To make use of this Talent, you must spend no less than twenty minutes in quiet contemplation before making a **Challenging (+0) Pray Test**. If you pass, you gain the following benefits for 1d10 + SLd10 hours.

- 💀 **1 level:** You gain the *Painless* Creature Trait and do not receive Conditions caused by pain.
- 💀 **2 levels:** You gain divine sight. You can see the shapes of objects or creatures in your mind's eye, but not colours, facial expressions, or fine details, save in crafted objects. You make Trade (Smith) Tests without penalty for blindness, and you are immune to the *Blinded* Condition, even from magical or divine sources.
- 💀 **3 levels:** You can use Resolve to ignore Critical Wound penalties on Extended Tests (such as *Crafting* Endeavours).

Talent: Cadai Meditation

You have learned the basic divine meditation techniques for better achieving a State of Yenlui (Light). Each day during which you meditate for at least an hour and then make an **Average (+20) Pray Test**. If the Test is successful you can adjust your Yenlui State to *Yenlui (Light)*.

Playing a Priest of Vaul

Most of Ulthuan's Smith-priests are based either at the main volcano-temple of Vaul's Anvil in Caledor or the Sky Forge in Cothique. However, Smith-priests can spend years adventuring in search of rare minerals and touring the temple-forges of other Elven realms to learn trade secrets. Some go on pilgrimage to Athel Loren to learn directly from Daith. Occasionally, Smith-priests even try to learn the techniques of Dwarfs or Dark Elves, as the renegade Hotek once did, to further hone their craft.

Smith-priests spend a great deal of time in solitude performing *Crafting* Endeavours. Their obsession and self-sacrifice are considered necessary devotions to Vaul, but unlike Human penitents, Smith-priests are not sombre doomsayers. Indeed, most of them are passionate artists who enjoy discussing the creative process. Elven nobles seek out Smith-priests to bid for their services, and commissions might lead to adventures if a job becomes more complicated than it seemed at first.

MAGIC OF VAUL

Many of Vaul's spells are used to improve objects during the crafting process. Unless otherwise specified, only one such spell may be cast for the improvement of each item. Many of these spells make use of the magical crafting rules from *Archives of the Empire Vol. II*.

Artist's Touch

CN: 0

Range: Touch

Target: 1 item

Duration: Instant

You make a crafted object pleasing to the eye. If cast on a non-magical item that you're crafting, it gains the *Fine* Quality. Other Qualities or Flaws may still be worked in as normal.

Patience of Vaul

CN: 0

Range: Touch

Target: 1 item

Duration: Instant

You compress hours of artisanal patience into a few seconds. If cast on a non-magical item that you are crafting, the SL required for any Extended Tests involved in the process is reduced to a quarter with no impact on the quality of the finished product.

Vaul's Grace

CN: 7

Range: Touch

Target: 1 item

Duration: Instant

You make weapons and armour more elegant and less cumbersome. If cast on a non-magical weapon or piece of armour that you are crafting, it gains the *Lightweight* Quality. A Trade (Smith) Test is still rolled to determine other Qualities or Flaws in case of crafting a magical item.

Vaul's Rage

CN: 5

Range: Willpower Bonus yards

Target: 1 forge or campfire (maximum)

Duration: Instant

Your forge erupts into a massive explosion that leaves you unscathed. Everyone else within Willpower Bonus yards of the fire suffers a *magical missile* hit to a random Hit Location with Damage +6, ignoring Armour, and receives 2 *Ablaze* Conditions. Additionally, they must pass a **Dodge** Test or get knocked *Prone* and gain a *Stunned* Condition. Everyone within 2 x Willpower Bonus yards of the fire suffers a Damage +3 hit to a random Hit Location and receives 1 *Ablaze* Condition. Flammable terrain within the affected radius is set alight, but you and your trade tools are unaffected.

Divination of Flames

CN: 4

Range: Initiative Bonus yards (maximum)

Target: 1 forge or campfire (maximum)

Duration: Intelligence Bonus hours

Sacrifice: 1 item

You sense the approach of enemies to your forge. You can detect and perceive any creature within your Intelligence yards of the targeted forge (or campfire), even if they are hidden. You can see targets remotely, irrespective of line of sight or your distance from the forge.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

• +2 SL — You can detect invisible creatures within the affected area.

• +3 SL — You can target detected creatures with spells even if you do not have line of sight, so long as they are still within range.

Divination of Stones

CN: 6

Range: Intelligence Bonus miles

Target: Special

Duration: Intelligence Bonus hours

Sacrifice: 1 item

You detect the presence of rare minerals for magic item creation. The GM decides whether any minerals are within range depending on the location (50% chance is fair for mountainous regions). If minerals are underground, you identify the correct place to dig. Mineral quantity is determined by the GM, but generally you find enough for 1d10 Encumbrance worth of magic items. Rare minerals improve the Lore (Magic) Test Difficulty during magic item creation from Very Hard (-30) to Difficult (-10). For details, see **Archives of the Empire Vol. II**, page 54.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- +3 SL — In addition to other minerals, you detect the presence of ithilmar. Ithilmar deposits are only found on Vaul's Anvil in Caledor.

Fires of Perfection

CN: 9

Range: Touch

Target: 1 item

Duration: Instant

Sacrifice: Blindness

You invoke Vaul's perfectionism to create a flawless magical item. If cast on a magical item that you are creating, any Flaws, Quirks, or Curses that are rolled in the crafting process can be ignored. For details, see **Archives of the Empire Vol. II**, page 54.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- +5 SL — Another crafting spell of Vaul can be cast on the same item, ignoring restrictions limiting use to non-magical items.

Wisdom of the Skysteel

CN: 11

Range: Touch

Target: 1 item

Duration: 1 Endeavour

Sacrifice: Blindness

You unlock the divine technique of forging non-magical items from ithilmar metal. You can make an item of ithilmar using a *Crafting Endeavour*, provided you have the required ore and other rare minerals. Trappings crafted from ithilmar have their Encumbrance values reduced by 2 to a minimum of 0.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- +4 SL — You can instantly weaken an ithilmar item, making it brittle as dry wood. Your Yenlui State moves towards Yenlui (Dark).
- +6 SL — You can craft a magical item from ithilmar, using the process described in **Archives of the Empire Vol. II**, page 54. However, you cannot use another spell of Vaul to enhance the item. You only need to take this Overcast option when you begin the crafting process, but you can only make progress on making the item while *Wisdom of the Skysteel* is in effect.

Fortress of Hotek

CN: 14

Range: Willpower Bonus yards

Target: 1 forge chamber or building (maximum)

Duration: Willpower Bonus hours

Sacrifice: Blindness

You surround your forge with magical defences and wards. The chamber or building containing your forge receives one of the following defences:

- **Flame Barrier:** The chamber or building is surrounded by a *Firewall* spell (**WFRP**, page 248).
- **Magical Armour:** Inside the forge, you are protected by the *Glittering Robe* spell (**WFRP**, page 250).
- **Metal Ward:** Metal objects that touch the walls are cursed by the *Crucible of Chamon* spell (**WFRP**, page 249). When you cast the spell, you can exempt creatures from having their objects melted.
- **Strengthened Doors:** Regular doors become magically reinforced (TB 5, W 15), and reinforced doors become equivalent to gates (TB 10, W 30). Gates can only be harmed by siege weapons.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- For every +2 SL, you may add one additional defence from the list above.



STORM WEAVER

High Elf

You command Mathlann's realm, assisting ships and sailors through your mastery of Elven sea magics.

Storm Weavers often serve as senior chaplains for Ulthuan's navies, most often aboard ships from Lothorn and Cothique. Elves from the other kingdoms pay tribute to Mathlann, but they tend to fear the mercurial Storm Weavers for their ability to summon his wrath at their whim. Though Mathlann is considered a Cadai god, He is also a child of Ellinill, the Lord of Destruction, and his dark moods and oft-callous nature reflect that ancestry. Priests of the sea god who exhibit excessively reckless behaviours might be suspected of worshipping other, darker gods.

STORM WEAVER ADVANCE SCHEME										
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
h				2	3	h	h	h	h	h

CAREER PATH

h Mist Mage — Gold 2

Skills: Channelling (*Qhaysh*), Row, *Sail* (*Any*), Swim

Talents: Aethyric Attunement, Cadai Meditation, High Magic, Eye of the Storm

Trappings: Prayer Book, Religious Symbol (Mathlann), Rowboat

2 Storm Weaver — Gold 5

Skills: Melee (Basic), Navigation

Talents: Fearless (Sea Monsters), Orientation, Sea Legs, Strong Swimmer

Trappings: Sea Charts, Sextant

3 Caller of the Maelstrom — Gold 7

Skills: Leadership

Talents: Holy Visions, Old Salt, Seasoned Traveller, War Wizard

Trappings: Sailing Ship and Crew, Spyglass

'I might have devoted myself fully to Mathlann if it weren't for the courtly responsibilities that I inherited. In hindsight, the ocean's tempers are less taxing than politics.'

— Lady Malene of House Emeraldsea

'After weeks of trying to find a way through the Shifting Isles, we were attacked by an Elven ship carrying a sea witch. Would've been better off staying lost.'

— Knut Jorgensen, Skaeling Raider



WORSHIP OF MATHLANN

Mathlann, the Lord of Sea and Storms, is worshipped as both a protector and a destroyer. The Elven sea god is usually depicted wearing armour of fish scales and a crown of seashells. At the dawn of time, Mathlann was born from Ellinill, the Lord of Destruction, and over the ages He has in turn birthed several minor sea gods himself. Mathlann is the only one of Ellinill's five surviving god-children the High Elves consider part of the Cadai pantheon.

Mathlann is the most popular of the eight Cadai gods among the Dark Elves. Whilst the Asur honour Mathlann's protective tendencies, the Druchii favour his destructive ones. Among Wood Elves, Mathlann is more highly favoured by the coastal Eonir kindreds than the landlocked Asrai.

In the High Elf kingdom of Cothique, where Storm Weavers commune with the mighty krakens, merwyrms, and megalodons, Mathlann is honoured as the king of sea creatures. The fish-bonding *caraidh* houses that inhabit the Shifting Isles revere Mathlann even above Asuryan. Cothiqui sea monster hunters vie for Mathlann's favour but must not overhunt the creatures who call his realm their home lest they incur his wrath. The priesthood of Mathlann often clashes with overzealous hunter-cults of Anath Raema, who pursue the denizens of the deep with reckless abandon.

TENETS OF MATHLANN

- 💀 Respect the creatures of the sea. Give prayer and sacrifice to Mathlann for his generous bounty.
- 💀 Allow the sea to have its due, for those who anger Mathlann must know his wrath.
- 💀 Never take Mathlann's grace lightly. Always heed his shrines with prayer and sacrifice.
- 💀 Pray towards the direction of the wind but speak away from it.
- 💀 Bathe in salt water. Scrub the body clean with kelp and beach sand.

Sacrifices

When performing certain High Elf Sea Magic spells, you must make a sacrifice to benefit from certain Overcasting options. Sacrifices are paid immediately when the spell is cast, in the form of gaining *Fatigued* Conditions and Wounds as your breath joins the storm.

Talent: Eye of the Storm

Max: 3

This meditative technique improves the focus and resilience of an Elf spellcaster, and those who fully master it can influence the weather. To make use of this Talent, you must spend no less than twenty minutes in quiet contemplation before making a **Challenging (+0) Pray** Test. If you pass, you gain the following benefits for 1d10 + SLd10 hours.

- 💀 **1 level:** You are immune to any distractions that would normally interrupt Channelling.
- 💀 **2 levels:** You recover *Fatigued* Conditions in half the normal time that has been decided by the GM (**WFRP**, page 169). In addition, you can ignore penalties to Channelling and Casting Tests from *Fatigued* Conditions.
- 💀 **3 levels:** When rolling on a Weather table (see **Sea of Claws**, page 106 or **Deft Steps Light Fingers**, page 114), you may add or subtract 1 from all die rolls.

Playing a Priest of Mathlann

The Cult of Mathlann is a loosely organised hierarchy and its shrines are often left untended. Storm Weavers therefore have freedom to sail the seas in pursuit of adventure. Reef shrines to Mathlann are located around the world wherever Elves have sailed. These shrines are often carved into a likeness of either the god Himself or one of his favoured sea creatures. Ulthuan's major shrine is a multi-spired temple of dolomite and coral, located in the Shifting Isles.

Storm Weavers are ideally suited to ocean-faring campaigns where Mathlann rules supreme. River-based adventures can also provide opportunities for using water magic. Certain Wood Elf kindreds even worship Mathlann as a river god. Land-based adventures pose a unique roleplay challenge and might benefit from a special objective, such as locating a lost relic of Mathlann. The player might enjoy playing a fish-out-of-water for a short time, but Storm Weavers soon start to yearn for the sea.

PRIEST OF MATHLANN ON BOARD

While aboard a ship, Storm Weavers add +5 + 1d10 to Manann's Mood (see **Sea of Claws**, page 130) while their Yenlui State is Light or Balanced.

HIGH ELF SEA MAGIC

Some of these spells reference sea creatures or ship rules from the **Sea of Claws** sourcebook.

Fishbonding

CN: 0

Range: Willpower yards

Target: 1

Duration: Willpower minutes

You befriend a non-magical, non-predatory fish of any Size (assume any fish that would not normally attack an Elf to be non-predatory). Hostile creatures become neutral and will not attack you (but they might still attack your allies). Neutral creatures become friendly and protect you if possible. Friendly creatures can be mounted using the appropriate *Ride* Skill. This spell does not enable communication.

Stormsense

CN: 0

Range: Initiative miles

Target: Special

Duration: Instant

You receive knowledge of all nearby storms. Information includes direction and speed of movement, storm intensity, whether it is gathering or subsiding, and storm duration. You can also discern if a storm is magical.

Ocean's Fury

CN: 8

Range: You

Target: AoE (Willpower Bonus miles)

Duration: 3 x Willpower Bonus minutes (see below)

You summon a storm in the region. For the first Willpower Bonus minutes, the storm's intensity is a *Near Gale* (**Sea of Claws**, page 107). It then builds to a *Strong Gale* for the next WPB minutes, and finally a *Violent Storm* for the remainder of the spell's duration. The storm is non-magical and cannot be Dispelled.

Spirits of the Waves

CN: 5

Range: 2 x Fellowship yards

Target: AoE (2 x Fellowship Bonus yards)

Duration: Fellowship Bonus minutes

You summon a powerful wind elemental from the ocean currents. The elemental manifests as a swirling cyclone propelled by frenetically dancing water spirits. You can move the elemental 2d10 yards per Round while concentrating, otherwise it moves like a *random vortex* spell (see **Winds of Magic**, page 21).

Ships struck by an elemental suffer a Critical Hit to their rigging (**Sea of Claws**, page 118). Within 50 yards of the elemental, Visibility improves one level, and Wind intensity drops one level (**Sea of Claws**, page 106). For every +3 SL, you may summon one extra elemental.

Armour of Mathlann

CN: 10

Range: Willpower yards

Target: 1 boat or ship

Duration: Willpower minutes

Sacrifice: +2 *Fatigued* Conditions

You envelop the hull of a single-masted ship with a shroud of protective magic. The ship gains the *Armour 2* Trait without any weight penalty (**Sea of Claws**, page 97). Rigging and crew are not protected.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- For every +2 SL, you can armour a larger ship, equivalent to one additional mast in size.
- +4 SL — The ship gains the *Armour 3* Trait instead.
- +6 SL — Against missile attacks, the rigging and crew are also protected.

Call of the Seas

CN: 14

Range: Willpower yards

Target: Special

Duration: Willpower Bonus Rounds

Sacrifices: +2 *Fatigued* Conditions and -2 Wounds

You summon a Merwurm (**Sea of Claws**, page 145). The monster takes 1 full Round to emerge from the churning waves (not counted towards the spell's duration). You cannot communicate with the monster or control its actions. The **Merwurm** counts as a non-predatory fish and neutral for purposes of casting *Fishbonding* during the duration of this spell. The creature plunges back into the sea after the spell expires.

Overcasting:

To benefit from Overcasting options for this spell, 'your Yenlui State must be Light.

- +5 SL — The Merwurm counts as friendly as per the *Fishbonding* spell.
- +8 SL — The Merwurm does not return to the deeps when the spell expires. Your Yenlui state moves towards *Yenlui (Dark)*.

Cloak of Mathlann

CN: 11

Range: Willpower yards

Target: 1 boat or ship

Duration: Willpower minutes

Sacrifices: +2 *Fatigued* Conditions and -1 Wound

You wreath a single-masted ship in a dense cloak of sea fog, along with its crew. Tests made to perceive the ship or target it with ranged attacks suffer from -3 SL. Cloaked ships still leave a wake behind them and create eddies in the fog, which might be noticed with a **Challenging (+0)**

Perception Test. Black arks and sea monsters cannot be cloaked.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- 💀 For every +2 SL, you can cloak a larger ship, equivalent to one additional mast in size.
- 💀 +8 SL — Black arks and sea monsters can be cloaked. Your Yenlui State moves towards *Yenlui (Dark)*.

Mistress of the Deep

CN: 9

Range: Fellowship yards

Target: Special

Duration: Fellowship Bonus Rounds

Sacrifices: +1 *Fatigued* Condition and -1 Wound

You summon one of Mathlann's watery maidens to distract your foes. Every Round, characters within 20 yards of the eerily singing Oceanid must pass a **Difficult (-10) Cool** Test or become beguiled. Beguiled characters can perform no actions except move towards the Oceanid, becoming Helpless (WFRP, page 162). The **Syreen** profile (Sea of Claws, page 145), **Naiad** profile (Death on the Reik Companion, page 88), or Siren profile (Imperial Zoo, page 86) can be used for Oceanids, though the Naiad profile is recommended. The Oceanid does not move or attack and swims away when the spell expires.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- 💀 +5 SL — You are unaffected by the Oceanid's call.
- 💀 +3 SL — You can instruct the Oceanid to move at

Movement 6 but not attack.

Waterlungs

CN: 7

Range: Willpower yards

Target: 1

Duration: Willpower Bonus hours

Sacrifice: +1 *Fatigued* Condition

You enable the target to breathe underwater as if they were breathing air.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- 💀 +4 SL — The target's senses (sight, hearing, and smell) also work underwater as if they were in air.
- 💀 +4 SL — In air, the target is subject to **Drowning and Suffocation** (WFRP, page 181). The target feels drawn to water and requires only a bucketful for breathing. Your Yenlui state moves towards Yenlui (Dark).

Writhing Mists

CN: 6

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes

Sacrifice: +1 *Fatigued* Condition

You call forth a salt-scented mist to conceal your allies. Any ranged attacks against friendly targets within the Area of Effect suffer a -20 penalty to hit. Stealth Tests made by friendly targets receive a +20 bonus. Targets who leave the Area of Effect lose its protection. The mist does not move and dissipates if you stop concentrating.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- 💀 +3 SL — You can move the mist's Area of Effect up to your Willpower Bonus yards every Round.
- 💀 +3 SL — The mist confers the *Fear 1* Creature Trait on allies within the Area of Effect.



LOREMASTER OF HOETH

High Elf

You are a mage, warrior, and scholar, seeking to expand the library at the White Tower and vanquish the forbidden cults plaguing Ulthuan.

Many of Saphery's Loremasters began their training as swordmasters of Hoeth, in pursuit of martial expertise. There are also Loremasters who first walked the path of the mage, and whose advanced research instead focuses on the academic understanding of strategy, tactics, and war magic. However, the spells and rites used by Loremasters are not intended for battlefields. Their prior swordmaster or mage training gives them ample combat capability, so Loremasters are more concerned with learning advanced magic with subtler applications.

LOREMASTER ADVANCE SCHEME										
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
h				q	2	h	h	h	h	

CAREER PATH

h Loremaster — Gold 2

Skills: Channelling (*Qhaysh*), Language (Any), Lore (Any), Melee (Basic), Pray, *Research*

Talents: Bookish, Cadai Meditation, High Magic, Sanctuary of the Mind

Trappings: Prayer Book, Religious Symbol (Hoeth), Writing Kit

2 Grand Loremaster — Gold 5

Skills: Language (Any), Lore (Any)

Talents: Instinctive Diction, Linguistics, Speedreader, Tower of Memories

Trappings: Fine Quality Robes, Rare Books

q High Loremaster — Gold 7

Skills: Lore (Any)

Talents: Combat Aware, Magical Sense, Holy Visions, Pure Soul

Trappings: Library, Office

'There are good reasons why the forests of Saphery are so quiet. First, we cannot concentrate on our studies with so much racket outside. The second reason, I'm not at liberty to discuss.'

— High Loremaster Teclis

'If you ever grow tired of always being the smartest person in the room, spend five minutes with one of the Loremasters at the Elven embassy. They'll make you feel stupid all over again.'

— Frida Büchelerner, Altdorf Scholar



WORSHIP OF HOETH

Elves express devotion to Hoeth in the form of intensive study rather than prayer, though they do spend time in meditative communion when they require solutions to perplexing problems. When a scholar needs to reconcile two contradictory yet supposedly compatible facts, they petition Hoeth. There is no formal priesthood to Hoeth outside the Kingdom of Saphery. Library-temples can be found in many of Ulthuan's cities, sometimes administered by a Loremaster, but usually by faithful laity. Hoeth's worship is more common amongst the Asur than the Asrai and Druchii, though his secrets are widely sought after by Elves of all cultures.

The Order of Loremasters was founded by Phoenix King Bel-Korhadris in -290 IC as construction was underway on the White Tower of Hoeth and its extensive library. Loremasters are charged with collecting and disseminating knowledge from a variety of academic disciplines. Long years in academia often leads Loremasters to pick up a touch of eccentricity, particularly those who travel far from Ulthuan's shores in their quest for illumination.

TENETS OF HOETH

- 💀 Strive for diversity of academic training in the arts of magic, science, war, and philosophy.
- 💀 Master every discipline studied. Breadth of knowledge is no substitute for depth.
- 💀 No book should be destroyed, for even the darkest tomes hold valuable lore.
- 💀 Maintain purity of mind and body.
- 💀 Share only the knowledge that is needed, not that which is merely desired by the idly curious.

Sacrifices

When performing certain spells of Hoeth, you must make a sacrifice to benefit from certain Overcasting options. Sacrifices come in the form of the deep research and contemplation that it takes to fully comprehend the mysteries of Hoeth. To benefit from the Overcasting options for these spells, you must first pass an Extended Research Test. This Research Test must be made at some point during the week leading up to the spell being performed. If you pass the required Research Test but wait longer than a week before casting the spell, you may make a Very Hard (-30) Research Test on the spot to see if you recall the required information and techniques.

If you pass the Test, you may access the Overcasting options. If you fail, you may not access the Overcasting options until you make the required sacrifice again.

Extended Research Tests made in a well-stocked spellcaster's library benefit from +2 SL. Those made with access to the libraries at the White Tower of Hoeth benefit from +5 SL.

New Talent: Sanctuary of the Mind

Max: 3

Hoeth's meditative techniques are used by Elf spellcasters to shield their minds from corruption and insanity. To make use of this Talent, you must spend no less than twenty minutes in quiet contemplation before making a **Challenging (+0) Pray** Test. If you pass, you gain the following benefits for 1d10 + SLd10 hours.

- 💀 **1 level:** You are immune to any Corruption points that result from spellcasting.
- 💀 **2 levels:** You can add +1 SL to any Research Tests you make.
- 💀 **3 levels:** You are exempt from the negative modifiers that result from Yenlui States (see page 47).

Playing a Priest of Hoeth

Loremasters have no priestly duties or strict hierarchy, enabling them to quest abroad for knowledge that cannot be found in their libraries. Even High Loremaster Teclis is seldom found at the White Tower, however the Sapherian order includes many accomplished Loremasters that govern by council in his absence. A Loremaster's journeys may bring them to Hoeth's library in the Laurelorn forest, or the High Elven colonies in Lustria or the Southlands.

Social status and contacts afford Loremasters access to vast information resources and logistical support. Certain challenges simply require casting a spell to communicate with the White Tower. However, Loremasters also bear heavy burdens of responsibility. For every problem that is solved with magic, two more complications usually land on their plates. Players choosing the Loremaster of Hoeth Career should be prepared for embroilment in Asur political intrigues that introduce new enemies regardless of which side they support.

MAGIC OF HOETH

Some of the Rites used by Loremasters require the **Winds of Magic** sourcebook or **Archives of the Empire Vol. III**.

Divine Stylus

CN: 0

Range: You

Target: You

Duration: Willpower Bonus minutes

Your fingertip can scribe characters with light. You can write in any languages you know but cannot draw pictures. Characters can be scribed on a solid surface or in mid-air, their illumination is equivalent to candlelight, and they last for Willpower Bonus hours.

Enlightenment

CN: 0

Range: Willpower Bonus yards

Target: 1 animal

Duration: Intelligence Bonus minutes

You imbue an animal with the wisdom of Hoeth. The animal receives +20 *Intelligence* and *Willpower* and loses the *Bestial* and *Skittish* Traits. Enlightened animals can understand and communicate more complex concepts, but they might not retain everything they have been told after the spell expires.

Arcane Insight

CN: 8

Range: Touch

Target: 1 object

Duration: Instant

You learn the magical properties of an item or artefact. Its abilities, curses, and bound entities (e.g. elementals, Daemons, spirits) become known. If you pass a **Challenging (+0) Intelligence** Test, you learn how the item was created. Bonus SL reveals information about the item's creator. Understanding powerful artefacts sufficiently to repair or duplicate them might require an **Extended Intelligence** Test rolled over multiple castings.

Greater Spirit Bond

CN: 4

Range: You

Target: Special

Duration: Willpower Bonus minutes

You establish long-range contact with an Animal Familiar (provided you have one). This spell increases the normal 4-yard range of *Animal Telepathy* and Companion Traits (see **Archives of the Empire Vol. III**, pages 81–82) to

Willpower miles. Familiars cannot assist spellcasting through a long-range bond. Loremasters use this spell in conjunction with their Familiar's *Messenger* and *Sensory Sharing* Traits to perform advanced reconnaissance and communications.

Crucible of Light

CN: 6

Range: Touch

Target: 1 sword

Duration: Intelligence Bonus minutes

Sacrifice: Extended **Difficult (-10) Research** Test to a total of 10 SL

You imbue a sword with the essence of Hoeth. The sword counts as magical and gains the *Fast* Quality.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light

+3 SL — The sword can receive either the *Defensive* or the *Precise* Quality.

💀 +5 SL — The sword acquires a mind of its own. The wielder gains 1 level in each of the following Talents: *Combat Aware*, *Reaction Strike*, and *Riposte*.

💀 +7 SL — If this spell is cast during the forging of a sword, the bestowed Qualities become permanent. Only one attempt is allowed per sword.

Mnemonic Control

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Instant

Sacrifice: Extended **Difficult (-10) Research** Test to a total of 10 SL

You tap into the subconsciousness to pull forth buried memories. The target's next Lore or non-magical Language Test automatically succeeds with +SL equal to your Casting Test. There must be a reasonable in-game explanation for having been exposed to the knowledge in question.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

💀 +2 SL — The target can use the auto-success on their next Casting Test.

💀 +3 SL — The spell can be used to erase one specific memory from the target. You cannot erase the memory of skills or spells.

Psychic Sending

CN: 7

Range: Willpower miles

Target: 1

Duration: Instant

Sacrifice: Extended **Difficult (-10) Research** Test to a total of 10 SL.

You mentally transmit a long-distance verbal message. The recipient must be someone with whom you've previously met or corresponded. Messages can be up to a minute in length and are heard in your speaking voice.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- 💀 +3 SL — You can transmit a mental image along with your message.
- 💀 +4 SL — You can communicate with a stranger provided you know their full name.

Sacred Wards

CN: 11

Range: Touch

Target: AoE (Intelligence Bonus yards)

Duration: Intelligence Bonus hours

Sacrifice: Extended **Difficult (-10) Research** Test to a total of 20 SL

You cast protective enchantments on an area. A designated password may exempt targets from the ward effect. Choose one of the following effects, applied to anyone entering the Area of Effect:

- 💀 **Forgetfulness:** Memories from the last 24 hours are lost.
- 💀 **Purity:** Suffer (Mutations x 6) Damage ignoring Toughness Bonus and Armour Points. Daemons cannot enter the Area of Effect.
- 💀 **Surveillance:** You can see the space within the Area of Effect by spending a Round to concentrate.
- 💀 **Truthfulness:** No lies can be spoken within the Area of Effect.

This spell can only be cast once on a given area. You can renew this spell with a **CN 0 Casting** Test before expiry, at the original Area of Effect, duration, and effects.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

+6 SL — Duration can be increased to Intelligence Bonus weeks.

Soulcraft

CN: 10

Range: Willpower Bonus yards

Target: 1 Ghost

Duration: Instant

You bind a Ghost into a waystone or leyline. The entity and vessel must both be within range when the spell is cast. Mortals who have died within the last hour can have their ghosts bound into a vessel before they depart for the spirit realm. The purpose of doing so is usually to spare the soul from eternal suffering in the Realms of Chaos, or to prevent their souls being claimed by the Pale Queen. Should the Ghost not wish to be bound in this manner, it may Oppose your Casting Test with its Cool, effectively increasing the spell's CN by 1 for every SL it scores.

The Primary Words

CN: 15

Range: You

Target: You

Duration: Intelligence Bonus hours

Sacrifice: Extended **Hard (-20) Research** Test to a total of 20 SL

You invoke a mystical prime language that existed before the arrival of the Old Ones. You can communicate on a basic level with any mortal creature or animal. Conveying or understanding advanced concepts might require an **Intelligence** Test by one or both parties. The exchange sounds like gibberish to bystanders unless they know Anoqeyān, in which case an **Average (+20) Language (Magick)** Test allows them to comprehend the gist of it.

Overcasting:

To benefit from Overcasting options for this spell, your Yenlui State must be Light.

- 💀 +2 SL — Allows advanced communication with elder species that predated the Old Ones, such as Dragons, Great Eagles, Fimir, and most animals.
- 💀 +4 SL — Allows basic communication with any spirit, elemental, or Daemon.

THE PLEASURE CULTS

Elves are especially vulnerable to corruption by Slaanesh. On a basic spiritual level, Elves crave the joy and sensory stimulation that Slaanesh promises. High Elves acknowledge this weakness of their species and take extreme measures to protect their souls from the Dark Prince. Pleasure cults are outlawed in Ulthuan, and special funeral rites are performed to deliver the deceased from the Six Circles of Seduction.

Historical Origins

Before the Sundering, there was a power vacuum in Ulthuan. Aenarion was dead, and though his son Malerion was deemed unfit to rule, his wife Morathi, who had seen visions of Chaos since she was a girl, was a powerful sorceress who still exerted great influence. To retain political control and prepare Elves for the inevitability of Chaos, Morathi established the first pleasure cults. Upon discovering his mother's schemes, however, Malerion denounced her and ordered her cults to be disbanded.

Morathi was imprisoned in Caledor as a heretic, but despite Malerion having proclaimed his allegiance to Ulthuan, his bid for the Phoenix Crown was rejected by Asuryan's divine will. During the ensuing civil wars that divided Ulthuan, Morathi's pleasure cults reemerged. Malerion was ultimately defeated and withdrew to Naggaroth, where he established a cruel civilisation centred on the worship of Khaine. To this day, Slaanesh worship in Naggaroth creates schisms between the followers of Morathi and those of Malerion.

Cults of Luxury

In Ulthuan, the pleasure cults have survived and continue to corrupt unwary High Elves. Despite the vigilance of Hoeth's swordmasters, the more feckless and reckless of Ulthuan's citizens are known to indulge forbidden desires at secret groves and ritual sites.

Few High Elves would knowingly worship Slaanesh, so pleasure cults often recruit their members under the pretence of being luxury cults devoted to the Cytharai goddess Atharti. Such is the insidiousness of Chaos that cultists of Atharti often serve Slaanesh without knowing it.

High Elves believe that indulgence in moderation is healthy, sometimes even necessary for spiritual balance. Narcotic wines are sold in regular bars and taverns, and courtesans are highly valued as essential service providers. Luxury cult activity, however, encourages overindulgence, which in time leads to addiction, *yenlui* imbalance, or even consorting with Daemons. Cults of Atharti are therefore outlawed in Ulthuan, even though many High Elves celebrate her on occasion.

Depredations of N'Kari

The Greater Daemon N'Kari is Ulthuan's most ancient nemesis. He was first vanquished by Aenarion during the Coming of Chaos, and his aethyric form was absorbed into the Great Vortex. When N'Kari eventually escaped the magical prison after more than 6,000 years, he was defeated by Tyrion and Teclis. N'Kari's third attack on Ulthuan came over a century later under the command of Malerion, who had bound N'Kari to his service. Once again, Tyrion and Teclis banished the Daemon.

N'Kari holds a bitter grudge against Aenarion's descendants, in particular Malerion, Tyrion, and Teclis. While trapped in the Vortex, N'Kari had corrupted countless Elves by planting dreams of decadence in their minds and visiting them under alluring dream-disguises. N'Kari is intimately familiar with the Great Warding, the pattern of waystones and leylines that protects Ulthuan. He hopes to subvert the Great Warding to open Chaos portals and teleport entire armies anywhere around the island continent.

Dark Deals with Slaanesh

Slaanesh is often the first Chaos God to answer the prayers of desperate Elves. Elves who conduct **Dark Deals** (WFRP, page 182) to reroll Skill Tests pertaining to art, vice, or seduction receive a +2 SL bonus on the reroll. However, the night after making a deal, the Elf will be visited by dreams of Slaanesh, which counts as Minor Exposure to Corruption, requiring a **Challenging (+0) Cool** Test to resist gaining another Corruption point.

Beseeching Atharti

Elves can devote their indulgences to Atharti in hopes of escaping the Dark Prince's attention. For 24 hours after participating in ritual prayer to Atharti, Elves receive a **Challenging (+0) Pray** Test to negate any Corruption points gained by association with Slaanesh. However, should this Test fail, the Elf gains an additional number of Corruption points equal to -SL.

CULTS OF KHAINE

During the second Chaos Incursion, Aenarion drew the Sword of Khaine — Widowmaker — from its unholy shrine. His decision turned the tide against the Daemonic legions, ultimately saving Ulthuan. However, Aenarion had been blinded by rage after hearing of his first wife's death. Even as his power had swelled into godlike battle fury, Khaine had dominated Aenarion's mind. Aenarion succumbed to his wounds after winning the final battle, but the Widomaker's curse had already spread to his family and his loyal warriors.

Aenarion's older children, Morelion and Yvraine, had escaped the Daemons and their father's madness, but his curse would follow them forever. Many of Aenarion's veteran soldiers — those who had turned cruel and wicked — sided with Malerion during his attempted coup of Ulthuan. These warriors eventually fled with Malerion to Naggaroth, where they embraced Khaine and were numbered among the first Dark Elves. Malerion himself has not sired progeny to continue his bloodline. The Dread King of Naggaroth desires only vengeance in Khaine's name.

The Shrine of Khaine

Capturing the Shrine of Khaine is one of Malerion's most burning obsessions. The Shrine's location is the Blighted Isle north of Ulthuan, an eternal battlefield between Dark Elves and High Elves where weapons and armour litter the blasted wasteland amongst carriion-picked bones.

The Dark Elves frequently invade the Kingdom of Nagarythe, and the Shrine of Khaine that can be found there is symbolic of the ancient conflict and revered by many among the Druchii. Both sides have claimed the Shrine at various times, yet the Widowmaker remains embedded in its black altar, awaiting its chosen champion.

Black arks anchor off the coast to resupply Dark Elf armies fighting on the Blighted Isle. Each black ark is a massive, floating citadel that contains a naval port housing transports, warships, and sea monsters. Naval battles are a regular occurrence along Ulthuan's northern coastline, which stretches from Nagarythe to Cothique. Spies and assassins from the Cult of Khaine often land on Ulthuan, disguised by sorcery as High Elves, to infiltrate Asur society.

AESKHAINE

Many Elves of Nagarythe succumbed to the Madness of Khaine because of their proximity to Widowmaker, however, Aenarion's curse is fundamentally a result of spiritual weakness. Despite their sophistication and ingenuity, Elves are susceptible to being consumed by their passions and those who surrender to violent urges can regress to a primal state called Aeskhaire. The Madness of Khaine normally results from chronically imbalanced *yenlui*, therefore Aeskhaire incidents are rare in Ulthuan where Elves prioritise spiritual balance. Meanwhile, in the Naggarothi city of Har Ganeth, hundreds of maniacal Elves rampage through the streets on Death Night, murdering everyone in their path. Khainite corruption is different from Chaos corruption, but the two forms of corruption are not mutually exclusive and can coexist.

MADNESS OF KHAINE

The Madness of Khaine may manifest in Elves who spend extended periods in a Dark Yenlui State and sometimes manifests among the Blood of Aenarion. Elves who succumb to Khaine's madness and become Aeskhaire receive the *Frenzy Psychology* Trait and permanently deduct -20 from *Intelligence*, *Willpower*, and *Fellowship*.

Khainite Pleasure Cults

Ulthuan's pleasure cults usually claim Atharti or Slaanesh as their muse, but there have always been those that take Khaine as their patron. The Widowmaker tainted the hedonism of Morathi's cults with bloodlust, giving rise to revellers that exulted in the pleasures of bloodletting and murder. Aenerion had himself become desensitised to violence by the Sword of Khaine, so he permitted blood sports and thrill-killing at his court. Centuries later, after Malerion's failed coup, the banned Khainite pleasure cults immediately reformed in Naggaroth.

In the modern era, cults of Khaine rarely last for long in Ulthuan before they are purged by swordmasters; mass murder is conspicuous on the peaceful continent and Khaine's cultists often throw caution to the wind. However, some of the battle drugs used by the witch elves of Khaine have found their way into Ulthuan's pleasure parlours. Belligerent Elves who instigate fights after consuming these potent narcotics serve Khaine without knowing the true providence of their vices.

Forbidden Cults in Cothique

The Kingdom of Cothique is especially vulnerable to Khaine's influence, due to its long history of suffering Norscan raids and its proximity to the Blighted Isle. When Malerion invaded Ulthuan during the Great Chaos Incursion, using the Daemon N'Kari to transport his Dark Elf armies directly to the heart of Avelorn, Morathi simultaneously attacked Cothique and Chrace at the head of a Chaos marauder army. Morathi's Human followers sacked most of Cothique before the Witch Queen herself fled back to Naggaroth.

From the safety of her sanctum, Morathi watched the Battle of Finuval Plain through an enchanted mirror. She witnessed the High Elf champion Tyrion, Dragon of Cothique, bedecked in Aenarion's armour, and she inexplicably became infatuated with him. Two centuries later, the battle-hardened Cothiquians have not forgotten the invasion, but many of them blame Human raiders instead of Morathi, and some even attribute their survival to Khaine. Morathi also has not forgotten Tyrion and remains fixated on his home kingdom, planning to spread the influence of the pleasure cults there.

Khaine as God of War

Although organised Khainite worship is forbidden in Ulthuan, many High Elves consider his blessings crucial to their survival. Khaine's name is whispered by individual High Elf soldiers before especially desperate battles, and those who invoke the god of war with due caution under appropriate circumstances are not punished for it. However, cults devoted to Khaine as the Lord of Murder are hunted ruthlessly by swordmasters, because Khaine's bloodlust is made contagious by ritualised worship.

Not every High Elf accepts the necessity of Khaine's boons in warfare. Elf lords who are strictly devoted to the Cadai forbid their soldiers from invoking Khaine's name, even in the direst of situations. The Cult of the Forbidden Blade is a secretive group of vigilant Elves that preemptively hunts down and murders any Elf they fear might draw the Widowmaker from its shrine, including all those who bear the Blood of Aenarion. These staunch anti-Khainites are quick to remind Elves that, despite the war god's promise to deliver them from Chaos, he will ultimately destroy Asur society from within.

Beseeching Khaine

• **Individual Prayer:** Before combat, Elves can attempt a **Challenging (+0) Pray** Test to gain 1 free use of Resolve in the coming battle. If successful, the Elf must pass an **Average (+20) Cool** Test or receive the *Animosity* Psychology Trait against members of the opposing faction or species. The second time *Animosity* manifests against that faction, it becomes *Hatred*.

• **Ritual Prayer:** Elves who participate in group rituals to Khaine can attempt an **Average (+20) Pray** Test to gain 1 free use of Resolve and 1 Advantage in every battle for the next 24 hours. Regardless of whether the Pray Test succeeds, the Elf must pass a **Challenging (+0) Cool** Test or gain the *Frenzy* Psychology Trait for 24 hours. If *Frenzy* is ever triggered, the Elf must pass another **Average (+20) Cool** Test or receive the *Hatred* Psychology Trait against the opposing faction or species.

ARTEFACTS OF THE GODS: KHAINE'S RING OF FURY

Vaul the Godsmith and Hekarti the Mistress of Magic shared no mutual affection, but they once collaborated on the creation of eight iron rings set with bright gems, each of which granted the wearer power over a Wind of Magic. They presented these rings to Khaine, hoping that the god of murder would remember their generosity. Khaine was pleased, for he now exercised magical power previously unknown to him. Vaul and Hekarti soon lamented their gifts, fearing that they had upset the balance of godly power. They told Atharti, Lady of Desire, of the rings' beauty and power and, as they had anticipated, she coveted them. She courted Khaine's attention, and when the god of murder ignored her wiles, she fell upon him in rage. The rings were torn from his fingers during their struggle and tumbled into the mortal world, from which the gods were forbidden. In the armouries of the phoenix king is a locked room within which rests a single iron ring set with a fiery red gem. It can be used to unleash powerful magic, but the Elves fear it. They say it is one of the lost rings, Khaine's Ring of Fury, and that to wear it would risk his outrage.



INTRIGUES

'Words that shape the Winds of Magic are instrumental. But words that shape the hearts and minds of the mighty are supreme.'

— Danner of Cothique, High Elf Prince

In the echoing marbled corridors, secluded arbours, and verdant hunting grounds of Ulthuan, a multitude of factions scheme to advance their interests. Some are highly organised groups with their own hierarchies and rituals. Others are informal, temporary alliances, drifting into fleeting existence as opportunity and necessity dictate.

For most of its citizens, time spent in Ulthuan is safe and secure compared to that in the Old World. Life is relatively peaceful and stable in the Inner Kingdoms, and even the Outer Kingdoms face fewer hardships than Human lands such as the Empire or Bretonnia. Conflicts between High Elves seldom escalate to violence, so competing agendas find expression through underhanded power struggles. The mere presence of an adventuring party on Ulthuan might precipitate a secret plot or tip the balance of a subtle conflict somewhere on the island continent.

Elven intrigue is part serious politics, part leisure activity, and part cynical game of power. Powerful individuals employ it to retain or extend influence, reduce that of others, advance a cause, or acquire something of worth.

This could be a plot of land, a position of command, a lover, a magic item, or a trade deal. Romantic intrigues are prevalent, as many Asur relish the thrill of illicit love. Individuals may benefit personally through social advancement or to fulfil their obsessions, though conspiracy and collusion can prove efficient means to a virtuous end. So, High Elves may intrigue for unselfish reasons too, to reunite divided families, protect the unfortunate, or better secure Ulthuan's security.

It is not all good, though; the instinct for scheming has endangered Ulthuan many times, weakening alliances, allowing mediocrities to exercise power, and alienating those who might better serve the kingdoms. The habits of intrigue had always been there, since the time of Aenarion even, but it went largely unchecked in the reign of Aethis the Poet. The nobility and their servants cultivated an appetite for subterfuge and cutting words over wisdom and honour. Even today, the Asur tendency to intrigue reaches its apogee in the Phoenix Court, where princes and courtiers endeavour to advance their own cause and suppress their opponents. Yet intrigue exists at all levels of Elven society, and even the lowest servant vies for love, status, and reputation.

FACTIONS

The convoluted intricacies of Asur intrigues are hard to discern, but major players are well-known, and speculation as to their goals is rife in the markets and forums of Ulthuan's cities. Most Asur are at least dimly aware of these intrigues and the factions that engage in them. They are either open to the public or popular subjects of debate.

Rumours exist of more secretive plotters who would prefer their intent remain hidden, and many of them contain more than a glimmer of truth. Of course, the most dangerous intrigues are those contrived by the agents of Naggaroth and those who seek to spread the influence of cults of luxury and pleasure, but even the designs of otherwise respectable Asur can lead to high-stakes games of political power.

BUT I'M NOT AN ELF...

If a non-Elf reaches Ulthuan, powerful Asur will inevitably find out. They immediately consider how to work this to their advantage. Even those who loathe the ylvaithoi prefer to manipulate them rather than merely denounce their presence. After all, they are the perfect deniable pawns for any intrigue. Any Character could become an agent of a faction, whether they realise it or not.

Beyond Ulthuan, the accomplished intriguer knows it is preferable to use non-Elves to enact their schemes. It helps to put a little distance between themselves and any untoward activity. The Known World is a sweeping canvas for any intrigue.

ULTHUAN AND THE WORLD BEYOND

There is no consensus amongst the Asur about how they should interact with other species...

The Growth of Imperial Magic

After Teclis created the Colleges of Magic in Altdorf, many High Elves began paying close attention to the Empire's magical practitioners. For some, they represent an intolerable risk, akin to putting an arquebus in the hands of a baby. These High Elves wish to reverse Teclis' work and dissuade Humans from using magic at all. Other parties see the Colleges as a powerful weapon in the Old World and seek to assert secret control over them through patronage and visiting scholarly support.

Estroi'iath

Certain Highborn believe the Asur must prioritise the protection of Ulthuan against the incursions of the Druchii, Chaos, and the Norse — and meddling in the affairs of lesser species detracts from this duty. They scheme to undermine and discredit any intervention or dealings with the Old World, Cathay, or other Human nations. Prince Haldin of Avethir, Lord Valoriel of Chrace, and Lady Allynia of Avelorn are especially vocal about this cause.

Asur and Asrai

While most High Elves view the Asrai with suspicion, a cadre of nobles in Ellyrion and Avelorn believe the time has come to reunite the Elf peoples. They support attempts to forge diplomatic links with Athel Loren, hoping to form an alliance, albeit under the rule of the everqueen and phoenix king.

Anar's Rage

The kingdoms of Nagarythe, Chrace, and Tiranoc suffer more Druchii raids than any other territory. The more aggressive highborn of these kingdoms conspire to launch a mass invasion of Naggaroth. They believe that reacting to Dark Elf raiders is no longer an option, so they seek to influence the phoenix king and other kingdoms to support all-out war.

ELVES IN THE OLD WORLD AND BEYOND

In the ports and centres of power in the Old World, Asur intrigue with one another for profit and influence, while maintaining a show of unity to their Human hosts.

◆ **Altdorf:** Each year, more and more merchants sail from Cothique directly to Altdorf to trade, to cut out Lothern's Marienburg powerbase. The Waverider Trading Company is an Altdorf concern set up for precisely this purpose. While their human partners deal with the daily business, House Waverider's Elves scheme to subvert Marienburg and Lothern's commercial dominance. Saphery has an embassy in Altdorf and an advisor on the Emperor's Privy Council, who takes a particular interest in the Colleges of Magic. Elves of other kingdoms are troubled by Saphery's influence on the Old World's largest nation. See **Altdorf: Crown of the Empire** for more details.

- ◆ **Marienburg:** The port city is the largest Asur settlement in the Old World and a hotbed of intrigue. Eataine-affiliated houses dominate the resident Elven Council, notably House Ulliogtha, which includes the phoenix king's viceroy, and House Aisellion. Houses Lianllach and Tallaindeloth affiliate with Cothique, but they are outnumbered by the two Lothern houses, the Sapherians and Yvresse, who usually side with the viceroy. The politics of the enclave and their trade relations are rife with clandestine conflict — there are even rumours that the Druchii are active in the city.
- ◆ **Brionne:** The Elves of Brionne overwhelmingly originate from Cothique. Intrigues here focus on keeping other kingdoms' influence at bay. The 'Sea Elves' of Brionne are notoriously roguish and famous for using duels to remove threats to their position.

WHISPERS OF CONSPIRACY

Agitators in Marienburg, Al-Haikk, and Brionne believe that the Asur have no need to trade. They claim that High Elf merchants manipulate other species and project power through trade.

High Elves in Tiranoc and Caledor advocate for a return to glory, reconquest of Elthin Arvan, and subjugation of lesser species. There are rumours that many highborn are secretly working to restore such dominance.

POWER AND CULTURE IN ULTHUAN

High Elves hold strong convictions on the ordering of Asur society. Various tendencies strive to advance their cause by jostling for power in the Phoenix Court.

Eataine Dominance

Eataine is the preeminent kingdom of the modern era. It has strong trade, impressive defences and armies, controls the route to the Inner Sea, and a phoenix king on the throne. The Highborn of other kingdoms usually unify with Eataine against an external threat, while looking to elevate their own power in line with Lothern.

Nagarythe and the Inner Kingdoms

The besieged highborn of Nagarythe resent the comfortable existence of the Elves of Saphery, Lothern, Avelorn, and Ellyrion. Agents of Nagarythe intrigue throughout Ulthuan for greater support for their kingdom and to remind the Inner Kingdoms that their easy existence comes at a price — the lives of the defenders of Nagarythe.

Imrik's Supporters

Since the ascension of Finubar, noble houses have strived to position their favoured candidates for his successor. One clique exalts Imrik of Caledor as the only suitable phoenix king, a tribute to his ancient namesake, who became Caledor II. Not all the members of this tendency are Caledorian — there are highborn in Nagarythe, Ellyrion, Chrace, and Yvresse who support Imrik over other candidates.

Tyrion's Supporters

Since he first appeared in Lothern as a young man, a multitude of voices claim Tyrion is the only suitable heir to the Phoenix Throne — a descendant of Aenarion who wields his sword Sunfang and wears his armour. His support is diverse, from merchant houses in Lothern, to a majority of Cothiqui Elves, to those who have fought under Tyrion's command. They believe his destiny is inevitable, although none are naïve enough to believe he will automatically win over rivals such as Imrik — the Asur resent the famous as much as they laud them.

The Mockery

Elves who find themselves drawn to Loec occasionally band together with others to trick, undermine, or otherwise mock those who take themselves too seriously. There is no formal organisation behind these intrigues, with Elves coming together ad hoc to plot a suitably amusing and ingenious campaign of pranks, ridicule, and even public humiliation for the pompous or overbearing.

WHISPERS OF CONSPIRACY

The philosopher Diacuris of Athel Tamarha postulated that the mental agility involved in manipulating magic replaces the need to pay homage to the gods. Although he died over 2,000 years ago, his beliefs supposedly live on in the Diacurii, mages who connive to reduce the power of religious cults on Ulthuan and their influence on magecraft.

The Cult of the Forbidden Blade are said to have members throughout Ulthuan, each of them sworn to kill any High Elf who tries to draw Widowmaker on the Isle of Khaine. When a highborn is killed in a duel, speculation runs rampant that their opponent was one of the Forbidden Blade.

Sapherian mages are a common sight in other kingdoms, where they act as magical advisors to princes, their sorcerous insight proving invaluable to their hosts. Highborn of other kingdoms insinuate that they use careful words and manipulation to advance the cause of Saphery and the White Tower.

PLAYERS AND INTRIGUES

An Intrigue is an attempt by a Character to persuade another to support a position or course of action without alerting the Target to their manipulations. Intriguers do not make clear and open suggestions as to new policies or plans. Instead, they insinuate, plant ideas, lend tacit support or opposition to the notions of others, or even stage-manage events to help illustrate the wisdom of aligning with their hidden agenda.

Skilled Intriguers know that the best way to get a Target to change their way of thinking is to align their goals with what the Target already wants and have the Target believe that the change of mind was their own idea all along.

The rules in this chapter are intended to assist players and GMs in devising a general structure for how an Intrigue might progress or fail. Whilst the examples given involve the intriguing of High Elves, and whilst they may indulge in intrigues on a grander scale than most other societies, these rules could apply to situations far from Ulthuan, and without the involvement of Elves.

Some adventures and scenarios may well present a particular Intrigue, with its own resolution mechanics, such as **Power Behind the Throne**. In such cases, the rules given for Intrigues in this chapter should not be used but may help provide inspiration.

Nor should the rules in this chapter dictate how events pan out if players perform some inspired argumentation and appropriate roleplaying or if the GM feels that it would not be congruent with the personality of a particular NPC to be vulnerable to a given Intrigue. As noted in the **WFRP Core Rulebook**, the final decision on how to apply rules is left to the GM.

Instigating Intrigue

Four things are required for an Intrigue to commence.

An Intriguer: The party seeking to advance the Intrigue. They can be a single person or a group of people conspiring to advance the Intrigue.

A Target: An NPC the Intriguer hopes to influence. A Target is usually a single prominent person, such as the Prince of Tiranc or the admiral of Cothique's navy.

Agenda: The position or course of action the Intriguer wishes the Target to support.

Tactic: The method used to influence the Target. This Tactic will result in a Skill Test, usually Bribery, Charm, Entertain (Acting or Storytelling), Gossip, Intimidate, or Leadership.

Intriguing Options

The following options might affect the development of an intrigue.

Social Arenas: Places, events, and circumstances within which a target may be particularly susceptible to certain tactics by the Intriguers.

Priorities: Existing goals of the Target that might complicate an Agenda.

Leverage: A Target's vulnerabilities that an Intriguer might exploit.

THE PROCESS OF AN INTRIGUE

An Intrigue is carried out as follows:

- 💀 **Step 1 — Decide the Target and Agenda.**
- 💀 **Step 2 — The Complexity of Intrigue:** GM assigns as a Minor, Moderate, or Major Intrigue.
- 💀 **Step 3 — The Tactics of Persuasion:** Intriguer decides on a Tactic, GM decides if optional factors apply.
- 💀 **Step 4 — The Persuasion Test:** Determines if Intrigue succeeds, fails, or requires further effort.
- 💀 **Step 5 — Developing Intrigue:** If the Intrigue continues, the GM should check for any complications before the process returns to Step 3.

Step 1 — Decide the Agenda

The Intriguer decides who they want to influence (the Target) and what they want them to support (the Agenda).

DECIDING EXISTING AGENDAS

Many important NPCs in Warhammer Fantasy Roleplay have listed Short-term Ambitions, Long-term Ambitions, and Motivations. For other NPCs, the GM can decide their values and sympathies using the character's background information.

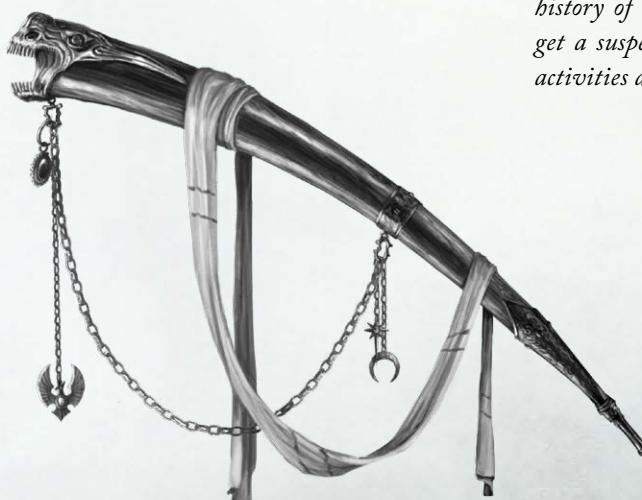
During an intrigue, the Intriguers try to get their Target to adopt a new Agenda. If they fail in their endeavour, the Target may not give the matter further thought or remain unaware of the Agenda.

However, even if they are successful, the Target's commitment to the cause may vary:

Fleeting Interest: The Target agrees with the Agenda but does not adopt it with great enthusiasm. The Agenda becomes a Short-term Ambition for the Target. The Target will work to fulfil the Agenda, but if it is not achieved within a matter of months, they will likely adopt a new Short-term Ambition or, if an Elf, experience a Dream that takes its place.

Solid Commitment: The Target adopts the Agenda as a Long-term Ambition. The Target will work to fulfil the Agenda for a year or so, but after that time, they may adopt a new Long-term Ambition or, if an Elf, develop an Obsession instead.

Lasting Priority: The Target adopts the Agenda wholeheartedly. It becomes a Motivation or an Obsession. This could persist indefinitely as long as circumstances allow.



Step 2 — The Complexity of Intrigue

Sometimes Intrigues are simple challenges. An Intriguer who wants to see more done about pirates operating off the coast of Yvresse may merely need to say 'someone ought to do something about those Norse reavers' within earshot of the Warden of Yvresse to succeed. On the other hand, influencing the phoenix king to support a new trading portfolio may require several carefully planned interventions.

Minor Challenge: A Minor Challenge is one that is easy to resolve. Either it involves a small shift in thinking on behalf of the Target, clear and achievable goals, or an obvious chain of command.

Examples: *An Elven prince who already hates the Dark Elves being influenced to support a new war effort. A high-ranking officer in the army suggesting to a naval captain to commission a particular Storm weaver to serve on their flagship.*

Moderate Challenge: A Moderate Challenge involves a degree of complexity and ambiguity. Maybe the Agenda has several moving parts or rules of protocol that oblige the Intriguer to tread carefully around the Target.

Examples: *A low-ranking officer in the army is trying to persuade a prince to consider promoting him to general. An envoy to Altdorf is hoping to promote increased investment in artillery made in Nuln in the belief that it will slow down trade with the Dwarfs of Karak Norn.*

Major Challenge: These are ambitious, subtle, and complicated plots that are only likely to succeed if time and care are invested in them.

Examples: *A High Elf prince hopes to arrange the marriage of two young members of highborn families who share a history of bitter rivalry. A covert shadow warrior hopes to get a suspected member of a cult of pleasure to reveal their activities and lead them to the cult's meeting place.*

Step 3 — The Tactics of Persuasion

When the Intriguer has the chance to exercise their influence, a Skill Test called a **Persuasion Test** is required to see how effective they have been. The most obvious choices to use for Persuasion Tests are listed here.

Bribery: Bribery is considered an unsophisticated tool of intrigue as those who adopt a new position for gain are more interested in the benefit than the position. On the other hand, Targets do not like to admit to venality, so they may back their position with sincerity even if it was initially adopted for profit.

Charm: The most effective tool of subtle persuasion. Skilled diplomats often achieve complex feats of intrigue without arousing suspicion due to their fine manners, apparent personal warmth, and expertly veiled double-talk.

Entertain (Acting or Storytelling): A creative Intriguer may stage a suitable demonstration that illustrates the wisdom of adopting their Agenda. This could be anything from sponsoring the performance of a play with a politically loaded message to spinning a simple tall story.

Gossip: Rather than illustrate an Agenda to the Target directly, an Intriguer may hope to spread it about by talking to those who talk to the Target or turning it into a topic of some sensation. This is not a reliable tool, as the tale may well change in the telling.

Intimidate: Intimidation usually involves a direct threat of force to inspire fear in people. In the context of intrigue it is an ineffective tool, but can be used to imply that dire consequences may occur if an Agenda is ignored. When using Intimidate to further an Intrigue, base it on Fellowship rather than Strength.

Leadership: An Intriguer may present themselves as someone who knows how to make decisions and inspire their followers. They may talk of military exploits, religious teachings, or the management of a grand project and, in doing so, illustrate the need to consider their Agenda.

Pertinence of Tactic

The GM should consider what approaches are likely to impress the Target. Charm is a fairly safe approach in most circumstances. Other approaches may fail to impress a Target or even annoy them. The GM should feel free to impose penalties on any Persuasion Test unless the Intriguer has researched their target, made appropriate preparations, or defaulted to employing Charm.



Exercising Leverage

Targets can have vulnerabilities that make them more susceptible to a particular Tactic. The Intriguer may outrank the Target, possess knowledge that the Target is susceptible to a certain Tactic, or have information with which the Target could be blackmailed. Leverage may be so massive that it would compromise the Target to the extent that they would agree immediately to adopt the Agenda, but because Intrigues are carried out under the assumption of plausible deniability, it would not do for an Intriguer to admit they know about a form of Leverage. This would blow their cover. But if they know about and can choose a tactic to suit, then the GM may provide additional SL to the Persuasion Test.

The GM should consider the personality and circumstances of a Target before deciding what forms of Leverage may be suitable for them. If they don't have clear ideas of their own they can roll or choose results from the following table.



COMMON FORMS OF LEVERAGE

1d100	Skill Test	Leverage Factors	Bonus
01 to 03	Bribery	Target owes debts	+1 SL
04 to 10	Charm	Target seeking to prove themself open and friendly	+1 SL
11 to 12	Entertain (Acting or Storytelling)	Target enjoys spotting allegories in works of fiction	+1 SL
13 to 17	Gossip	Target likes to speak rather than listen	+1 SL
18 to 20	Intimidate	Target unsure of how to handle conflict	+1 SL
21 to 24	Leadership	Target eager to support the efforts of leaders	+1 SL
25 to 27	Bribery	Target is facing reduced circumstances	+1 SL
28 to 34	Charm	Target is open to flattery	+1 SL
35 to 36	Entertain (Acting or Storytelling)	Target looking for distraction	+1 SL
37 to 41	Gossip	Target seeks to keep abreast of the latest fashions	+1 SL
41 to 43	Intimidate	Target is physically cowardly	+1 SL
44 to 47	Leadership	Target looking for inspiration	+1 SL
48 to 50	Bribery	Target seeking to back a venture	+2 SL
51 to 57	Charm	Target looking for a friend	+2 SL
58 to 59	Entertain (Acting or Storytelling)	Target is open to novel experiences	+2 SL
60 to 64	Gossip	Target seeks the approval of others or to find out if others disapprove of them	+2 SL
65 to 67	Intimidate	Target hiding shameful secrets	+2 SL
68 to 71	Leadership	Target looking for someone to emulate	+2 SL
72 to 74	Bribery	Target is greedy for wealth	+3 SL
75 to 81	Charm	Target wishes to be reassured that they are desirable	+3 SL
82 to 83	Entertain (Acting or Storytelling)	Target seeking to prove themself cultured and open-minded	+3 SL
84 to 88	Gossip	Target enjoys gossip for its own sake	+3 SL
89 to 91	Intimidate	Target in fear for friends or family	+3 SL
92 to 96	Leadership	Target lost in life with no calling of their own	+3 SL
97 to 00	Charm	Target is as vain as Atharti	+4 SL

If a Character spends some time observing a Target before making a Persuasion Test, they can make a **Hard (-20)** **Combined Intuition/Perception** Test or a **Difficult (-10)** **Gossip** Test to figure out what Leverage might work against the Target.

Backfires and Unexpected Reactions

There is a small chance that when Leverage is brought to bear on a Target that they behave in an unexpected manner. A Target who is confident that they can attract admirers and is, indeed, a little tired of suitors may be harder to Charm, one who is aggressive and seeks conflict may be harder to Intimidate, and so on.

The GM may choose or randomly generate certain types of Leverage that the Target is irritated by or bored by rather than vulnerable to. In this case the associated tactic grants negative SL to Persuasion Tests rather than positive SL.

There may also be a small chance that a Target is in the wrong sort of mood at the time of the Persuasion Test and that Leverage that might normally arouse their interest instead arouses their ire. In this case a +1 SL would become a -1 SL even if the Target would normally respond well to the Leverage.

Example: *Daendra Stillwater is Lothorn's chief diplomat to Altdorf, and an occasional attendee to meetings of the Emperor's Privy and State Councils. Whilst she is normally known to listen rather than talk, when she hears Kurt Helborg voice the opinion that funding for the Colleges of Magic be cut in order to spend more on the Imperial School of Engineers, she feels she must dissuade him. Knowing that Helborg is a military man and patriot, she plans to mention a siege during which the High Elf General Mentheus lacked the time and position to deploy artillery but tore down the enemy fortress with the help of his mages.*

She is perceptive and intuitive with plenty of opportunities to observe Helborg at court. Daendra scores +4 SL in her attempt to guess an appropriate Leverage to employ. She intuits that he respects other military commanders and their clever ploys. This could be represented by the Target looking for inspiration Leverage, so if Daendra were to use this Tactic, she would benefit from +1 to a Leadership-based Persuasion Test.

There is a 5% chance that something causes Helborg to react badly to this ploy. Perhaps he has recently heard that Mentheus' tactics led to his death and is currently pondering over whether this historical Elf general was a rash fool. If Daendra decides to employ the Tactic, she runs the risk that it might impose a -1 SL penalty despite her keen intuitions.

DISCOVERING LEVERAGE TABLE

SL	Perception/Intuition Results	Gossip Results
+6 or more	Intriguer gets a good idea of what Leverage Factors apply and the degree to which they apply. No unexpected reaction.	Intriguer gets a good idea of what Leverage Factors apply and the degree to which they apply. No unexpected reaction.
+4 to +5	Intriguer gets a good idea of what Leverage Factors apply and the degree to which they apply. 5% chance of unexpected reaction.	Intriguer gets a good idea of what Leverage Factors apply and the degree to which they apply. 5% chance of unexpected reaction.
+2 to +3	Intriguer gets a good idea of what Leverage Factors apply. 10% chance of unexpected reaction.	Intriguer gets a good idea of what Leverage Factors apply. 10% chance of unexpected reaction.
+0 to +1	Intriguer gets a hint of what Leverage Factors apply. 15% chance of unexpected reaction.	Intriguer gets a hint of what Leverage Factors apply. 15% chance of unexpected reaction.
-0 to -3	No effect.	No effect.
-4 or less	Target guesses that Intriguer is trying to manipulate them — the Intrigue ends in failure.	Target hears that Intriguer is trying to manipulate them — the Intrigue ends in failure.

Social Arenas

A Social Arena is a place or situation in which it might be easier or harder to pursue Intrigue or within which a particular Tactic may be more or less effective. During a religious ceremony or in the public areas of a government building, a Target may feel pressure to behave with conspicuous honour or ensure that they do not misspeak.

Example: *Daendra Stillwater knows that should she wish to suggest that the Empire do more to confront the forces of Chaos, she might do so in the weeks leading up to Geheimnisnacht, when Humans most fear Daemons and witches. She also knows that were she to voice criticism of the crude politicking of Dwarf ambassadors at court, it might be best to avoid doing so during midsummer or on a Festag, when the Humans commemorate Sigmar, whose alliance with the Dwarfs they so regrettably revere. She would certainly avoid broaching such opinions within the halls of Altdorf's Grand Cathedral, where Sigmar is worshipped with great zeal.*

- 💀 Suggesting to Humans of the Empire that they do more to defy Chaos in the days before Geheimnisnacht: +1 SL.
- 💀 Suggesting to the Humans of the Empire that they rethink their ties with the Dwarfs on a Holy Day of Sigmar: -1 SL.
- 💀 Doing so within the Grand Cathedral of Sigmar: -2 SL.

INTRIGUE ENDEAVOUR

An Intrigue can be developed during a period of downtime using an *Intrigue* Endeavour.

This is worked out exactly as it would be in the course of normal game time. The Intriguer may decide on targets and Agendas as normal.

When it comes to Leverage, the GM may decide that the opportunity to make Intuition Tests is not provided unless a particular social event is occurring during the period of downtime at which the Intriguer would have time to assess the Target.

The GM may decide that no Social Arenas apply in the case of an *Intrigue* Endeavour unless it is predictable that a Target will attend certain places or honour certain celebrations. For example, if the Target is a well-respected priest of Asuryan who resides in Lothorn, it is reasonable to assume they can be encountered at Lothorn's shrine of Asuryan during a downtime period.

Persuasion Tests and Complications occur as normal.

Step 4 — The Persuasion Test

Once the Intriguer has selected their Tactic, they must take a Test to see if the Intrigue develops.

How often may a Persuasion Test be taken?

A Persuasion Test can be made under four different circumstances:

- 💀 As part of the *Intrigue* Endeavour
- 💀 As a result of certain Events
- 💀 During normal game time, if the GM feels that the Intriguer Character has had adequate opportunity to advance their Intrigue given the circumstances (this may be the case if the Intriguer is an NPC, or if a player carrying out an Intrigue acts in such a way to advance it without announcing that they are doing so)
- 💀 During a game, if a player controls an Intriguer Character and announces that they are trying to actively influence an available Target

Normally, only one Persuasion Test can be made during a 48-hour period, as Targets do not make their mind up regarding an Intrigue without thinking it over and coming to their own decisions. During important social events or tumultuous times, the GM may decide that Persuasion Tests can be made more regularly.

Taking the Test

If a Persuasion Test is carried out in normal game time, it would be best for the GM to wait until the end of a given event or encounter in which the Intriguer is interacting with the Target, so that all their speech and action can be considered before taking the Test.

When the GM finds it appropriate the Intriguer should take the Test, modified by any Leverage, Social Arenas, or other factors the GM thinks appropriate to apply.

Targets may be manipulated, but they are not necessarily stupid or whimsical. A Target only adopts an Agenda if it is congruent with their personality. A High Elf prince who is generally opposed to the Dark Elves in principle may back a significant new war effort against Naggaroth. However, were that prince to be privately sympathetic with Malerion's cause, he might well pay lip service to such a war effort but would never adopt it, no matter how clever an Intriguer may be.

INTRIGUE DEVELOPMENT TABLE

SL	Minor Challenge	Moderate Challenge	Major Challenge
+6 or more	The Target adopts the Agenda as a Lasting Priority.	The Target adopts the Agenda as a Fleeting Interest. From now on the Intrigue is treated as a Minor Challenge.	Target is sympathetic to the Agenda, and voices support for it when others mention it, but does not adopt it. From now on, the Intrigue is treated as a Moderate Challenge.
+4 to +5	The Target adopts the Agenda as a Solid Commitment.	The Target is sympathetic to the Agenda, and voices support for it, when others mention it but does not adopt it. From now on, the Intrigue is treated as a Minor Challenge.	From now on the Intrigue is treated as a Moderate Challenge.
+2 to +3	The Target adopts the Agenda as a Fleeting Interest.	From now on, the Intrigue is treated as a Minor Challenge.	From now on, the Intrigue is treated as a Moderate Challenge.
+0 to +1	The Target is sympathetic to the Agenda, and voices support for it when others mention it but does not adopt it.	From now on, the Intrigue is treated as a Minor Challenge.	The Target considers the issue without coming to a conclusion. Future Persuasion Tests benefit from +1 SL.
-0 to -1	The Target is unaffected.	The Target is unaffected.	The Target is unaffected.
-2 to -3	From now on, the Intrigue becomes a Moderate Challenge.	From now on, the Intrigue becomes a Major Challenge.	The Target realises that the Intriguer is trying to manipulate them, and to what end.
-4 to -5	From now on, the Intrigue becomes a Major Challenge.	The Target realises that the Intriguer is trying to manipulate them, and to what end.	The Target realises that the Intriguer is trying to manipulate them, and to what end.
-6 or less	The Target realises that the Intriguer is trying to manipulate them, and to what end.	The Target realises that the Intriguer is trying to manipulate them, and to what end.	The Target realises that the Intriguer is trying to manipulate them, and to what end.

Of course, given that the Intriguer is trying to make their part in the process plausibly deniable, they will not be able to tell right away if Target has adopted their Agenda or to what degree. If the Intriguer wishes to know in

the moment whether their efforts are successful they may observe the target's reactions, but this does run the risk of arousing the Target's suspicions. This is worked out through an **Opposed Intuition** Test.

TARGET SUSPECTS TABLE

SL	Result
+4 or more	Intriguer can intuit how the Target feels about the Agenda, how wholeheartedly they have adopted it, and whether the Intrigue can be concluded.
+0 to +3	Intriguer can intuit whether or not the Target is feeling well-disposed towards the Agenda.
-0 to -3	Intriguer intuits nothing.
-4 or less	Intriguer intuits nothing and the Target can intuit that they are up to something.

IS THE INTRIGUE CONCLUDED?

How the Intrigue develops depends partly on the success of the Persuasion Test and whether or not the Target realizes they are being manipulated.

If the Target comes to adopt the Agenda, then their behaviour over the coming weeks will change as they pursue the Agenda with whatever urgency and resources they are willing to devote to it.

If the Target is aware that the Intriguer is trying to manipulate them, it is up to them how to respond.

In diplomatic circles, few take attempts to manipulate them personally unless embarrassing or harmful forms of Leverage were involved. In such cases, the Target will likely view the Intriguer as an enemy and seek to see them punished. Otherwise, the worst that is likely to happen to an Intriguer is that they gain a bad reputation for being a clumsy player of foolish games.

If the Intriguer is a Courtier, or acting as an envoy or ambassador, they will likely find that their reputation suffers, and they may struggle to find continued employment. A Courtier known to have engaged in Intrigues at court or with members of the nobility as a Target may no longer make *Income* Endeavours until they have regained the respect of their peers.

It may suit the Target to pretend not to know they are being manipulated, hoping to learn more about the Intriguer's own motives before taking action. They may even overlook the actions of the Intriguer if they have reason to sympathise with the Agenda. In such cases the Intrigue carries on as if it were developing rather than concluded, though the Target is likely to devote efforts into discovering what the Intriguer is up to.

Step 5 — Developing the Intrigue

If the Intriguer wishes to continue the Intrigue, unforeseen complications may arise. These are determined by the GM after the Persuasion Test is resolved, and the GM can decide if the Intriguer is aware of complications. If they are ignorant of important changes in circumstance and merely adopt the same tactic again, the Difficulty of the Persuasion Test should increase.



COMPLICATION TABLE

1d10	Result
01 – 19	No Complication. The Intrigue may continue with no extra consideration.
20 – 24	Unexpected Benefactor. An NPC realises that the Target needs money, and they are willing to provide wealth in return for favours. They will regard the Intriguer as a rival if the Intriguer tries to bribe the Target.
25 – 30	Blackmail. If the Intriguer has engaged in any activity that might compromise their own reputation in the course of their Intrigue, and if a bystander has been in a position to spot this, the Intriguer receives word that they will be exposed unless they pay money.
31 – 34	Compromised Intriguer. Gossip among people adjacent to the Target means that the Intriguer risks ruining everything if they continue their schemes. Either a new Character takes up the role of Intriguer, or future Persuasion Tests suffer from -3 SL.
35 – 39	Developing Insecurity. The Target develops a new form of Leverage that might be exploited in future if the Intriguer learns about it. Choose a pertinent result or roll randomly on the Common Forms of Leverage Table .
40 – 45	Improvement in Fortune. The Target is able to mitigate financial difficulties that may have led to the Intriguer exercising Leverage over them. In future, trying to use <i>Bribery</i> -based Leverage provides no bonus.
46 – 50	Source of Funds. If the Intriguer used the <i>Bribery</i> Skill for their Persuasion Test, they come to be regarded by the Target as someone who trades money for favours. It may be that the Intriguer is bothered by the Target or those close to them, who believe they are willing to pay for information in a general sense.
51 – 54	Jealous Rival. Whilst the Intriguer plots, one of the Target's friends or advisors feels that the Intriguer is replacing them in the Target's affections. They have become an enemy of this Intriguer and seek their downfall.
55 – 59	Tired of the Scene. The Target eschews the social needs that may have led to the Intriguer exercising Leverage. In future, trying to use <i>Charm</i> -based Leverage provides no bonus.
60 – 65	My New Best Friend. Any schmoozing performed by the Intriguer has worked a little too well. Now the Target considers them great company and misses them when they are not around. The Intriguer may find that the Target regularly seeks their companionship and asks after them if they are absent from future events.
66 – 70	Need to Focus. The Target no longer indulges the distractions that may have led to the Intriguer exercising Leverage over them. In future, trying to use <i>Entertain</i> -based Leverage provides no bonus.
71 – 76	Master of Revels. If the Intriguer used the <i>Entertain</i> Skill for their Persuasion Test they, gain a reputation as someone who recounts funny stories, or stages entertainments. They may find that they are approached by NPCs under the assumption that they are a source of entertainment.
77 – 80	Ignore the Wagging Tongues. The Target no longer seeks the sensations that may have led to the Intriguer exercising Leverage over them. In future, trying to use <i>Gossip</i> -based Leverage provides no bonus.
81 – 86	No Need for a Hero. The Target grows out of the dependence that may have led to the Intriguer exercising Leverage over them. In future, trying to use <i>Leadership</i> -based Leverage provides no bonus.
87 – 92	Growing a Spine. The Target girds themselves against the fears that may have led to the Intriguer exercising Leverage over them. In future, trying to use <i>Intimidate</i> -based Leverage provides no bonus.
93 – 97	Counter-intrigue. Another Intriguer is on the scene, and is trying to bring the Target to their own point of view. Choose a suitable NPC with ambitions of their own who then goes on to make their own Persuasion Test against the Intriguer.
98 – 00	Determined Counter-intrigue. Another Intriguer is on the scene, and is trying to bring the Target to their own point of view. Choose a suitable NPC with ambitions of their own who then goes on to make their own Persuasion Test against the Intriguer. This Intriguer will make a further 1d10 Persuasion Tests unless exposed or found out. They do this at a rate of one Test per week.

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