

PRINCES OF ULTHUAN



A WARHAMMER FANTASY ROLEPLAY 4th EDITION UNOFFICIAL SUPPLEMENT



Introduction

Hail, future prince of Ulthuan and presumed fan of the High Elves! Within this unofficial rules supplement you will find expanded rules for playing High Elves in Warhammer Fantasy Roleplay 4th edition. Such as new careers, expanded regional backgrounds and new equipment! Princes of Ulthuan is written with the premise about adventuring in the Old World and is focused on such. It can of course be used for adventures in Ulthuan itself but it is primarily written with the Old World as presented in the 4th edition core rulebook as primary setting. To use this you will need a copy of the Warhammer Fantasy Roleplay 4th edition Rulebook, as this document is intended as a supplement to the rules presented in the core rulebook. Furthermore, it is intentionally left sparse in fluff to not repeat that which is already present in the core rulebook or the armybooks. However, a suggested reading list will be given below to inspire your own path to bringing glory to the Asur.

The Armybooks: Of course, this forms the basis of the expansion upon the core rulebook that is presented here. With the 6th and 7th editions being favored due to the authors preferences in fluff.

Black Library: Several series of Black Library books about the High Elves exist such as the the Sons of Ellyrion, Defenders of Ulthuan and Tyrion & Teclis series and more.

Elric of Melniboné: Without Games Workshops liberal ripping off of Moorcocks Elric series there would be no Warhammer. While the Melnibonéans are most similar to the Dark Elves they have obviously influenced the High Elves as well.

Lord of the Rings: It'd be criminal of me if I didn't recommend it. The Silmarillion in particular portrays elves with all their passions, pride, hubris and hamartia that Warhammer elves have.

The Classical Near East: Ancient history can obviously be seen as a clear and direct influence in the High Elves aesthetics. Particularly the Hellenic world, as Ulthuan in many ways can be compared to Atlantis and their pantheon bears many similarities with the Hellenic pantheon. Though their inspirations go far beyond just the Hellenes as Egypt and Mesopotamia too are wells the High Elves draw upon.





New High Elf Backgrounds

The core rulebook presents a 'generic' High Elf you might encounter in the Old World, with none of Ulthuans ten kingdoms specified as origin. This is likely for simplicities sake to save page count as it represents the typical High Elf on business in the Old Worl fairly well. But as there is significant enough difference between the Asur of the ten kingdoms they are not properly represented by the generic High Elf in the corebook. Below you will find a list of Skills and Talents for High Elves from each of the ten kingdoms. To use them simply replace the High Elf skills and talent list in the core rulebook with the skills and talent list of your choice and create a High Elf character as normal.

THE INNER KINGDOMS

The Inner Kingdoms, set within the twilit ring of the Annulii, are shielded from contact with the outer world by the mountains that surround them and the buffer states of the Outer Kingdoms. Many of the inhabitants of the inner lands are introverted and dreamy. They make scholars, mystics and sorcerers without peer, but all too often are affected by a languor that means they rarely bestir themselves except for the most pressing and dire of circumstances.

Eataine & Lothorn

The Asur of Eataine and the current capitol of Lothorn are urbane and worldwise, the maritime trade of the High Elves centered in the Phoenix Kings shining seat of power in Lothorn. They are mariners, diplomats, traders and explorers with very few peers among the Asur. The Asur of Eataine are represented in the core rulebook, simply use the skills and talents for High Elves on p.36 to play them.

Caledor

The proud Caledorians live in the thinly populated volcanic mountains to the west of Eataine. Once it was the seat of the greatest of the Phoenix Kings and one of Ulthuans greatest kingdoms for one reason – Dragons. But the volcanoes of the Dragonspine mountains have cooled and the dragons have become increasingly hard to rouse from their slumber and the power of Caledors Dragon Princes have waned. Despite this, the Caledorians are still a proud people, the Dragon Princes themselves known as the most arrogant of all Asur and rightfully so.

Skills: Climb, Cool, Entertain (Sing), Evaluate, Language (Eltharin), Leadership, Lore (Dragons), Melee (Basic), Navigation, Perception, Play (any one), Ranged (Bow)

Talents: Acute Sense (Sight), Commanding Presence *or* Warrior Born, Night Vision, Second Sight *or* Sixth Sense, Read/Write

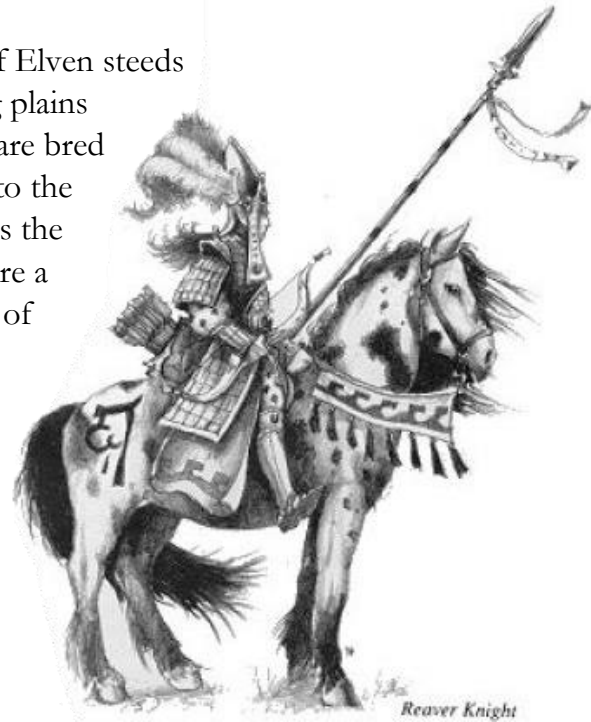


Ellyrion

A land of gentle summers and mild winters, where herds of Elven steeds thunder across sweeping plains. Ellyrion is a land of rolling plains and tall grasses where the greatest horses in all of Ulthuan are bred by the Ellyrian Horsemasters. A people as close to born into the saddle as any elf. The Reaver Knights of Ellyrion is perhaps the greatest light cavalry in the world. The people of Ellyrion are a dauntless and daring breed, the most energetic of the Asur of the Inner Kingdoms whose fame as horsemen is well earned.

Skills: Animal Care, Cool, Entertain (Sing), Evaluate, Language (Eltharin), Leadership, Melee (Basic), Navigation, Perception, Play (any one), Ranged (Bow), Ride (Horse)

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



Avelorn

North-east of Ellyrion, across the river Arduil, lies the great Forest of Avelorn, most ancient of all the Elven realms. Upon its tangled groves ancient glammers lie, and under its eaves creatures of legend still walk. Treemen tend the wild gardens of oak and suntree. Great Eagles nest in enchanted hills and Unicorns walk in its sun-dappled glades. Summer lies eternal on Avelorn's enchanted glades and it is also the realm where the Everqueen holds court. The Asur that live here are a strange, fey breed who share much in common with the Wood Elves of Athel Loren. Courtly intrigue are second nature to these elves, as their carefree surface hides bitter rivalry and competition for prestige and positions in the Evercourt.

Skills: Charm, Cool, Entertain (Sing), Gossip, Language (Eltharin), Leadership, Melee (Basic), Perception, Play (any one), Ranged (Bow), Outdoor Survival, Stealth (Rural)

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

Saphery

South and east of Avelorn, on the shores of the Sea of Dreams, lies Saphery, the land of wizardry. The heart of Saphery is the Tower of Hoeth, the shrine of the God of Wisdom. This is the greatest repository of magical knowledge in the world, compiled down the centuries by High Elf mages and scholars, many of whom still dedicate their lives to the accumulation of magical lore. The Asur of Saphery are contemplative and introverted folk, prone to losing themselves in their studies or duties more so than other Asur of the Inner Kingdoms. Magic also permeates Saphery more than any other kingdom and even the humblest of farmers and craftsmen know simple petty magic.

Skills: Cool, Entertain (Sing), Evaluate, Language (Eltharin), Leadership, Lore (Any), Melee (Basic), Navigation, Perception, Play (any one), Ranged (Bow), Research

Talents: Acute Sense (Sight), Petty Magic *or* Savvy, Night Vision, Second Sight *or* Sixth Sense, Read/Write

THE OUTER KINGDOMS

The Outer Kingdoms, set on the outside of the ring of the Annulii mountains are wartorn and harsh lands compared to the idyllic Inner Kingdoms. Many of its lands were ravaged by the Sundering and they are subject to raids from the evil Druchii and those few incursions from the lesser races who manage to land on Ulthuans shores. This has made the Asur of the Outer Kingdoms embittered and harsh. They make for Ulthuans greatest warriors, commanders and sailors and unlike their kin in the Inner Kingdoms are rarely struck by the ennui that often affects the Asur.

Tiranoc

Tiranoc is the westernmost realm of Ulthuan. Once it was the fairest of the Elf lands. Majestic snow-capped peaks towered over sweeping flower-strewn plains. The people were great sailors who colonised much of the eastern New World. Wealth flowed from these colonies and the charioteers of Tiranoc, famed throughout the land for their skill and daring, raced between their white marble cities. But during the Sundering Tiranoc suffered grievously and much of it was lost beneath the sea. Tiranoc today has largely been rebuilt, but its people have not forgotten and they are among the first to take up arms when the Dark Elves are sighted along Ulthuans shores and their hearts burn with a hatred of their dark kin second only to the Asur of the Shadowlands.

Skills: Animal Care, Cool, Drive, Entertain (Sing), Evaluate, Language (Eltharin), Leadership, Melee (Basic), Navigation, Perception, Play (any one), Ranged (Bow)

Talents: Acute Sense (Sight), Crack the Whip *or* Hatred (Dark Elves), Night Vision, Second Sight *or* Sixth Sense, Read/Write



The Shadowlands

The Shadowlands are a dark and desolate region, but was once part of a mighty Elven kingdom called Nagarythe. Here, the first Phoenix King once held court, and it was here that the greatest battles against Daemonkind were won. That desperate struggle hardened and embittered the folk of Nagarythe, so that other Elves came to regard them as a cruel and bloodthirsty people. After Aenarion's death his son Malekith inherited the kingdom. When Malekith rose against the the rightful Phoenix king he led his warriors in a savage and destructive war where Nagarythe in the end was sunk beneath the waves in the Sundering. Malekith and his warriors fled to Naggaroth and became the Druchii, the Dark Elves. Those few Nagarythi that stayed behind became the Shadow

Warriors, a nomadic breed of Asur with hard hearts, warlike demeanours and a ruthless pride that makes other Asur view them with distrust.

Skills: Cool, Endurance, Intuition, Intimidate, Language (Eltharin), Melee (Basic), Navigation, Perception, Ranged (Bow), Stealth (Rural), Outdoor Survival, Track

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



Chrace



Chrace was once a relatively empty and peaceful land, occupied only by those who sought to escape the civilised realms and return to nature. Troops constantly move through en route to war with the Dark Elves. As the war has gone on, the lands have become perilous. The isolated communities of the wooded highlands have been fortified. Locals are great hunters and scouts, adept at guerrilla warfare and skilled with bow, sword and axe. The mountains of Chrace are the home of the fearsome white lions and to be counted as a real hunter, an Elf of Chrace must kill one of these mighty beasts single-handed. The Asur of Chrace are a hardy folk, proud and strong warriors famed for their skill with axe and great courage, though their gregarious highland hunters are often considered coarse and unsophisticated by Asur of the Inner Kingdoms.

Skills: Athletics, Cool, Entertain (Sing), Language (Eltharin), Leadership, Melee (Basic), Navigation, Perception, Ranged (Bow), Stealth (Rural), Outdoor Survival, Track

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

Cothique

Cothique is a coastal kingdom, inhabited by shrewd and hardy seafolk. It's a cold realm, battered by chill northeastern winds, and little-loved, save by its own people. Yet even these folk of Cothique are renowned for their wanderlust, and reputedly spend as little time within their own land as possible. The waters around Cothique are highly dangerous after the fall of northern Ulthuan during the Sundering, filled with sea monsters lurking beneath the waves and haunted ruins from Cothiques ravaging during the Sundering. These forgotten halls are in many places just covered by the sea and in others jut out like broken islands from a forgotten age. To sail such waters requires great skill and the sailors of Cothique are the greatest among the Asur. The Asur of Cothique are shrewd and hardy, whose lives and incomes come primarily from the sea. Unlike most other Asur, they are outward looking and adventurous and there are few places in the known world that has not felt the tread of Cothique sailors and explorers feet.

Skills: Cool, Dodge, Endurance, Entertain (Sing), Language (Eltharin), Leadership, Melee (Basic), Navigation, Perception, Ranged (Bow), Sail, Swim

Talents: Acute Sense (Sight), Sea Legs *or* Seasoned Traveller, Night Vision, Second Sight *or* Sixth Sense, Read/Write



Yvresse



Yvresse is the land of mists. The mainland of Yvresse lies along the eastern coast of Ulthuan, but the realm also encompasses the islands of the Eastern Ocean. The mainland is a wild coastland, fringed by deep coniferous forests. The foothills of the Annulii march off into the distant peaks that tower dramatically into the clouds. This is the least densely populated area of Ulthuan, the bleak coastal realm is often considered unbeautiful by elves of other kingdoms. But to the Asur of Yvresse the towering cliffs and soaring sea birds that nest there are sights as fine as any to be seen on Ulthuan. Less than a century ago Yvresse was almost overrun by Grom the Paunch's vast greenskin horde that ravaged much of the land and was only turned back before the walls of Tor Yvresse by Eltharion the Grim. The Asur of Yvresse are dour of demeanour, their recent hardships and decline of their realm giving them little reason for optimism. While considered humourless, they are dutiful and resolute and many a supposed invasion has been thwarted by Yvresse warriors waylaying their foes in the Shifting Isles.

Skills: Cool, Endurance, Evaluate, Language (Eltharin), Leadership, Melee (Basic), Navigation, Play (Any one), Perception, Ranged (Bow), Sail, Swim

Talents: Acute Sense (Sight), Coolheaded *or* Hatred (Greenskins), Night Vision, Second Sight *or* Sixth Sense, Read/Write



High Elf Careers

New Career: White Lion of Chrace

Ever since the time of Caledor the First, the closest bodyguards of the Phoenix Kings have come from the forested wilds of Chrace. These are the bravest of the young Elves of Chrace, chosen for the honour of serving the Phoenix King by ancient rites. Not all are worthy to serve, and each must demonstrate his skill and bravery by tracking down one of the fierce white lions that roam the dark forests and barren mountains of that land. When they find one they must kill it in hand-to-hand combat and take its pelt. Those that have proved themselves wear the cloak of the white lion as a sign of their undoubted courage and may serve the Phoenix King as one of his bodyguard. In the Old World, the Chracians can be found as emissaries and champions of the Phoenix King and his interests. Indeed, during Finubar's reign the White Lions have become an increasingly common sight among the envoys of Ulthuan.

White Lion Advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	-	Base	Silver	Base	-	-	-	Bronze	Gold

Career path

Tier 1: Woodsman – Silver 1

Skills: Athletics, Charm Animal, Consume Alcohol, Endurance, *Melee (Two-handed)*, Outdoor Survival, Perception, Track

Talents: Rover, Strider (Woodlands), Strike Mighty Blow, Very Strong

Trappings: Chracian Axe, White Lion Cloak

Tier 2: White Lion – Silver 3

Skills: Cool, Dodge, Intuition, *Melee (Basic)*, Language (Battle), Secret Signs (Ranger)

Talents: Combat Aware, Hardy, Reversal, Stout-hearted

Trappings: Full Chracian Panoply

Tier 3: Champion – Silver 5

Skills: Animal Training (Lion), Drive, Intimidate, Heal

Talents: Combat Master, Fearless (Any), Furious Assault, Tenacious

Trappings: Lion Chariot, Important person in your charge

Tier 4: Guardian – Gold 2

Skills: Leadership, Lore (Warfare)

Talents: Commanding Presence, Etiquette (Soldiers), Inspiring, War Leader

Trappings: Magical Weapon, Unit of White Lions





New Career: Swordmaster of Hoeth

There are many ways to travel the path of wisdom. Some fast and meditate for years, others study obscure and arcane tomes, but for a few their true path lies in martial prowess. These are the Swordmasters, though they are not only experts with a blade; they also learn to fight with their bare hands or with any other weapon they can reach, especially their finely balanced ceremonial greatswords. The centre of their cult is the White Tower of Hoeth, at the heart of ancient Saphery. Here they study the secret ways of battle, honing their bodies and skills to unbelievable levels. Some say they can cut a candle in half without disturbing the flame, others that they can fight in complete darkness, guided only by the sound of their foes breathing. In the Old World, Swordmasters are quite rare. Mostly dispatched as part of the elven warhosts in times of war. Those few that make their way as individuals are often sent to recover ancient magical artifacts, slay practitioners of chaos magic or act as guardians for those few scholars of the White Tower who travel abroad.

Swordmaster Advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	-	Base	-	Base	Bronze	-	Gold	Bronze	-

Career path

Tier 1: Initiate – Silver 1

Skills: Athletics, Art (Calligraphy), Dodge, Melee (Brawl), *Melee (Two-handed)*, Language (Any), Lore (Any), Perception

Talents: Beat Blade, Distract, Feint, Step Aside

Trappings: Hoeth Greatsword, Scholars robes, academic treatises

Tier 2: Swordmaster – Silver 3

Skills: Cool, Endurance, Heal, Intuition, Language (Battle), Secret Signs (White Tower of Hoeth)

Talents: Combat Reflexes, Deflect Shots, Strike Mighty Blow, Riposte

Trappings: Full Swordmaster Panoply

Tier 3: Blademaster – Silver 5

Skills: Melee (Any), Intimidate, Lore (Any), Sleight of Hand

Talents: Careful Strike, Combat Master, Disarm, Menacing

Trappings: Mastery of the blade

Tier 4: Bladelord – Gold 2

Skills: Lore (Any), Leadership

Talents: Furious Assault, Reaction Strike, Strike to Injure, Strong-minded

Trappings: A secret martial arts technique, Magical greatsword

New Talent: Deflect Shots

Such is the legendary skill of the Swordmasters that they are capable of knocking arrows and bolts aside as if they were sword blows. A Swordmaster with this talent may oppose Ranged (Bow) and Ranged (Crossbow) attacks as if they were Melee attacks.



New Career: Shadow Warrior of Nagarythe

Even in times of relative peace, the Shadow Warriors are never at rest. They constantly patrol the barren shores and bleakest hills as they watch for the inevitable Dark Elf raiders; the evil Druchii who sank their homeland beneath the waves and who steal their children and slaughter their kin. Little wonder then that battles between them are bitterly fought with no quarter asked or given. Tainted by association with the Witch King and the violent madness of Aenarion, the survivors of Nagarythe are a very different type of Asur. Since the destruction of their lands they have been a rootless and nomadic people, drawn to fighting and unable to settle to more peaceful tasks. They are intense and brooding, proud and warlike and this has made them little trusted by the other Elves of Ulthuan. In the Old World Shadow Warriors are the rarest of the Asur. As their wanderings seldom bring them to its shores. However, those few warrior bands that do travel to the Old World invariably do so

to bring death and ruin to the few Druchii who dwell there.

Shadow Warrior Advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Silver	Base	-	Bronze	Base	Base	-	-	Gold	-

Career path

Tier 1: Shadow Hunter – Brass 4

Skills: Athletics, Climb, Endurance, *Ranged (Bow)*, Perception, Outdoor Survival, Stealth (Any), Perception

Talents: Marksman, Rover, Shadow, Strider (Any)

Trappings: Nagarythe Full Helm, Elf Bow and quiver with 12 Elf arrow

Tier 2: Shadow Warrior – Silver 1

Skills: Cool, Consume Alcohol, Dodge, Melee (Basic), Intimidate, Track,

Talents: Accurate Shot, Fast Shot, Menacing, Relentless

Trappings: Elven Long Sword, Full Shadow Warrior Panoply

Tier 3: Shadow Ranger – Silver 3

Skills: Heal, Navigation, Intuition, Secret Signs (Shadow Warriors)

Talents: Fleet Footed, Hardy, Seasoned Traveler, Sharpshooter

Trappings: Druchii scalps, Brooding demeanour

Tier 4: Shadow-walker – Silver 5

Skills: Leadership, Language (Any)

Talents: Fearless (Dark Elves), Iron Will, Sniper, Tenacious

Trappings: Warband of Shadow Warriors, Druchii trophy heads, Infamy among the Druchii



New Career: Lothorn Sea Guard

Eataine does not field a citizen militia as all other kingdoms do, instead contributing the Lothorn Sea Guard to the Phoenix King's army. Unlike the normal levy, they are not only called upon in times of need, but remain at arms at all times. The riches of our people are great, and the legends greater still, so there is never any shortage of villainous cut-throats who will stoop to any depth to steal their way into our fair capital and plunder our ancestral wealth. The Sea Guard patrol the shores around Lothorn and man the many batteries of Eagle Claw bolt throwers that overlook the harbor approaches. They also form a corps of marines to crew the many sleek vessels of our fleet that circle the world in its long patrols. In the Old World, the Sea Guard are by far the most common Asur warriors one would encounter. As they are often found both at sea boarding and inspecting suspicious vessels as well as guarding important trading enclaves and other maritime interests in the ports where the trading houses

of Ulthuan make business.

Seaguard Advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	Base	Silver	-	Base	-	-	-	Bronze	Gold

Career path

Tier 1: Recruit – Brass 5

Skills: Athletics, Climb, Cool, Dodge, Endurance, Melee (Pole arm), Ranged (Bow), *Sail*

Talents: Marksman, Strong Back, Strong Swimmer, Warrior Born

Trappings: Tall helm, Spear, Bow and quiver with 12 arrows

Tier 2: Sea Guard – Silver 2

Skills: Consume Alcohol, Gamble, Gossip, Melee (Basic), Row, Swim

Talents: Drilled, Sea Legs, Seasoned Traveller, Shieldsman

Trappings: Full Sea Guard Panoply, Elven Large Shield

Tier 3: Ship's Sergeant – Silver 4

Skills: Heal, Intuition, Leadership, Perception

Talents: Combat Aware, Enclosed Fighter, Old Salt, Warleader

Trappings: Plumed Lothorn Tall helm, Unit of Sea Guard

Tier 4: Sea Master – Gold 2

Skills: Navigation, Language (Any)

Talents: Inspiring, Unshakeable, Orientation, Pilot

Trappings: Eye-patch, Asur patrol ship with Sea Guard crew, Patrol charts, sextant and spy glass



THE PANOPLY OF ULTHUAN

Elven goods are the source of much of Ulthuans great wealth. As the materials, craftsmanship and quality of what the Asur produce is only rivaled by the craftsmanship of the Dwarfs. Even the lowliest of items used and made by elven craftsmen are stunning works of art compared to what men of the Empire and Bretonnia make and their finery put kings to shame. While elves have their own preference and sense of fashion that make them stand out, indeed most would never lower themselves to wear clothes of human styles, all their clothes are well made and generally impressive to the typical human in the Old World. Due to the High Elves trading network a High Elf in the Old World can generally rely on acquiring elven goods without any hassle, as the prices and limited stock offered to human traders is something fellow elves are not troubled with.

As with all other things of elven make, their arms and armour are exceptionally well made. Blades forged with techniques that take centuries to master produce keen and light weapons that never dull and armour even for the militia is made for each wearer individually and fits more like bulky clothing rather than steel.

In the following pages you will find several different types of elven weapons and armour, these are intended for high elf characters adventuring in the Old World and represent what they might be able to acquire via the trading

houses and similar networks that the High Elves have established along the coasts and rivers of the Old World. The prices are intended for what a High Elf character might be charged, any non-elf that attempts to purchase these items will either be denied or pay a greatly inflated price.



HIGH ELF WEAPONS

HIGH ELF WEAPONS						
Weapon	Price	Enc	Availability	Reach/Range	Damage	Qualities and Flaws
BASIC						
Elven Large Shield	5GC	2	Scarce	Very Short	+SB+3	Shield 3, Defensive, Fine, Undamaging
Elven Long Sword	4GC	1	Scarce	Average	+SB+4	Fast, Fine
TWO-HANDED						
Chracian Axe	6GC	2	Rare	Long	+SB+6	Hack, Impact, Fine
Hoeth Greatsword	15GC	2	Rare	Long	+SB+5	Damaging, Hack, Fast, Fine
POLEARM						
^(2h) Sar'ishar	1GC	3	Rare	Massive	+SB+4	Impale, Fine
^(*) Ellyrian Spear	1GC	1	Scarce	Very Long	+SB+4	Impale, Fine

HIGH ELF ARMOUR

HIGH ELF ARMOUR							
Armour	Price	Enc	Availability	Penalty	APs	Locations	Qualities and Flaws
SOFT LEATHER							
Elven High Boots	18/-	1	Scarce	-	1	Legs	Fine, Partial
MAIL**							
Elven Mail Skirt	5GC	2	Scarce	-	2	Legs	Flexible, Lightweight
Elven Mail Coat	7GC	2	Scarce	-	2	Arms, Body	Flexible, Lightweight
Elven Mail Shirt	5GC	2	Scarce	-	2	Body	Flexible, Lightweight
PLATE							
Tall Helm	5GC	1	Scarce	-10 Perception	2	Head	Impenetrable, Partial
Nagarythe Full Helm	5GC	1	Rare	-20 Perception	2	Head	Impenetrable, Weakpoints
Elven Cuirass	15GC	2	Rare	-	2	Body	Impenetrable, Weakpoints
Elven Vambraces	10GC	1	Rare	-	2	Arms	Impenetrable, Partial
Elven Greaves	7GC	1	Scarce	-	2	Legs	Impenetrable, Partial
Elven Plate Leggings	15GC	2	Rare	-10 Stealth	2	Legs	Impenetrable, Weakpoints
SCALE**							
Elven Scale Coat	5GC	2	Scarce	-	2	Arms, Body, Legs	Flexible, Lightweight, Partial (on arms and legs)
FULL ARMOUR SET							
Dragon Armour	100GC	4	Exotic	-20 Perception, -20 Stealth	4	All	Fine, Lightweight, Impenetrable, Weakpoints,
**Elven Mail and Scale does not confer any Stealth penalties.							



HIGH ELF WEAPONS



Elven Large Shield

The large triangular shields used by the High Elves are surprisingly light and durable for their size, no more weighty or unwieldy than a smaller shield. Often covered in iconography, designs and heraldry of the home kingdom, noble house or other signifiers of the wielder they are quite varied in their appearance beyond their basic shape. Several variants exist with slight alterations to the shape, such as the Caledorian style employed by the Dragon Princes. Elven large shields are capable of being slung on a strap over the shoulder and strapped to the shield arm, allowing the wielder to use spears along the shield with no issue.

Elven Long Sword

Though similar to the cruciform swords used by humanity, the long leaf-shaped blades of the 'long swords' of the elves are impossibly quick and nimble. More like rapiers in speed and quickness than the arming swords they resemble, though through cunning elven smithing are as able cut and thrust swords as any other cruciform sword. Elven Long Swords are one handed swords with long leaf-shaped blades of either steel or ithilmar and typically crescent shaped crossguards. Light and quick for their size they are very common side arms to elven warriors and exist in as many variants and styles as there are elven smiths to make them.

Chracian Axe

Derived from the traditional woodsman's axe of Chrace, these finely crafted weapons are said to be sharp enough to fell a tree or cleave a man in half with a single blow. Passed down from father to son, Chracian axes come in several different variants in the shape of the axe head. But share similarity in being generally as tall as its wielder with large single bitted axe heads with a single small hook or spike at the back of the axe head.

Hoeth Greatsword

The ceremonial greatswords wielded by the Swordmasters of Hoeth are perhaps the apex of the swordmakers art. As the finely forged and enchanted blades are as large as any zweihänder but as quick and nimble as a rapier. In the hands of a Swordmaster they weave a deadly song of steel and ithilmar that cut down lesser warriors like wheat before the scythe. Typically as tall, or slightly taller, than the wielder a Hoeth Greatsword is specifically forged for the Swordmaster who will wield it and are generally richly decorated with jewels and inlays of precious metals.

Sar'ishar

Unusual in the reign of Finubar, the Sar'ishar or "Great Spear" is a form of pike ranging 18-20ft in length, with a long steel spear head at the front and iron buttspike at the other as a counter-weight. Unlike most human examples it is not quite as unwieldy or heavy and is joined together by a steel tube in the middle allowing it to be taken apart for transport on marches. A weapon that mostly saw use during the reign of Bel-Shanaar against barbarian hordes where it's closed phalanx ranks were highly effective, but the rigid and inflexible use of Sar'ishar pike phalanxes was eventually seen as ill suited to the Asur way of war. Though some eccentrics and elven mercenary regiments still use it, it is an uncommon weapon mostly prized by collectors of archaic weapons.

Ellyrian Spear

A long bladed form of the typical Asur spear used by Ellyrian Reaver Knights. Lightweight and finely balanced it can be used with one hand on horse back effectively as a short lance and on foot as a typical spear in two hands. Often decorated with cloth streamers and tassels suitable to the daring style of the Ellyrians.

HIGH ELF ARMOUR



An ancient and long lived culture as the High Elves have developed several different distinct types and styles of armour. Individual pieces are rarely used on their own and most elves don panoplies of armour as part of the citizen militia forged and decorated in the style of their kingdom. Below a description of each piece of armour will be given followed by detailed descriptions of the full panoplies of the iconic warriors of Ulthuans kingdoms.

Elven Mail

Exquisitely made, often out of Ithilmar, and one of the most common types of armour worn by adventuring elves is their form of chainmail. It is lightweight, strong and beautiful to behold. Elven mail is never made in chausses, as they prefer wearing mail in long skirts along their shirts to either completely other types of armour or as part of a full set. Likewise elves prefer wearing their distinctive Tall helms rather than mail coifs. Typically fastened with a broad leather belt around the waist as is typical of elven fashion.

Elven Scale Coat

Unusual armour in the Old World and quite curious to most of its inhabitants. Scale armour is fashioned from forged steel or ithilmar plates, cut into small scales and then tied or riveted together to form armour much like the scales of a lizard or a dragon. The typical Scale coat is very common among the elven citizen militia where it is usually worn alongside several plate armour pieces, as the Scale coat generally only fully covers the torso, with the limbs being partially covered. The arms are usually covered with a wide sleeve to the elbow and the legs to varying length, usually in a slit skirt reaching the ankles. Like chain mail it is also fastened with a broad leather belt around the waist.



Tall Helm

The iconic helm of the High Elves, coming in many different styles and variants, most famous is the mirror-polished 'Ithiltaen' of the Silver Helms. It's most common shape is that of a tall, conical steel or ithilmar helmet covering most of the head and face with a T or Y shaped slit made by its cheek guards, nose guard and eye holes. Often richly decorated with hair and feather plumes, crests and horns depending upon the status and background of the wearer. Some Tall Helm variants also come with a mail mask to protect the face and neck, these variants replace Partial with Weakpoints instead.

Nagarythe Full Helm


Similar to the Tall helm, but shorter and covering the face fully. The Full Helm used by the Shadow Warriors give these grim warriors a very sinister look and few Asur besides them would ever consider wearing one.

Elven Cuirass

Functionally very similar to those made by other races, except even its simplest forms are all beautiful to look at. Pauldrons and shoulder guards of various types are almost always a part of a full elven cuirass, but faulds are unusual as the elves rely on scale or mail to protect those parts of the torso not covered by their cuirasses. It is also not uncommon to see elven cuirasses forged in the shape of the idealised muscular torso of an elven male, typically known as the 'heroic' Chraccian style. So named as the style is believed to originate in Chracc and is immensely popular with Chracces famously strong warriors.

Elven Vambraces & Greaves

Unlike dwarfs and humans, they rarely use plate armour for the entire limb. Instead relying on scale or mail to protect the upper arms and thighs. Beyond this their vambraces and greaves are not unusual beyond being very well made as all elven armour is. An elven vambrace typically covers the arm from wrist to elbow and those forged for cavalry include a gauntlet. Elven greaves cover the lower leg from ankle to knee or just above it. As with cuirasses, they are sometimes forged to look akin to idealised muscles in the heroic Chraccian style.



Elven plate leggings

Most commonly seen on High Elf cavalry such as the armour of the Silver Helms or part of the Dragon Armour of Caledor. It is similar to those used by mankind, encasing almost the entirety of leg and foot in steel, and consists of much the same parts, albeit richly decorated and of much finer craftsmanship.

Dragon Armour

Perhaps the apex of the elven armourers craft, the Caledorian Dragon armour is almost exclusively used by the Dragon Princes and other Caledorian nobility, forged in the antique style of the Dragon Riders of old. A suit of Dragon armour encases the entire body in ithilmar armour with a padding layer of leather and cloth, consisting of a mixture of plate and scale with a winged Tall Helm to complete it. It is immensely richly decorated with draconic fluting as a true mark of the wearers rank and status. A single suit of Dragon Armour in the Old World would be worth the ransom of the Emperor himself. It is also enchanted to be resistant against fire and anyone wearing a suit of Dragon Armour is immune to fire and heat based attacks, such as the *Breath* Creature trait of Dragons or spells from the Lore of Fire.

Citizen Militia Panoply

The most basic of all panoplies used by the High Elves. For Spearmen it consists of a Tall Helm, Elven Cuirass, Scale Coat, Vambraces and Greaves. For Archers it consists merely of simple robes, though some regiments are armoured similarly to the Spearmen. The panoply of the Citizen militia are all forged in the native styles of their kingdoms. Such as Chracians favouring the so called 'heroic' style of forging cuirasses, vambraces and greaves in the likeness of muscles and Caledorians having fluting and wings similar to the Dragon Armours worn by their nobility. Usually these styles are far simpler than the similar styles used by higher status warriors.

Sea Guard Panoply

Similar to the panoply of the Spearmen, the Sea Guards panoply consists of a Tall Helm, Elven Cuirass, Scale Coat, Vambraces and Greaves. Typically they are decoared with draconic and marine iconography. Such as horns, scales, sea dragons and seaweed streamers. The Tall Helms of highborn Sea Guard or Sea Guard officers usually have horns and plumes to indicate rank.

Swordmaster Panoply

Surprisingly simple for these superlative warriors. The Swordmasters panoply consists of a plumed Tall Helm, sometimes fully enclosed like a Full Helm (replace Partial with Weakpoints in this variant), a cuirass, vambraces, greaves and a scale coat with an ankle length skirt. As with all things worn by the Swordmasters it is incredibly well made and allows them to move with the agility one would expect of these warriors.

Chracian Panoply

The Panoply of the White Lions is perhaps the most elaborate armours made in all of Chrace as befits the bodyguards of the Phoenix King. The Chracian panoply consists of a plumed Tall Helm, often decorated with antlers to honour Kurnous, a cuirass, greaves, vambraces and a scale coat with a knee length skirt. Nearly all Chracian panoplies used by the White Lions are forged in the heroic Chracian style and it makes these already strong warriors look all the more impressive. Their panoply is completed by the White Lion cloak worn in many different styles, most commonly with a shortened Tall Helm to wear the lions head on top of their helmets, the lions head on their shoulder or as a heavy fur cloak. Some Champions of the White Lions replace their Greaves with Plate leggings for increased protection.

Shadow Warrior panoply

As befits these stealthy and far ranging warriors their panoply is generally lighter than all the others. Consisting in its entirety of a Nagarythe Fully Helm, Scale coat with a knee length skirt, vambraces and the knee length elven high boots to provide some protection for the legs. This is complemented with dark cloaks and robes to give the Shadow Warriors their typically sinister appearance,

White Lion Cloak

The lion cloaks that give the White Lions of Chrace their name are skinned from a lion the warrior personally had to slay to prove their worth to join the White Lions. The tough hide of the Chracian lions add a significant layer of protection for the White Lions against missiles but little in melee as their fighting style does not allow them to use it defensively as one would with other cloaks. A White Lion Cloak provides +2AP against ranged attacks on all locations while worn and to acquire one, one has to kill a Chracian White Lion or a White Lion warrior. Two very daunting tasks that carry significant risk.



Bestiary of Ulthuan

Elven Steed

Elven Steeds are renowned for their beauty and speed and are the greatest horses to be found in all of the world. Noble, intelligent, quick and graceful beasts whose like is not found among the horses used by the other races of the world.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
9	36	-	45	35	25	45	-	20	15	15	22

Traits: Bestial, Size (Large), Skittish, Stride, Weapon+7

Optional: Armour, Trained (Broken, Drive, Entertain, Mount, War)

Chracian Lion



These fearsome beasts are deadly hunting cats, powerful creatures with a muscular frame and a sharp, cunning mind. Almost as tall at the shoulders as an Elven Steed, a Chracian Lion is far stronger, able to break bones with each sweep of its claws and shatter even helmeted heads with a single chomp of its fanged maw. When Chracian Lion prides hunt, none within their chosen grounds are safe. They will range far and wide, coordinating by instinct, in search of prey. A Chracian Lion's loyalty is to its kin, first and last. This fidelity, along with their incredible ferocity when they attack, has given rise to a great many songs and poems throughout Ulthuan, and it is with a clear measure of pride that the Phoenix King's bodyguard have adopted the famed White Lions of Chrace as their namesakes.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
7	55	-	55	40	40	40	-	15	30	15	32

Traits: Arboreal, Armour 1, Bestial, Bite+9, Night Vision, Size (Large), Stride, Tracker, Weapon+9

Optional: Trained (Broken, Drive, Guard, War)

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Thanks for reading, I hope you've enjoyed the fan material in the supplement and that it's given you the proper AYYY LMAO experience!

- Naggaroth Anon



For questions, email me at naggarothanon@gmail.com

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