

High Elves of Ulthuan

~ Overview ~

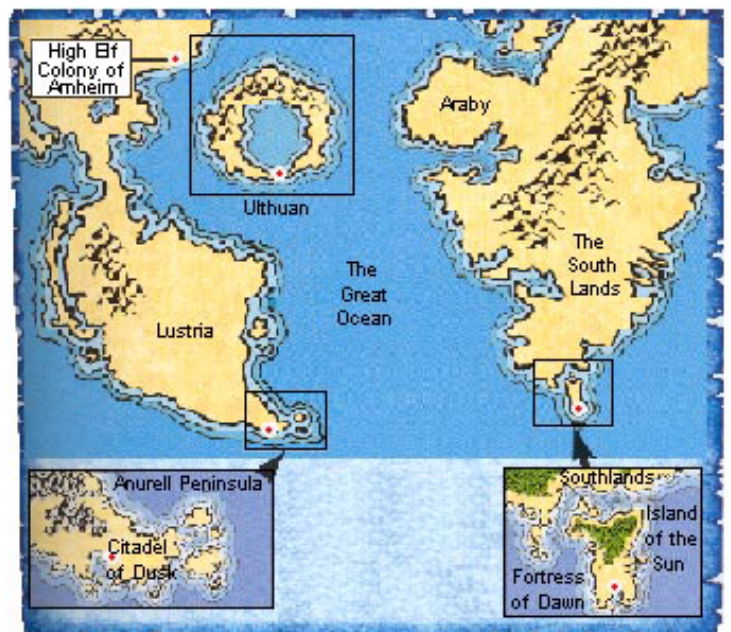
This document is a follow up on my previous attempt to include non-Human worship and divine magic into my WFRP games, focusing this time solely on the High Elves and Hoeth, the Elven God of knowledge, learning and wisdom. I must first confess that I know little about the powerful High Elves, their Gods, or their mysterious continent of Ulthuan, having left WFB with the 2nd Edition hard-cover, and being graced only with a WFRP 1st edition map conspicuously absent of Ulthuan. I have, however, consulted the various tomes within the White Tower of Hoeth and have decided to write this document for myself. I should also mention that I do not own a copy of Realms of Sorcery, so I do not know what rules currently exist for Elves and multiple colour lores.



With respect to magic, I am very much stuck in a version 1 state of mind. I utilise the modified magic rules for learning secondary lores available from the Warhammer Forever website, and also the rules for learning spells described within the Liber Fanatica series. This document may therefore not agree with everyone's idea of magic, but hopefully it will be useful nonetheless.

~ High Elves and Ulthuan ~

Elves are the oldest and wisest of all the humanoid races. They are a sophisticated people, with a profound love of the arts, and a dramatic affinity for nature and magic. No elf likes to have to deal with the problems of everyday life, and labour of all kinds is considered dull. More than any other kind of elf, the High Elves allow little to interfere with their lives of pleasure. They are the core of the Elven race, living in the cities of the Elven Kingdoms and scorning involvement with the outside world. Few High Elves ever leave the Elven Kingdoms, though those living among the coasts of their island have a strong tradition



of seamanship and fighting. Known as Sea Elves, these more adventurous individuals are brave warriors and tireless guardians of the sea. Though, because of this, the mainland High Elves look down on them, considering them rough and uncouth. The vast majority of High and Sea Elves live not in the Old World but on the huge island continent of Ulthuan, a large island ring in the centre of the Great Ocean between the Old and New Worlds



Ulthuan is an island nation in the Great Ocean between the Old World and New World continents. The island ring is broken at its southernmost point by the Straits of Lothorn, around which is built the city of Lothorn, the seat of the monarch and ruler of Ulthuan, the Phoenix King. The Phoenix King rules together with the Everqueen, both occupying separate courts, the Phoenix King in Eataine and the Everqueen in Avelorn.

On the eastern shores of the Sea of Dreams lies the magical realm of

Saphery. At the heart of this land stands the White Tower of Hoeth, the shrine to the God of Wisdom built over 20 centuries ago on the orders of the 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 entire magical knowledge of the Elven people, collected and compiled through the centuries by the greatest of Asur mages and scholars.

The High Elf mages have practiced their magic for untold millennia, long before the coming of man, and the High Elves have developed their sorcery into a form far more refined than the crude fumbings of the lesser races. In times of strife, the Phoenix King will request the aid of Saphery. Those battle mages who accompany Elven armies are masters of their art, wielding awesome powers with which to strike down their enemies. Many a battle has been won by the famed mages of the White Tower of Hoeth.

The only High Elf civilizations off the shores of Ulthuan, are two port cities: the Citadel of Dusk and the Fortress of Dawn. The Citadel of Dusk was built for the dual purpose of guarding the seaways off the east coast of Lustria against incursions from the rest of the world, and as a staging post from which the High Elves could watch the movements of the Lizardmen and their Slann masters. The Fortress of Dawn provides Sea and High Elves with a safe haven along the trade routes between Ulthuan and distant Cathay.

~ High Elf Mages and Priests ~

High Elves are an ancient and magically attuned race, and their training at the White Tower of Hoeth only strengthens their grasp and control of the Winds of Magic. The most powerful of the High Elf spell casters can use any of the eight lores of magic found in the Warhammer rulebook, though they must learn each lore individually as usual. It is a combination of their Aethryic Attunement, access to great knowledge, and longevity that allows them to do so. I am not proposing the concept of High Elf High Magic here. Instead, the spell information provided in this document is for the High Elven Divine Lore – The lore of Hoeth. Great High Elven spell casters could certainly be both powerful priest and wizards, gaining the spell range from both disciplines.



Hoeth

Lord of Wisdom & Knowledge



Hoeth is the Elven God of wisdom and learning. He epitomises the craft of those seeking knowledge and sorcery and is worshipped all over the Elven lands. Priests of Hoeth are rarely seen outside Ulthuan, tending to live in or near the Tower of Hoeth where they have ready access to the wealth of knowledge it provides. Far more numerous are the legions of mages, scholars and teachers that worship the god.

Worshippers of Hoeth travel the path of wisdom and enlightenment in many different ways. 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. The one incarnation of Hoeth that outsiders often see are the Swordmasters. They act as warrior guardians of the Tower, and it is rare to see a devout mage or scholar of Hoeth travel of from Ulthuan without a Swordmaster bodyguard.

Most temples to Hoeth come in the form of shrines in schools and libraries. The greatest temple of Hoeth is the White Tower in Saphery. A half-a-mile high, magically constructed tower, raised at the time of the Scholar-King. It is the greatest repository of knowledge anywhere in the known world, and is a source of magical power for the High Elves. Hoeth is depicted as an elderly elf, clad as an ornate Loremaster.

Church Skills and Talents

Initiates of Hoeth gain Academic Knowledge (any one). Priests of Hoeth may also learn an additional Academic Knowledge (any one), Speak Language (any one). They may also learn Lesser Magic (any two) in addition to the normal Lesser Magic options.

Elven Divine Lore

The Lore of Hoeth

Hoeth is the High Elf God of wisdom and knowledge. Compared to Priests of other Religions, the Divine Lore of Hoeth gives the caster access to a much greater selection of spells. High Elf magic focuses on disrupting the Winds of Magic - rendering rival spell casters impotent and capitalising on the magical instabilities of outsiders - before raining fiery death upon their foes.



Swordmaster of Hoeth

Casting Number: 7

Casting Time: Full Action

Ingredient: Miniature silver sword (+1)

Description:

The caster calls into existence an ethereal shimmering sword of burning white light for 1 minute (6 rounds). A free hand must be available to hold the sword, and the sword must be held by the caster for the spell duration or it instantly vanishes. The sword counts as magical and all hits bypass all non-magical armour. Additionally, a Critical Hit caused by the magical sword makes two rolls and inflicts the deadlier result.

Apotheosis

Casting Number: 9

Casting Time: Full Action

Ingredient: A crystal (+1)

Description:

The caster can heal a single creature (including themselves) within 12 yards. The target is healed of a number of Wounds

equal to 1d10 plus their Magic Characteristic.

Hand of Glory

Casting Number: 10

Casting Time: Half Action

Ingredient: A silver ring (+1)

Description:

The caster's hand is surrounded by glowing light that provides a sense of harmony for him and any allies within 24 yards. All allies of the caster are immune to the effects of Fear or Terror for a number of rounds equal to his Magic Characteristic.

Fiery Convocation

Casting Number: 13

Casting Time: Full and Half Action

Ingredient: A piece of volcanic rock (+2)

Description:

Flaming cracks split open across the ground covering a circle 10 yards in diameter (large template), originating anywhere within 24 yards of the caster. All under the template, friend or foe, are hit by the flames and choked by sulphurous gases, sustaining a Damage 4 hit modified by armour as normal. On a successful WP test the caster may maintain the spell in following rounds as a Full Action; the spell effect may be moved to any new location within 24 yards of the caster.

Banishment

Casting Number: 14

Casting Time: Half Action

Ingredient: A hand of a necromancer or chaos magician (+2)

Description:

A wave of magical force ripples through the air from the casters hand striking an undead or demonic target within 24 yards. The magic holding the outsider in this world is weakened, causing

1d10 Wounds irrespective of Toughness or Armour.

Glamour of Teclis

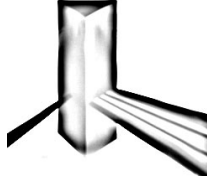
Casting Number: 15

Casting Time: Full Action

Ingredient: A prism that refracts light (+2)

Description:

The caster weaves a complex spell around a single target within 48 yards, twisting perceptions and confusing the senses so that they pass into a maze-like realm of mist and shadows. Unless the target makes a successful WP test, the caster may decide what actions they take on their next turn. Even on a successful WP test the target is confused and acts as Bewildered (WFRP p158) for his next turn.



Curse of Arrow Attraction

Casting Number: 15

Casting Time: Full Action

Ingredient: A warped arrow (+2)

Description:

This spell may be cast at any group within 48 yards and affects an area of a circle 10 yards in diameter. All enemies of the caster must make a successful WP test or be cursed for a number of minutes equal to the caster's Magic Characteristic.

Any non-magical missiles fired or thrown by the cursed targets will redirect themselves and hit the firer. Roll randomly for hit location and Damage as normal. Only missiles shot by cursed targets are affected in this way. The affected targets will not know that they are cursed by this spell.

Insight of Hoeth

Casting Number: 17

Casting Time: 1 minute

Ingredient: Miniature magnifying glass (+2)

Description:

The caster is able to draw on the knowledge and wisdom of Hoeth and identify the properties of a single magic item within touch range.

The spell can also be used to obtain information on unknown texts or symbols that the caster can touch. On a successful WP test the caster can gain vague information about the content of a single book, tome, etching or secret sign that he may otherwise not be able to read.

Drain Magic

Casting Number: 18

Casting Time: Full Action

Ingredient: A broken lens (+2)

Description:

All magic is drawn from the combat area, dispelling all spells (friendly or enemy) currently in effect within 24 yards, and making difficult the casting of further spells by anyone for a number of minutes equal to the caster's Magic Characteristic. Any attempt to cast spells requires a successful Channelling Test in addition to any normal Channelling for increasing the Casting Roll. This effect cannot be dispelled.

Walk Between Worlds

Casting Number: 19

Casting Time: Full Action

Ingredient: A strip of cloth from the cloak of a Wraith (+2)

Description:

The caster becomes ethereal, and can only be hit by magical weapons and can move through impassable or difficult terrain without penalty. The caster is affected by spells as normal, but may cast spells himself and fight without penalty. The effect lasts for a number of rounds equal to the caster's Magic Characteristic.

Aura of Nullification

Casting Number: 20

Casting Time: Full Action

Ingredient: A silver symbol of Hoeth (+2)

Description:

This is a touch spell. The target is becomes highly resistant to spells and spell like effects for a number of minutes equal to the caster's Magic Characteristic. The target is permitted a WP test to resist the effect of spells that do not normally allow resistance tests, and becomes completely immune to spells that usually permit resistance tests. The spell affects incoming spells only; the target may cast spells freely, but will remain resistant to beneficial spells that are cast at them.

Coruscation of Finreire

Casting Number: 22

Casting Time: 2 full actions

Ingredient: A feather from a Great Eagle (+3)

Description:

The caster raises himself atop a pillar of blinding white fire. He has the power to fly for a number of minutes equal to his Magic Characteristic at a Flying Movement of 4. The blinding light of the pillar causes or missiles fired at the caster to suffer a -20 BS penalty to hit.

~ Acknowledgments ~

The great libraries of Saphery have been extensively utilised to provide the information in this document. Names and spell descriptions were obtained from a combination of the WFRP1 rulebook, spells for Advanced Hero Quest and the Games Workshop website. Background information was obtained from the Critical Hit website and the Ulthuan website ww.asur.org.uk.

