

Defenders of the Forest

WARHAMMER FANTASY ROLEPLAY
2ND EDITION

CREDITS

Writing: *Steven Lewis and Jude Hornborg*

Additional Material: *Ovid, Ben Scerri, Nathan Dowdell, Dawn Lewis, Robin Low, jackdays, John-Paul Temple, Alexander Bateman, Aleksander Temkin, Orbis Proszynski*

Development Lead: *Steven Lewis*

Lead Editor: *Jude Hornborg*

Editing: *Wayde Zalken, Dawn Lewis, Orbis Proszynski, Ovid*

Cover Artwork: *Jussi Alarauhio*

Interior Artwork: *Michael Prescott, Brian Wasson, Arwen Savage, Robert Freeman*

Maps and Graphics: *Thomas Detko, Robert Altbauer and Arwen Savage*

Additional Artwork: *Clipart.com*

Proofreading: *Ralph Seller, Orbis Proszynski, Pete Goodman, Aleksander Temkin, Ovid, Stuart Kerrigan*

Playtesting: *Jean-Paul Temple, Ben Raynes, Simon Blakemore, Parker, Stuart Kerrigan, Naomi Banks, Chris Clarkson, Emma Conlin and Tim the Widgetman*

Layout: *Jude Hornborg*

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TABLE OF CONTENTS

CHAPTER I: PLAYING WOOD ELF	CHAPTER VIII: THE LAURËLORN FOREST.....75
CHARACTERS.....3	Navigation and Magic.....76
Corruption.....8	Laurëlorñ Gazetteer.....77
CHAPTER II: KINDREDS.....9	Sample Laurëlorñ Settlement.....84
Honorific Titles.....12	CHAPTER IX:
CHAPTER III: WOOD ELF	THE HINTERGLADES.....87
RELIGION.....15	The Lost Kindred.....88
Lore of Isha.....20	Indigenous Kinbands.....90
The Otherworld.....27	The Doomed Kindred.....92
CHAPTER IV: WOOD ELF	CHAPTER X: FRIENDS OF THE
MAGIC.....29	FOREST.....94
Lore of Athel Loren.....32	Animal Bonding.....94
The Shadow Walk.....33	Befriending Forest Spirits.....94
Shadow Dances of Loec.....35	Forest Spirit Corruption.....95
Talismanic Warpaint & Tattoos....36	Bestiary Expansions.....96
CHAPTER V: ARMOURY AND	CHAPTER XI: FLORA, FAUNA AND
EQUIPMENT.....37	FOES OF THE FOREST.....108
Heirlooms of the Forest.....39	Elven Herbalism.....108
CHAPTER VI: CAREERS.....41	Flora Corruption.....109
Existing Careers.....45	Fauna Corruption.....114
CHAPTER VII: THE FOREST OF	Wild Chaos.....115
ATHEL LOREN.....52	Foes of the Forest.....116
Navigating the Loren Forest.....53	CHAPTER XII: REVOLUTIONS IN
Magic of Athel Loren.....56	PROGRESS.....122
Adventure Seeds.....58	Halls of Anaereth.....123
Athel Loren Gazetteer.....62	Encounters.....127
	INDEX.....136

CHAPTER I: PLAYING WOOD ELF CHARACTERS

"The deepest parts of the forest belong to the spirits, lad. Ma and Pa, Sigmar bless their souls, would say they were once children, but they became lost between the trees and turned wild by Taal himself. No one knows for sure, but I warn you now, do not go beyond the stone marker by the old oak tree, that area of the forest belongs to them and none that entered have ever returned."

Joseph Hockbehn, Charcoal-Burner

While the woodlands of the Old World provide necessities such as timber, game and medicinal herbs, few are willing to stray far from the forest's edge. It's said that beasts and other warped perversions dwell within shadowy dales and even deadlier monstrosities prowl the hearts of the ancient woods. Tavern-house whispers also speak of unnaturally beautiful glades, guarded by fey creatures of capricious spirit. They are creatures that are as likely to protect, as they are to destroy those who intrude upon their domain.

The few brave folk who have actually ventured into the deeper woods and returned, know that these "defenders of the forest" are in fact a secretive group known as the Wood Elves. The forest-dwelling Elves share ancestry with the High Elves, but decided against joining their kin in the abandonment of the Old World at the conclusion of the *War of the Beard*. Instead these Elves retreated into the ancient forests and began a simpler life, eschewing the trappings of civilisation and decadence.

This simpler life reminded the Elves of the Golden Time, an age before the coming of Chaos, when their kind lived peacefully under the Everqueen, the spiritual leader of the High Elves. These forest dwellers took for themselves the name Asrai, which means Blessed Ones in their tongue.



CHILDREN OF ULTHUAN

Elves from the Kingdoms of Ulthuan in the Great Western Ocean landed in the Old World during the time of Aenarion and the first Chaos incursion. After the Chaos hordes were driven into the north, the Elves colonised the Old World and called it Elthin-Arvan. They met the Dwarfs, and a great alliance was formed between the races. Tragically, civil war erupted across Ulthuan and the Dark Elves used sorcery to shatter the Elven homelands in a time known as *The Sundering*. The alliance between Elves and Dwarfs was broken by Dark Elf treachery, and ensuing hostilities escalated into the *War of the Beard*. Ultimately, the Dwarfs won the *War of the Beard* and forced the Elven colonists back to Ulthuan, or drove them into hiding in the Old World's forests.

Wood Elf PCs come from one of three woodland regions: Athel Loren, the Laurëlorne Forest or the Hinterglades. Although Athel Loren contains the largest concentration of Asrai, the majority of Wood Elves have scattered to far-flung Hinterglades across the Old World. These Hinterglades include unspoiled regions of the Reikwald Forest, or secret groves deep within the Great Forest.

OPTIONAL RACIAL FEATURES: WOOD ELF

The Elven Racial Features in the core rulebook do not encompass the full range of Elven cultures and traditions. The following substitutions can be used, at GMs discretion, to replace the Racial Features found in the rulebook (*WFRP* pg. 19) for Wood Elf PCs.

Skills: Charm Animal, Common Knowledge (Elves), Common Knowledge (relevant Woodland Realm), Outdoor Survival, Performer (Dancer/Musician/Singer) or Trade (Bowyer/Fletcher), Speak Language (Elthárin).

Talents: Aethyric Attunement or Specialist Weapon Group (Longbow), Coolheaded or Savvy, Excellent Vision, Rover.

Traits: Night Vision

ATHEL LOREN

Nestled in the shadows of the mountains in the southeast of Bretonnia, Athel Loren is the spiritual home of the Asrai. It is here that Orion and Ariel preside as King and Queen of the Forest. The Elves of this woodland realm are very reclusive. Loren's defenders are regarded as the wildest and most fickle of the Asrai. Everyone who has crossed paths with the Wood Elves of Athel Loren will warn you not to offend them, as these Elves view outsiders – even their kin from other woodland settlements – as lesser beings or misguided fools.

LAURËLORN FOREST

The northwest of the Empire is home to the second largest woodland realm, the Laurëlorne Forest. The Elves residing in Laurëlorne are seen as the most 'civilised' of the Asrai. It is

rumored that an ancient city from a time before Man lies at the heart of the forest. Only the Laurëlorñ Asrai truly know if the city exists, but humans in the region speak of the Witch's Wood and a fabled City of Glass where the Elf Queen resides.

Elves who live within the Laurëlorñ appear more refined than their kin from Athel Loren. Many of the Laurëlorñ Elves dwell in settlements within the tree canopy, although there are also those who live a nomadic lifestyle, moving from glade to glade according to the availability of forage.

HINTERGLADES

Scattered throughout the forests of the Old World are numerous smaller Asrai settlements. The most notable ones are located in the Great Forest and Reikwald Forest within the Empire, but many others have been documented in places such as Kharnos Forest in the Border Princes and Pina Wood in Estalia. The Wood Elves from these smaller settlements are perhaps the most likely to be found mingling with other races, either because their settlements have been destroyed by deforestation or because declining populations have rendered them unsustainable.

Displaced Hinterglade elves often adopt human characteristics, taking on careers not usually found within Asrai culture and dressing in styles to emulate the humans they regularly interact with. At the opposite extreme, some Hinterglade elves are even more isolated than even their Athel Loren kin. Some of these reclusive ones worship sinister spirits, suggesting to humans that they might be related to the "Dark Ones" from across the Great Ocean.

OPTIONAL RULE: ARCHERY

The following optional rules can be used to make archery feel more realistic.

Weather: Wet conditions can have a detrimental effect on the elasticity of bowstrings. Unless a string is shielded from the weather, there is a 25% chance that it loses some of its draw strength, reducing ranges by 10 yards (this rule does not apply to a bow strung with hair from an Elf).

Range: The further an arrow flies the more momentum it loses. To represent this, all shots at long range suffer a -1 penalty to base Damage. Shots made at point blank range gain a +1 Damage bonus however.

Retrieval: Arrows are retrievable to be used again. An archer searching for his arrow is able to spot it on a **Challenging (-10) Perception Test**. Once found, the archer must roll 1d10: 1-2 = arrow intact, 3-7 = damaged but repairable, and 8-10 = arrow broken. The Perception Test can be modified according to terrain, at GM's discretion.

ROLEPLAY TIP: PRIDE AND PASSION

Wood Elves appear cold and aloof to outside observers. Their culture is sophisticated and challenging for outsiders to comprehend. Most Wood Elves would prefer not to communicate at all than to explain their way of life to strangers. At heart though, they are an intensely passionate and emotional people, subject to love, mirth, deep introspection as well as incendiary rage. People are often surprised by the Wood Elves' sudden change of demeanour in the company of kindred spirits.

WAY OF THE BOW

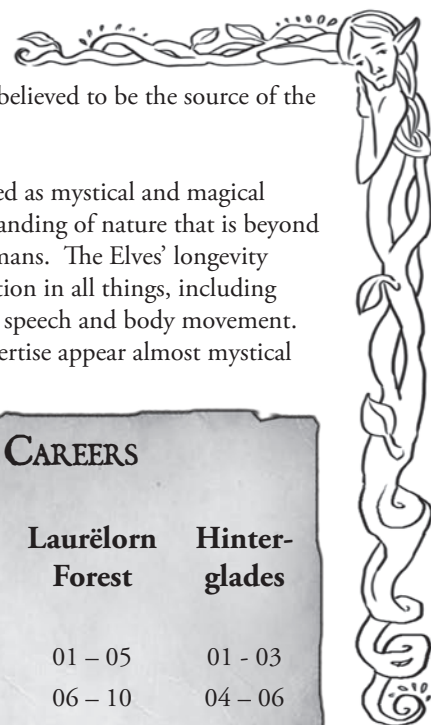
Wood Elves are outstanding archers, capable of feats well beyond the abilities of their Ulthuan kin. Almost all Wood Elves train with the bow allowing them to defend their forest homes at a safe distance. PC Wood Elves may choose to begin with a bow instead of a Hand Weapon (see *WFRP* pg. 20). At the GM's discretion, PCs that choose to train as archers by selecting Specialist Weapon – Longbow are gifted by their lord with an Elfbow (*WFRP* pg. 107).

The fabled elfbows are brought forth from the heart of a tree with a magical song and are stronger than a normal longbow. The string of an elfbow is often woven from the fine hair of an Elf (usually a lover or sibling of the archer) making it resilient to the effects of weather. Although the majority of elfbows are made from ash or yew trees, just like the longbow, Elves also seek out mythical trees, such as the fabled Wythel tree, which no longer grows in Athel Loren. Wythels are said to make the finest bows of all.

ELTHARIN

The Asrai rarely use the written word. Reading and writing are reserved primarily for ritualistic liturgies. The Elven Ranger-tongue, and the forest's own mystical voice, has heavily influenced their rustic dialect of Elthárin. Typical Wood Elf conversation is much more brief and terse than the flowery and overly verbose discourses favoured by High Elves. In more relaxed circumstances, however, Asrai speech becomes more lyrical in tone, almost like a whispered song.

Certain terms and phrases hold greater meaning to Wood Elves than to their Ulthuan kin. The Asrai have come to attach deeper symbolism to certain words; Athel means only "Noble" to a High Elf, whereas Wood Elves associate the word with the noblest of birds, the Phoenix, who is also the herald of Asuryan, God of Creation. To a Wood Elf, therefore, Athel means rebirth, a new creation, the dawning of a world. Therefore the name Athel Loren has a much more nuanced translation in the Wood Elf dialect, and means "Wood of the Dawning of the World", instead of "Noble Wood" as the High Elves know it.



ROLEPLAY TIP: GENDER EQUALITY

Males and females hold equal status in Wood Elf society; indeed some of the greatest figures of Asrai legend are women. In speech, the female pronoun is used to reference trees and plants, because they are considered parts of the goddess Isha. Wood Elf adventurers are as likely to be women as men.

WHISPERING OF THE LEAVES

Human rangers have suggested that words can be heard amongst the rustling leaves and creaking branches, as if the trees were somehow communicating amongst themselves. Indeed, these rangers are in fact hearing the forest talk.

When the Belthani people arrived in the Old World thousands of years ago, they were the first humans to settle the continent. As their druids encountered the forest Elves, they learned many of nature's secrets and even derived their mystical language from the Elven ranger tongue, Fan-Eltharin. Since Fan-Eltharin is closely related to Malla-room-ba-larin, the language of Treemen, the ancient druids were also able to converse with the intelligent flora. Accordingly, the ranger tongue in use today is partially derived from ancient Druidic, and therefore allows a perceptive ranger to hear the forest's voices upon the wind.

With a successful **Perception Test** (hearing), characters with some knowledge of the language of trees can discern snippets of information, such as warnings of Beastmen, Greenskins, etc. The difficulty of this test is modified by the language known, and the clarity of these murmurs can be modified by Degrees of Success or Failure, at the GMs discretion. It is said that Elven Waywatchers are even capable of conversing from several miles apart, using the forest as a medium.

Malla-room-ba-larin:	Average	No modifier
Fan-Eltharin:	Challenging	-10%
Druidic:	Hard	-20%
Secret Language (Ranger):	Very Hard	-30%



A MAGICAL RACE

All Elves are able to sense the Winds of Magic to some degree, indeed their bodies channel magical energies more easily than other races. This sensitivity also grants them several unique qualities, including resistance to physical corruption such as disease and mutation. But their natural magic proficiency also supports a mistaken notion that all Elves are capable of wielding magic. In truth, the Elves' natural magical affinity only increases an individual's chance at manifesting spell-casting talent. There

are no guarantees. Magic is also believed to be the source of the Elves' famed longevity.

In general, Wood Elves are viewed as mystical and magical creatures with an innate understanding of nature that is beyond the comprehension of most Humans. The Elves' longevity enables them to strive for perfection in all things, including such mundane considerations as speech and body movement. This makes even basic Elven expertise appear almost mystical to other races.

TABLE I.I: WOOD ELF CAREERS

Career	Athel Loren	Laurëlorn Forest	Hint- glades
Apothecary	01 - 06	01 - 05	01 - 03
Apprentice Wizard	07 - 12	06 - 10	04 - 06
Bodyguard	-	-	07 - 09
Bounty Hunter	-	-	10 - 12
Cartographer	-	11 - 14	13 - 15
Dilettante	-	15 - 19	16 - 19
Entertainer	13 - 20	20 - 24	21 - 23
Envoy	19 - 24	25 - 29	24 - 26
Gambler	-	30 - 33	27 - 29
Hunter	25 - 30	34 - 38	30 - 32
Initiate	31 - 36	39 - 44	33 - 35
Kithband Warrior	37 - 47	45 - 49	36 - 38
Marine	-	-	-
Mercenary	-	-	39 - 41
Messenger	48 - 54	50 - 54	42 - 44
Noble	55 - 61	55 - 56	45 - 47
Outlaw	62 - 69	57 - 60	48 - 51
Outrider	70 - 76	61 - 65	52 - 54
Pilgrim	-	66 - 75	55 - 57
Pit Fighter	-	-	58 - 60
Raconteur	-	-	61 - 66
Riverwarden	77 - 82	76 - 80	67 - 69
Rogue	-	-	70 - 72
Scribe	-	81 - 85	73 - 75
Seaman	-	-	-
Slave	-	-	-
Smuggler	-	-	76 - 78
Student	83 - 88	86 - 90	79 - 81
Thief	-	-	82 - 86
Thug	-	-	87 - 90
Tradesman	89 - 94	91 - 95	91 - 95
Vagabond	95 - 100	96 - 100	96 - 100



OPTIONAL RULE: CHILDREN OF THE GODS

Description: All Elves are able to sense the Winds of Magic. At the GM's discretion, this natural aptitude can be reflected by allowing Elves the ability to use Magical Sense as a Basic Skill (see *WFRP* pg. 89). The constant flow of magical energy also means Elves are more resistant to diseases, gaining a +10% bonus to all resistance tests. When an Elf fails any test to resist mutation they automatically roll on **Table 1.2: Curse of the Wilds** (pg. 8).

TEMPERAMENT

Wood Elves are often perceived to be fickle and unpredictable creatures, as likely to save a human trespasser as to kill them. In truth, the Wood Elves' spiritual attachment to the forest makes them highly sensitive to the balance of nature. Each woodland realm is its own unique environment with complex food chains and delicate synergies between flora and fauna. In their roles as defenders of the forests, the Asrai must evaluate every situation in the context of the larger picture.

Wood Elves of Athel Loren have an almost symbiotic relationship with their forest. If not for their constant vigilance, Athel Loren's oldest glades would be overrun with Chaos and the surrounding lands would be ravaged by the unleashed power of the corrupted forest. For this reason, these reclusive Elves are the most hostile towards those who would defile the natural world.

Wood Elves from the Laurëlor Forest retain many traditions of their civilised High Elf kin and do not react as violently toward trespassers as the Elves of Athel Loren. They are still generally perceived as being highly secretive and aloof however.

Because of the Wood Elves' overall suspicion of trespassers, all initial contact with Wood Elf NPCs is penalised by a -10% Disposition modifier to **Fellowship-based Tests**. This Disposition penalty can be lifted after dialogue has been established.

PERSONALITY

The belief in *Yenlui*, or balance, is central to the personality of all Elves. To the Asrai, the nature gods Isha and Kurnous represent the concept of *Yenlui*. The Wood Elves' close connection to the forests makes them particularly sensitive to the natural order. They are prone to depression and anger when the forest is despoiled, and are mirthful in times of peace.

Like all Elves, the Asrai constantly strive for perfection. This, along with their longevity allows Wood Elves to master their emotions, which can make them seem uncaring or cold. Even the death of a Kin member will not provoke an instant reaction; instead a Wood Elf's sorrow is expressed gradually, through poetry and song, at a time of their choosing. Wood Elves also share their Ulthuan counterparts' willingness to listen and have a general "wait and see" attitude (unless of course the forest is threatened), which can lead others to perceive them as an impassive, ponderous race.

The Elves' longevity also allows them to measure success differently from more short-lived races. Crushing one's enemies and amassing riches are not considered worthwhile goals, because power and wealth are ephemeral. Instead, Wood Elves channel their efforts into art, craftsmanship, and personal enlightenment.

THE DRAGON AND THE BEES

*A mighty Drake from Mountains Grey
To Athel Loren flew one day
And landing carelessly, by chance
He smashed a hive where Bees did dance.*

*Now filled with wrath, revenge they sought --
Against this Dragon torments wrought;
They flew around his mighty head
As from their spears the Dragon fled.*

*He tried to fight the torture's swarm
But could not harm this buzzing storm;
Spying a lake the Dragon dived,
In water hoping to survive,*

*But Bees are clever folk, and knew
As they need air, so would he too.
Waiting, their anger did not cool
Against the foe within the pool;*

*Certain they'd slake their anger's thirst,
Or else his lungs with breath would burst,
They danced their wardance on the air
Until he surfaced in despair.*

*Again he took to fearful flight
Knowing he couldn't win this fight,
Frantic to find a safer berth --
If water failed him, what of earth?*

*To dig a cave in which to hide
He tore deep into Isha's side;
By Bees pursued, he clawed the dirt;
The Mother, wounded, wept in hurt;*

*And hearing Isha's piercing cry,
The Bees began to wonder why --
The Dragon ceased to tear the ground --
Their wrath and fear spent at that sound.*

*Revenge must be precisely aimed,
Or else you know not who'll be lamed;
And anger's arrow sent awry
Can make the one you love most cry;*

*Isha had reaped the pain they'd sown
When vengeance's mark was overthrown;
The Dragon crushed what Bees had built,
But it was Isha's tears they spilled.*

*Though they made peace, still Isha weeps
From that deep wound in mountain steep;
Beneath the pines the Bees still sing
And Dragons know to fear their sting.*

*No longer do they build their halls
In open land, with waxen walls;
In hollow trunks and cloven stones
Their strongholds buzz with endless drones.*

LEAVING THE FOREST

Although Wood Elves are naturally reclusive and rarely encountered by outsiders, they are occasionally compelled to leave their beloved forest homes. Some travelling Wood Elves have clear objectives such as following a prophecy or carrying out directions from their lord. Others strike outwards in an attempt to discover their role in life, exploring the world beyond the forest and learning of other cultures.

Occasionally, Wood Elves depart in pursuit of enemies who have harmed the forest or their elven kin, and will stop at nothing until vengeance is claimed. On rare occasion, Wood Elves can be banished for bringing harm upon the forest or dishonour to their elven lord. Elves banished in this way often take up

ROLEPLAY TIP: JUSTIFIABLE PREJUDICE

Although they play a crucial part in the overall struggle against Chaos, the Asrai are justifiably bitter. Other races fail to understand that the sacred glades they protect are vital to preserving the world's magical balance. Dwarfs and Humans blithely deplete and deforest the world's natural defences while professing to oppose Chaos, but are too closed-minded to see the hypocrisy of their actions.

NEW INSANITY: ISHA'S ORPHAN

The aethyric tether that once connected your soul to the forest is severed. You become unfocused and morose, permanently losing 5% from both **Will Power** and **Fellowship** scores. In addition, Animal or Spirit Companions leave your side (pg. 94). Other Wood Elves shun you; future Kinband membership is restricted to either Vengeance or Younger Kindreds (pg. 11-12). Existing membership in other Kindreds is lost immediately.

Undertaking a pilgrimage to the darkest depths of the woods and meditating alone for a year is the only way to cure this Insanity.

Human careers and turn away from the moral lessons they once learned from fable-songs. This radical change of environment has a lasting effect on their psyche and Wood Elves who leave the forest are forever changed.

After being away from their forest-home for longer than a month, a Wood Elf must make a successful **Will Power Test** or gain 1 Insanity Point. Those who gain an Insanity as a result of this IP will develop the special "Isha's Orphan" disorder (see sidebar). Will Power tests must be repeated after every full month, until the character either returns home for a season or becomes one of Isha's Orphans.



CORRUPTION

Although Elves are more resistant to corruption than other races, they are still susceptible to the insidious effects of Chaos. Amongst Wood Elves, this corruption often manifests as subtle changes in behaviour. Chaos taint causes most Wood Elves to become hateful of all those who trespass upon their sacred forests including Wood Elves of other kindreds. Others practise dark rites in the name of forbidden gods, turning their backs completely upon the traditions of the Asrai.

Within the confines of their woodland homes, Wood Elves are relatively isolated from most corrupting influences. The greatest Chaos threat to Wood Elves is Cyanathair the Corruptor and his Beastmen hordes, who frequently threaten their borders (see pg. 117-120). Occasionally, long-forgotten Chaos entities are encountered in the forests, or Wood Elves discover a Chaos relic on their travels.

Regardless of the source, tainted Wood Elves become more reclusive, or even exile themselves from the forest when signs of corruption are discovered. In extreme cases such as physical mutation, ritual suicide is viewed as an appropriate solution. Elves of Athel Loren who develop mutations are sometimes banished to the Wildwood.

Curse of the Wilds

The corruption of Elves is subtle and insidious, having effects upon the mind, heart, body and soul. After failing a test to resist mutation, Elves must roll 1d10 and then apply Degrees of Failure to determine the specific disorder on **Table 1.2: Curse of the Wilds**.

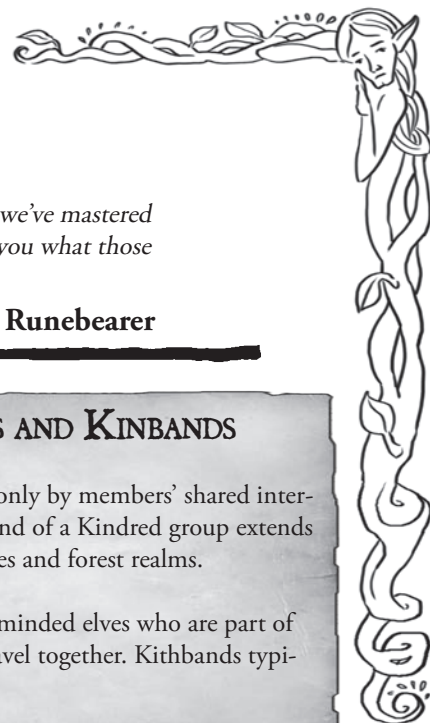


ROLEPLAY TIP: DESTINY AND REDEMPTION

Wood Elves consider corruption to be a result of disharmony between Nature and Soul. This spiritual imbalance can sometimes be corrected by undertaking journeys of redemption to sacred glades. Physical mutation is received as a mark of destiny: the Wood Elf must answer the gods' call and sacrifice themselves for the greater good. There is always a moral lesson to be learned from the corruption of others.

TABLE 1.2: CURSE OF THE WILDS

1d10 T test DoF	Type of Corruption
1 - 3	Corruption of the Mind
0-1 DoF	Your mind is as changeable as the weather, making it hard to concentrate. Suffer a -5% to all Perception Tests.
2-3 DoF	Your mind becomes unhinged as the foul taint of corruption courses through it. Gain 1 Insanity Point and take a -5% penalty to all Intelligence Tests.
4+ DoF	You become bound to the seasons. Gain 1d5 Insanity Points and your next disorder must be Wheel of Dread and Pleasure.
4 - 6	Corruption of the Heart
0-1 DoF	You have the cold heart of a warrior. Gain the Warrior Born Talent (see WFRP pg. 102). However, you also appear calculated and aloof to others. Suffer a -5% penalty to all Fellowship Tests.
2-3 DoF	You become increasingly cold, callous and cruel as the chill of winter sets into your heart. Suffer a -5% penalty to all tests relating to animals and forest spirits, and gain 1 Insanity Point.
4+ DoF	You are incapable of controlling your emotions. Gain 1d5 Insanity Points and your next disorder must be Blasphemous Rage.
7 - 8	Corruption of the Body
0-1 DoF	You are infused by the Winds of Magic. Gain +1 to your Magic characteristic and you may learn the Dark Magic Talent at any time for 100 xp. However, you no longer receive the benefit of disease resistance (see Children of the Gods pg. 8).
2-3 DoF	You become sterile or barren from the magic that permeates your body and are bound to the seasons (see RoS pg. 177). Gain 1 Insanity Point.
4+ DoF	You gain a mutation as normal.
9 - 10	Corruption of the Soul
0-1 DoF	You become tainted and your skin loses all colour becoming pale even for an Elf. Gain the Menacing Talent and suffer a -5% penalty to all Fellowship Tests.
2-3 DoF	You feel as though no one can be trusted. Gain 1 Insanity Point and your next disorder must be Venomous Thoughts.
4+ DoF	Gain 1d5 Insanity Points and your next disorder must be Host of Fiends.



CHAPTER II: KINDREDS

"Them pointy-eared fellows think themselves so smart, well I can tell you now that we've mastered techniques that are beyond their abilities. Though on my Ancestors, I couldn't tell you what those skills are."

Skorgrund Varaborason, Runebearer

Wood Elves are drawn together in small groups known as Kithbands, which are part of larger social networks called Kindreds. Kithband members and their kin live together in villages (or "glades"), which in turn pledge loyalty to an Elven lord, under whose banner a Kinband forms.

Within each Kinband, the members of different Kindreds and their representative Kithbands might have conflicting interests and loyalties. Although forgiveness and reconciliation are the Asrai's preferred methods of dispute resolution, sometimes rivalries do develop. These rivalries occasionally escalate to violence when a Kithband enters the realm of a Lord to which it has not pledged allegiance.

Occasionally, Kithband members take a sabbatical or pilgrimage to broaden their horizons and fulfil a personal goal. Pilgrimages often require Elves to leave the forest and join an adventuring party for a period of time. To Elves, a few years of adventuring are but a blink of the eye, but leaving one's kith and kin is usually painful.

USING KINDREDS

Any Wood Elf can join a Kindred permitted by their career. Membership in a Kindred grants access to special Talents representing an Elf's practised skill and experience. Some Kindreds, such as Wardancer and Spellsinger, are linked to a particular career path and are therefore unavailable to those outside that career. Before joining a Kindred, the Elf must first prove their worthiness by undertaking a trial of relevance to the particular Kithband they wish to join.

Wood Elves may choose to leave their current Kindred and enter a different one by spending 100 xp. In some cases, changing Kindreds is considered a natural progression of personal achievement. However, turning away from one's Kindred can also be perceived as a betrayal of trust, and social consequences may follow. In any case, a Wood Elf may not purchase new Talents from their former Kindred after ties have been cut.

ROLEPLAY TIP: COMMUNAL LIVING

Asrai communities are built on friendship and mutual understanding. The education of young wood elves is a social responsibility that benefits the whole Kinband. Wood elves are encouraged to follow their Kith in adulthood, but the bond to their native Kinband lasts forever. Wood Elves cannot fathom why humans tolerate living beside neighbours they despise.

KINDREDS, KITHBANDS AND KINBANDS

Kindred: A social group defined only by members' shared interests and ways of thinking. The bond of a Kindred group extends far beyond individual communities and forest realms.

Kithband: A small group of like-minded elves who are part of the same Kindred and live and travel together. Kithbands typically number 10-20 individuals.

Kinband: A coalition of Asrai communities pledging loyalty to an Elven lord or noble house. Kinbands typically number between 300-1000 elves. Most Asrai communities are small, self-sufficient villages (often called "glades") of 3-5 Kithbands, plus an equal population of birth kin who are not members of a Kithband themselves.





ALTER KINDRED

Kindred of Laith-Kourn

Some Elves develop such a deep spiritual link with the forest that they attempt to mimic the wild animals, believing it to be the truest way of understanding nature. These elves are known as Alters, Shifters, or Wild kin because they adopt mannerisms of forest creatures which makes them appear feral in the eyes of other Wood Elves.

Members of Alter Kithbands are isolationistic to the extent that they prefer not to mix even with their own kin. The trials required to become an Alter kin are virtually unknown. It is whispered amongst other Kindreds that some Alter kin have been corrupted, because of their ability to change physical forms at will. The name *Laith-Kourn* has evolved from a combination of the Elven root word *Lathain*, meaning storm and wrath, and the name of Kurnous, the Elven God of Beasts.

Careers: Apothecary (Herbalist), Hunter, Outlaw, Outlaw Chief, Wildkin.

Kithband Talents: Beastfriend, Healer, Outlander, Shade, Skinwalker.

ETERNAL KINDRED

Kindred of Selathoi

The bravest and noblest of warriors may enter an Eternal Kithband after displaying skill upon the battlefield. These respected veterans have proven themselves many times over and require no trials to join the Kindred. Eternal Kithbands are often viewed as unyielding and stubborn by younger Elves, which is perhaps how the name *Selathoi* has evolved from the Elven root-word *Sarathai*, meaning unyielding defiance.

Careers: Champion, Noble Lord, Veteran.

Kithband Talents: Blademaster, Eternal Guardian, Seer.

GLADE RIDER KINDRED

Kindred of Sehenlu

Glade Riders are considered to be among the finest mounted warriors in the Old World, capable of performing all manner of seemingly reckless stunts beyond the ability of other races. When a Wood Elf wishes to join a Glade Rider Kithband, they must first prove their horsemanship and demonstrate a tight bond with the steed by competing in a race. The name *Sehenlu* has evolved from the Elven root-word *Senhui*, meaning swiftness and accuracy. These are highly valued attributes which allow Glade Riders to utilise hit-and-run tactics against their enemies.

Careers: Envoy, Horse Archer, Messenger, Noble, Noble Lord, Outrider.

Kithband Talents: Beastfriend, Hawk-Eye, Horsemaster.

GLAMOURWEAVE KINDRED

Kindred of Yenayla

The most committed devotees of Isha are known as Glamourweavers, who act as emissaries between the Wood Elves and the elder forest spirits. These priestesses forego their own needs and desires in their dedication to maintaining balance within the forests. Many Glamourweavers are reclusive hermit oracles devoted to the divine trinity of Isha, Lileath and Morai-Heg. The name *Yenayla* has evolved from the Elven root-word *Yenlui*, meaning balance and harmony.

Careers: Anointed Priest (Isha), High Priest (Isha), and Priest (Isha)

Kithband Talents: Glamourweaver, Dreamwalker, Treewalker, Windtalker.

SCOUT KINDRED

Kindred of Arahain

Many Elves enjoy the thrill of the hunt but find the warrior castes too regimented and aggressive. These individuals prefer the freedom of scouting the forest for potential dangers. As a rite of passage, aspiring Scout kin are tested in the use of the bow. The applicant is expected to hit multiple targets at different ranges while remaining hidden from view. The name *Arahain* has evolved from the Elven root-word *Arhain*, meaning shadows, night, stealth and secrets.

Careers: Hunter, Kithband Warrior, and Scout.

Kithband Talents: Forest-Walker, Hawk-Eye, Pathfinder.

SPELLSINGER KINDRED

Kindred of Kel-Isha

The majority of Elves gifted in the art of magic receive basic training from Spellsingers. Although young mages are not required to join, only Spellsinger kin will be taught the advanced secrets of magic.

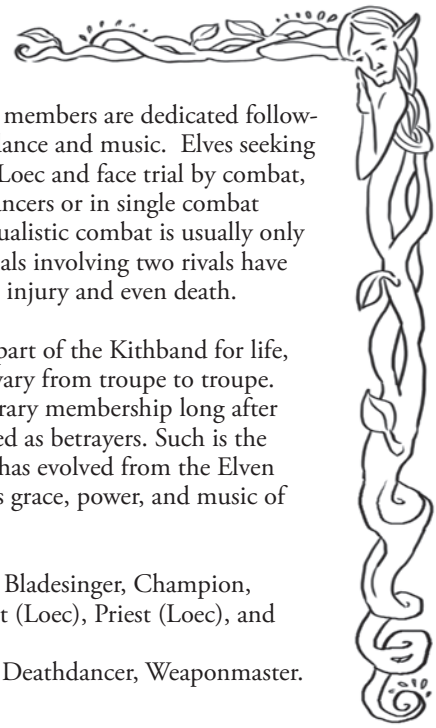
Only devotees of Isha can enter a Spellsinger Kithband, and only after completion of a trial to test the Elf's character and resolve. Initiation rites involve the retrieval of spell ingredients, such as herbs and flowers, from a specific part of the forest. Prospective Spellsingers must be wary of these trials, for sometimes the test is actually a trick designed to measure their sensitivity and patience.

A Spellsinger is expected to prioritise the wellbeing of the forest above their own desires. If an aspirant harms the forest in pursuit of success, they will be deemed a failure and rejected by the Kindred. The name *Kel-Isha* has evolved from the Elven root-word *Quyl-Isha*, meaning the tears of Isha, mercy and endurance.

Careers: Apothecary (Herbalist), Astrologer, Envoy, Handmaiden, Scribe, Student, Spellsinger, Spellweaver, Treesinger.

Kithband Talents: Beastfriend, Channeller, Healer, Seer.





VENGEANCE KINDRED

Kindred of Talu

Vengeance Kithbands are the smallest and most unstable of As-rai social groups. Members cannot leave until they have fulfilled their obligations, or face reprisals from their fellow Vengeance kin. However, as soon as their oaths are honoured, members usually depart for another Kindred. Members are sometimes called Riftblades or Mournsingers.

Vengeance kin are bent upon revenge against a nemesis or group who harmed them, their kin or the forest. The Elves' longevity allows an oath of vengeance to be planned in great detail, often taking several years to reach fruition. A targeted nemesis may be taken by surprise if the original incident was forgotten. It is whispered that some Vengeance kin turn to darker powers in order to fulfil their oaths. The name *Talu* has evolved from the Elven root-word *Thalui*, meaning hatred or vengeance.

Careers: Bodyguard, Bounty Hunter, Cartographer, Hunter, Outlaw, Outlaw Chief, Thief, Thug, and Spy.

Kithband Talents: Shade, Outlander, and Weaponmaster.

WARDANCER KINDRED

Kindred of Caidath

Wood Elves who feel drawn to violence and battle often seek to sublimate their aggression in the form of song and dance. Known variously as the Shadow Dancers of Loec, Feast Masters,

Bladesingers or Deathdancers, all members are dedicated followers of Loec, the god of laughter, dance and music. Elves seeking to join must become devotees of Loec and face trial by combat, either against a gauntlet of Wardancers or in single combat against the troupe leader. The ritualistic combat is usually only fought to first blood, although trials involving two rivals have been known to end with grievous injury and even death.

Wardancers are considered to be part of the Kithband for life, and the consequences of leaving vary from troupe to troupe. Some Wardancer kin retain honorary membership long after their departure; others are shunned as betrayers. Such is the way of Loec. The name *Caidath* has evolved from the Elven root-word *Caidath*, which means grace, power, and music of the stars.

Careers: Anointed Priest (Loec), Bladesinger, Champion, Entertainer (Acrobat), High Priest (Loec), Priest (Loec), and Wardancer.

Kithband Talents: Blademaster, Deathdancer, Weaponmaster.

WARRIOR KINDRED

Kindred of Lakoy

When Elves come of age, they are trained in the use of the bow and given the responsibility of protecting their Lord's halls. Those who show talent in the martial ways are encouraged to join the Kithbands that roam the forests, taking the fight to the



Wood Elves' enemies. The name *Lakoys* has evolved from the Elven root-word *Lacoi*, meaning might and glory.

Careers: Bodyguard, Kithband Warrior, Noble.

Kithband Talents: Braveheart, Shadowfast, Weaponmaster.

WAYWATCHER KINDRED

Kindred of Nymraif

The most talented scouts are selected to serve as guardians of the secret paths leading to the Halls of their Kinband. Waywatchers must complete an advanced trial involving a long period of solitude. Typical trials include the fetching of a rare plant or object from a remote region of the forest. The name *Nymraif* has evolved from the Elven root-word *Minaith*, meaning skill in arms and spirituality.

Careers: Explorer, Ghost Strider

Kithband Talents: Shade, Treewalker, Waywatcher, Windtalker.

WILD RIDERS OF KURNOUS

Kindred of Auryaur

The braying war-horns of the Wild Hunt either instill the thrill of the chase, or inspire fear. Individuals who are drawn to the hunt may join the Wild Riders, although the decision is never made lightly. Once an Elf has joined this Kindred they cannot leave without becoming prey for the hunt themselves. The most devoted Wild Riders are known as Horned Hunters, the Spears of Kurnous, the Brethren of Orion or Pyrewards. All Wild Riders are feared for their volatile and unpredictable tempers. Many Elves who join the Wild Riders have been touched by corruption and are seeking personal redemption. The name *Auryaur* is derived from the Elven root-word *Oriour*, meaning blood and birth.

The Wild Riders of Kurnous should be used only as NPCs by GMs and PCs should not be allowed to enter this Kindred. See page 22 for Horned Hunter statistics.

Wild Hunter

Prerequisites: Priest (Kurnous), Ride, Follow Trail +10%.

Description: The divine power of Kurnous changes your very being. You grow tall and strong, with a wild mane of hair and faintly glowing eyes. You gain +1d5 inches in height, 2d10 pounds in weight and a +1d5% bonus to **Strength**. When using the Charge Attack or All Out Attack actions, you gain the Unsettling Talent (*WFRP* pg. 102).

WIND RIDER KINDRED

Kindred of Sethayla

An Elf who wishes to enter this Kindred must perform a rite of passage: find a nesting area of the great birds and successfully bond with a Warhawk. The bonding itself is a do-or-die challenge, as Warhawks defend their nesting grounds fiercely. Killing a potential mount is punished as sacrilege.

Many outsiders believe that Wind Riders live at the eastern edge of Athel Loren where the Grey Mountains meet the forest realm, but this is not strictly true. Some Wind Riders can also be found amongst the highest branches of the forest's oldest trees such as the Oak of Ages. The name *Sethayla* has evolved from the Elven root-word *Sethai*, meaning flight, wind, and cry in the far mountains.

Careers: Envoy, Messenger, Noble, Noble Lord, Warhawk Rider.

Kithband Talents: Beastfriend, Mountaineer, Wind Rider.

YOUNGER KINDRED

Kindred of Haroith

There are Elves who cannot suppress their impulsive and curious natures; who feel restricted by the rules governing their woodland realm. These Elves are drawn to the Younger Kindred. Many Younger kin are adolescents who leave the Kindred upon reaching adulthood to take their rightful places within Asrai society. However, some Younger kin are discontent with life under the forest canopy and instead choose to venture into the lands of Man. Although most wandering younglings fall afoul of bandits or suspicious peasants, a few do return to tell stories of their adventures.

The majority of Wood Elves regard Younger kin who reach adulthood as dangerous, for these misfits can easily stray down the path of corruption. To join a Younger Kithband, the Elf must perform a task that is both daring and reckless. The name *Haroith* has evolved from the Elven root-word *Harathoi*, meaning youth, boundless energy, and jealousy.

Careers: Bounty Hunter, Cartographer, Cat Burglar, Demagogue, Dilettante, Entertainer, Gambler, Master Thief, Minstrel, Mercenary, Outlaw, Outlaw Chief, Pit Fighter, Raconteur, Rapsallian, Rogue, Smuggler, Spy, Targeteer, Thief, Thug, Vagabond.

Kithband Talents: Mountaineer, Outlander, Wayfarer.



HONORIFIC TITLES

The Elves' longevity enables them to master skills and talents that seem almost magical to lesser races. While the Asrai's counterparts in Ulthuan and Naggaroth follow a more personal path, the Wood Elves prefer to master their special abilities communally, within Kindreds. The right to be called by an honorific title is considered a mark of acceptance by one's peers.

In game terms, these honorific titles are known as Kithband Talents, which become available upon joining a Kithband. Provided the prerequisites are met, Kithband Talents can be purchased by spending 100 xp. Wood Elves are capable of learning a number of Kithband Talents equal to the first digit of their Intelligence Characteristic.

Beastfriend

Prerequisites: Charm Animal +10 or Outdoor Survival +10, Rover

Description: You possess a unique empathy with the creatures of the forest. This allows you to communicate telepathically with all animals at a basic level, as determined by the GM. Animals that are classed as spirit or magical creatures can be easier to converse with. You also gain a +10% bonus on all **Bonding Tests** (see pg. 94).

Braveheart

Prerequisites: Warrior Born or Will Power 50%+

Description: You are exceptionally brave and unflinching in the face of adversity. You gain a +10% bonus to all **Fear** and **Terror Tests**, and also a +10% bonus to **Intimidate Tests** owing to the prestige of this honoured title.

Blademaster

Prerequisites: Weapon Skill 50%+ or Lightning Reflexes

Description: You possess exceptional martial prowess and can wield two blades with ease. When using a blade in each hand (see *WFRP* pg. 129) you may swap the Parry for an extra 1 attack as a Free Action, applying the normal -20% penalty for off-hand attacks.

Channeller

Prerequisites: Magic Characteristic +3 or Will Power 50+

Description: You are able to channel vast amounts of magical energy, increasing the potency of any spell you cast. You may double a number of its quantitative effects: range, area of effect, duration, and so on - equal to your Magic Characteristic. However, for each effect doubled, a Chaos Die is added and the Casting Number is increased by +1.

Deathdancer

Prerequisites: Priest (Loec), Performer (Acrobat) +20%

Description: You have achieved such grace and poise of movement that you are able to dance and leap between opponents, leaving a trail of carnage in your wake. You gain a +1 bonus to the Casting Roll when using spells from the Lore of Mirth and Mayhem.

Dreamwalker

Prerequisites: Will Power 50%+

Description: When traversing the Shadow Walk, you feel an uncanny sense of direction and may walk its silver paths with confidence. You know the tricks of its inhabitants and the danger of becoming lost. Whether you are leading a group or walking alone, your party gains a +10% bonus to **Will Power Tests** for navigating the Shadow Walk (pg. 33).

Eternal Guard

Prerequisites: Specialist Weapon Group (Two-handed), Weapon Skill 50%+

Description: You have mastered the Saeath, a traditional twin-bladed stave used by the Eternal Guard, that's wielded in a flurry of deadly arcs. Such is your skill that you count as if wielding two weapons (see two-weapon fighting, *WFRP* pg. 130).

Forest-Walker

Prerequisites: Silent Move +10%, Rover

Description: You have spent your life beneath the wooded canopy, making you naturally adept at moving within forest environments. You are able to traverse woodland terrain (including Difficult Ground) without any movement penalty (see *WFRP* pg. 137).

Glamourweaver

Prerequisites: Priest (Isha), Lore of Athel Loren, Females only.

Description: Your love of the woodland realm has led you down a path of dedication to maintaining nature's balance. You receive a +1 bonus to all Casting Rolls when using spells from the Lore of Athel Loren, as well as a +10% bonus to **Fellowship**-based tests when dealing with spirits of the forests such as Dryads, Spites, and Treemen.

Hawk-Eye

Prerequisites: Ballistics 50%+, Marksman

Description: After countless hours of practise and dedication, you have developed an exceptional ability with ranged weapons. When using a ranged weapon such as a bow or crossbow, you are able to adjust the Hit Location (see *WFRP* pg. 129) by +/- 10%.

Healer

Prerequisites: Heal +10%, Intelligence 40%+

Description: You have years of experience using the herbs of the wild, allowing you to find and use a wide range of medicinal flora. You may re-roll once any tests relating to herbs, including **Perception Tests** to spot the desired herbs, **Common Knowledge Tests** to recall their whereabouts, or **Trade (Apothecary) Tests** to prepare them.

Horsemaster

Prerequisites: Ride +10%, Rover

Description: You have a natural bond with horses and can trace your lineage to the ancient Horsemasters of Ellyrion in Ulthuan, the Elven Kingdoms. Your ancestral heritage is so strong that you may re-roll once any failed tests that involve horses, including **Ride**, **Animal Care** or **Charm Animal**.

Mountaineer

Prerequisites: Scale Sheer Surface +10%

Description: Over time, you have developed a love for the wild mountain ranges. You can move with ease in any mountainous terrain (including Difficult Ground) without penalty (see *WFRP* pg. 137).

Outlander

Prerequisites: Sleight of Hand +10%, Alley Cat or Streetwise

Description: You have turned your back on the Elven ways to follow your own code. Life outside the Elven community has taught you alternative survival skills. As Elves often do, you have honed these new skills to perfection and are now an expert at sleight-of-hand and misdirection. You may re-roll once any **Gamble**, **Charm (Bluff)** and **Sleight of Hand Tests**.

Pathfinder

Prerequisites: Perception +10%, Follow Trail +10%

Description: You are an experienced survivalist. Years spent in the wilderness have made you more at home on the trails than in Elven communities. You may re-roll once any tests related to wilderness survival, including **Follow Trail**, **Outdoor Survival**, and **Set Trap**.

Seer

Prerequisites: Aethyric Attunement.

Description: You have developed a keen sensitivity to the Aethyr, which allows you to perceive every slight disturbance in your vicinity. Whether you have been blinded or blindfolded, or are in dense fog, you can 'see' objects moving within 10 yards. You may ignore the Helpless rules when blinded (see *WFRP* page 133) and can fight without to-hit penalties. In addition, you are never surprised.

Shade

Prerequisites: Concealment +10, Shadowing +10.

Description: You are drawn to the shadows and have mastered the techniques of stealth. Opponents suffer -10% to **Perception Tests** against your **Silent Move**. You can easily mount an ambush or hide from enemies. You may re-roll any Opposed Test for **Silent Move**, **Shadowing** or **Concealment** Skills.

Shadowfast

Prerequisites: Agility 50%+, Lightning Reflexes.

Description: Through physical and mental exercise you have mastered the discipline of Eleari-mas, or the Emptying. This technique involves trusting instinct over the mind, allowing you to react with almost supernatural speed. When determining Initiative (see *WFRP* pg. 125) roll two d10 and pick the highest result. Additionally, Delay is only a Half Action for you.

Skinwalker

Prerequisites: Follow Trail +10%, Rover

Description: The forest's magic permeates your being and you develop a shape-shifting ability. You can transform into the animal you honour as a Wildkin with a successful **Will Power Test**. A Full Action is required to shift between shapes. In stressful situations, as determined by the GM, you must pass a successful **Will Power Test** or shift into animal form instinctively. Your eyes reflect light, even in normal Elf form.

Treewalker

Prerequisites: Forest Walker

Description: You have a natural aptitude for tree-climbing and moving within the forest canopy. You can walk amongst the branches of trees at your normal Movement rate and never require **Scale Sheer Surface Tests** for tree-climbing. Additionally, you need only make **Agility Tests** when leaping between trees that are not touching.

Wayfarer

Prerequisites: Common Knowledge +10%, Seasoned Traveller

Description: You are a veteran of many journeys across strange and distant lands. Your travels have taught you much about

the world and its people. You may always treat the **Common Knowledge** skill as an untrained Basic skill (i.e. half your Intelligence stat), even in regions that you haven't picked for specialisation.

Waywatcher

Prerequisites: Concealment +10%, Sharpshooter

Description: You are devoted to safeguarding the paths that lead to the homes of your kin. Over time, you have mastered several different techniques for setting traps. You may re-roll once any tests related to the setting or spotting of traps. Opposed **Perception Tests** to spot your traps suffer a -10% penalty.

Weaponmaster

Prerequisites: Weapon Skill 50%+, Warrior Born

Description: After countless hours of practise you can naturally feel the balance of any weapon in your hand. You can adjust the hit location roll following a successful hit by +/- 10%.

Windrider

Prerequisites: Agility 50%+, Rapid Reload.

Description: You have been riding winged creatures for years and have become more at home in flight than on the ground. You gain the Trick Riding Talent for use with flying mounts and do not suffer from **Will Power Tests** relating to vertigo.

Windtalker

Prerequisites: Malla-room-ba-larin +10% or Fan-Eltharin +10%

Description: You are attuned to the forest and can easily distinguish its sounds. When listening to the trees (see *Whispering of the Leaves* pg. 5), you automatically pass the **Perception Test** and may use the trees as a medium to communicate simple messages with others, within 10+1d10 miles. It takes 2d10 minutes for a message to be passed in each direction.



CHAPTER III: WOOD ELF RELIGION

"It is sung that the indolence of our ancestors was punished by the wrath of Mathlann. The God of Storms darkened the skies and swelled the oceans, with each breath he washed away our sins. Now some neglect our duty to the forest and the day will come when we suffer once more for the acts of a few"

"The Sundering" by Kaia Stormwitch

The chief pursuit of Asrai spirituality is Yenlui, or balance in the natural order. Elven personalities contain both light and dark aspects, both of which must be nurtured to achieve spiritual harmony. Wood Elves whose souls are imbalanced must restore Yenlui through Bran-wa-shin meditation, or risk being ousted from their Kithbands. Oftentimes, the spiritual journey is described as letting one's old self die, so a new self can be born. This cycle of birth, death and renewal is central to Asrai religion.

ASRAI YENLUI

High Elves (Asur) of Ulthuan and Wood Elves (Asrai) of the Old World both subscribe to similar beliefs regarding their place in the world and their relationship with the gods. However, the two races have been separated for so long that in practice, the original Asur understanding of Balance no longer suits the Asrai very well. In the Asrai worldview, natural balance replaces the more static spiritual balance of light and shadow. The Yenlui of Wood Elves is unquiet, passionate and dynamic.

Highborn Elves at the court of the Phoenix King whisper that Asrai practices have more in common with the Cytherai gods than with Isha, whom they profess to revere. Conversely, Wood Elves consider many Asur practices but empty rituals, devoid of the vital force which pulses through sacred glades.

The Wood Elves' gods are living, breathing entities with whom they share the forest. Isha the Life goddess is the head of the Asrai pantheon and every tree is part of her body. Second only to Isha is Kurnous the Beast god, existing within every animal. Loec the Trickster is also a frequently venerated god, reflecting the Wood Elves' passion for music and laughter. In magical forests, Elven gods can manifest through physical avatars that rule the woodland realms as kings and queens.

In addition to the common Elven pantheon, Asrai recognise numerous spirit-gods believed to have fallen from the sky when the world was born. These fallen gods, or "Brúidd" as they are called in Fan-Eltharin, rule the sacred glades. The Brúidd also guard entrances to the Otherworld where departed Elven souls linger before their eventual return to the forest in the bodies of animals or trees.

NEW TALENT: DEVOTEE

Description: You are spiritually attuned to the forest and devoted to the worship of all Asrai gods. By spending a Fortune Point you can cast a spell from the Petty Magic (Divine Asrai) list as though you have a Magic Characteristic of 1. Once you have entered the Anointed Priest Career and learned a Divine Lore, you may purchase spells from any Divine Lore at a cost of 100 XP per spell. This Talent can be learned by any Wood Elf.

Although priests are important figures in Wood Elf society, Asrai religious orders are not strict hierarchies. All earthbound magic comes through Isha, and therefore Spellingers are also considered priests of a sort. It's not uncommon for mages to also be devotees of a god. Wood Elf priests are intensely devout, but they also recognise that a god's will sometimes needs to be compromised for the greater good.

SACRED GLADES

Wood Elves perform their rituals not in temples, but at sacred forest glades of unmatched splendour. These mystical sites can range in size from a small grove to a tract of woodland miles across. Sacred glades are places of prayer, pilgrimage, meditation, divination and purification.

To the aethyrically-attuned Asrai, sacred glades are sources from which their goddess Isha's essence permeates the forest. In fact, the ambient magic saturating these locations is so concentrated that the arcane mists, will-o-wisps and rays of colour are often observable even to those lacking Witchsight.

Because sacred glades are so important, they are specifically targeted by spoilers such as Beastmen or Goblins. To defend these natural shrines, the Asrai build their settlements around them or conceal entire glades behind powerful illusions. Sentient forests such as Athel Loren actively conceal their own sacred glades by diverting trespassers onto wayward paths.

Sacred glades are often home to forest spirits ruled by powerful entities known as the Brúidd. The god Kurnous makes his will manifest at sacred glades through the Brúidd and the Council of Beasts.

Divine Auras

Priests and Wizards channelling magic in a sacred glade receive bonuses ranging from +1 to +1d10 on their Casting Rolls when using a relevant Spell Lore (Forests, Isha etc.). Additionally, a sacred glade can be imbued with 0-3 Divine Auras:

Inspiration: Praying here attracts a Divine Blessing (*WFRP* pg. 146) or a conditional Fortune Point relevant to the specific god, usually lasting 1 day.

Divination: Images of distant happenings can be observed in scrying pools or the theatrical re-enactments of Spites.

Healing: A spring of crystal-clear water restores 1d10 Wounds to anyone who drinks it. Healing glades are also common sites for fertility rituals.

Purity: Asrai who aren't Isha's Orphans (pg. 7) can meditate here for 1d10 days to lose an Insanity Point. Extended Bran-Wa-Shin meditation (see sidebar) can even cure an existing Disorder besides the two listed.

Sanctuary: Servants of Chaos must pass a **Hard (-20) Will Power Test** to enter the glade. Chaos Daemons failing the test become unstable.



NEW TALENT: BRAN-WA-SHIN

Description: You have been taught meditative techniques to erase painful memories from your mind. Once per week, in exchange for 50 XP, you can attempt a **Will Power Test** to remove a number of Insanity Points equal to the *Degrees of Success* (*WFRP* pg. 89). Should you succeed by 3 or more Degrees, you can remove either the *Venomous Thoughts* or *Host of Fiends* disorders. This Talent can be learned by any Wood Elf, but only at a sacred glade, and only from mentors who are trained in Bran-wa-shin techniques themselves.

WOOD ELF PRIESTS

The Asrai are spiritually inclined because of their soul-bond to Isha and their lifelong pursuit of *Yenlui*. For this reason, Wood Elves may enter the Priest Career through other avenues besides starting as an Initiate, as humans normally do. Wardancers, Hunters and Artisans are able to join the priesthoods of Loec, Kurnous and Vaul based on past devotion to their gods and inherited knowledge of divine principles. Wood Elves who wish to switch between different priesthoods must complete the Initiate Career as normal. A complete list of alternative Priest Entry Careers can be found on page 51.

COUNCIL OF BEASTS

In Asrai religion, nature spirits and spirit-animals are venerated as servants of the Elven gods and minor gods in their own right. Whenever the Elves form pacts with nature spirits (e.g. the Great Council of Athel Loren), the animals and spirits assemble an independent Council of Beasts to make decisions on the forest's behalf.

The most influential spirits at these gatherings are the Brúidd, but every creature has a voice. Malla-room-ba-larin is the forest's native tongue, therefore only Elves versed in the language may participate. Elven demigod avatars such as Orion, Ariel or Torothal are the ambassadors who voice Asrai concerns to the sylvan host. Typically, mortal Elves attend the Council of Beasts only during times of crisis. However, Spellsingers and Priests routinely negotiate local Kinband matters with individual spirits.


SYLVAN PACTS

When Elves and forest spirits reached accord at the Great Council of Loren in -1125 IC, a distinct Asrai culture and religion took form. Although the original colonists from Ulthuan had built their settlements within sight of the forest's edge, the first sylvan pact provided them access to powerful magic from the sacred glades, allowing them to move deeper within the woodland sanctuary.

Each individual Asrai realm is defined to some extent by its sylvan pact. Typically, the local Brúidd grant Elves hunting rights and magical lore in exchange for services... or sacrifices. While the long centuries within the forest depths have made the Asrai dependent upon their spirit patrons (see Isha's Orphans, pg. 7), most accept the principle that committing their souls to Isha offers their best chance for salvation from Chaos.

THE BRÚIDD

Ancient spirits called the Brúidd rule the world's magical forests. As the spirit-lords are diverse in both appearance and behaviour, there is no consensus on the Brúidd's origins amongst Elves of different cultures. Asrai priests believe the Brúidd are divine



servants, fallen gods or aspects of Isha. Asur historians claim they are Old Ones reincarnate. Druchii sorcerers insist they are merely daemons in another form.

The relationship between Elves and Brúidd is sometimes strained. There are Brúidd who disapprove of the sylvan pacts, or who extort inordinate sacrifices from their Elven tenants. Elven demigods (in particular Orion) have clashed violently with the Brúidd on several occasions. Every so often, Asrai faith in the Brúidd is tested by a Chaos daemon revealed to be masquerading as a spirit lord or divine avatar.

Brúidd of Athel Loren

In addition to the Brúidd, Ariel and Orion occasionally attend Loren's Council of Beasts. The Great Drakes who formerly acted as the council's judiciary no longer participate.

Sativus: Stag Lord; the most influential of Athel Loren's Brúidd (see Deer, pg. 112).

Adanh: Slumbering Tree Lord; the Wood Elves' closest ally (see Treemen, pg. 105).

Amphion: Four-Winged Phoenix; requires sacrifices to fully return from the Otherworld (see Pine Crag, pg. 73).

Drys: Massive Tree; extends into reality from the Otherworld and can see across dimensions.

The Wrach: Blind Guide; a hissing mist-shrouded humanoid made entirely of entwined, white snakes (see The Wrach and the Dark Paths, pg. 68).

Zephyr: Riddling Child; a mischievous golden youth who over- sees Loren's children (see Revolutions in Progress, pg. 128).

Merula: Huge Toad; can shapeshift into a bird or butterfly; advises the Fay Enchantress on prophecies.

Usnarr: Wolf Lord; the white-pelted guardian of the winter season (see Wolf, pg. 115).

Nembus: Horned Serpent; a man-eating river spirit who can change colours (see Snake, pg. 113).

AVELORN

Situated far across the ocean is the mystical forest realm of Avelorn, the spiritual and ancestral heritage of all Elves, also known as the heart of Isha. The Asrai still sing legends of Avelorn as a verdant and everlasting paradise, but they no longer associate the first forest, the Gaean Vale, with the Isle of Ulthuan. Ancient verse tells of Isha's rage at feuding kindreds who abused her gift. As punishment, the Life goddess caused the earth to buckle and rend so that Avelorn would be severed from the Elves for all time. Some believe however, that a special few who are worthy in Isha's eyes are still able to travel to Avelorn by the silver paths of the shadow walk.

AVATARS

Despite their longevity, Elves' physical bodies are in fact mortal. Elven souls, on the other hand, can live forever through avatars. While this concept might seem suspiciously like a form of necromancy, Asrai avatars are most assuredly living and mutable. They are born, die, and change from one incarnation to the next. Forest animals and trees are the most common avatars.

Departed Asrai souls are said to exist eternally amongst the trees, invisible to most. Elves of the Wild Kindred regard animals as the noblest of possible avatars because the greatest Asrai heroes are said to reincarnate as beasts. Although most departed souls cannot manifest as humanoid avatars, their images or emotions are sometimes reflected back from the Otherworld. These soul reflections are illusions, not avatars (or even ghosts) in the truest sense.

Demigod avatars are the supreme entities of Asrai society, embodying Elven souls who fused with divine beings. Athel Loren's primary demigod avatars are Ariel (Isha) and her consort-king Orion (Kurnous). Isha's spirit also cycles through an ancient lineage of mortal avatars called the Everqueens in the distant forest of Avelorn. Isha's omnipresence leads both Asur and Asrai to claim they are her favoured children. The chief demigod avatar of Laurëlor is Torothal (Mathlann).

Brúidd of Laurelor

Laurëlor's spirits reside in sentient regions or spirit territories, making it impractical to assemble regularly. Torothal attends ad hoc councils as Niseag.

Capa: River Dog; watches humans and elves on Naiads' behalf (see Otter, pg. 114).

Cetan: Hawk Lord; can see far beyond the forest (see Warhawk, pg. 106).

Nageneen: Playful Gnome; sometimes rides the black hound Gwyllgi (see Wardog, pg. 115).

Mardagg: Primeval Reaper; the elemental Death spirit can also appear as a twisted crone (see Morai-Heg, pg. 26).

Niseag: Draconic Waterhorse; Torothal's avatar in the spirit-world has a horse's forequarters with serpentine hindquarters (see Torothal, pg. 25).

Gwyllgi: Black Hound; the wandering protector of Laurëlor (see War Dog, pg. 115).

Viydagg: Primeval Maiden; the elemental Life spirit can take either human or elven form (see Isha, pg. 19).



ISHA, GODDESS OF FERTILITY AND MAGIC



Isha is known as the Mother of the Elven Race, the Earth Mother and protector of the natural order. The Asrai believe that the natural world is Isha's divine body, shaped by forests, mountains and rolling hills. Rivers and oceans are Isha's blood; the fertile soil her womb, endlessly birthing new life. Isha bestows every living thing with a spirit: animals, plants and rivers – even rocks and thunder. The first Humans that inhabited the Old World worshipped a deity called Ishernos, now believed by the Elves to have been derived from the union of Isha and Kurnous. The first druids also adopted the Asrai's animistic belief system.

All Wood Elves venerate the Earth Mother to a greater or lesser extent, because natural harmony is the ultimate path to spiritual *Yenlui*. In fact, worship of Isha is so integral to every aspect of Asrai culture that priests of other deities offer prayers to her on a daily basis. When a priest of Vaul acquires materials for crafting, or a devotee of Kurnous honours a kill, Isha's name is praised. If necessary, Wood Elves will perform acts of cruelty to enforce Isha's will.

PRIESTESSES OF ISHA

Priestesses of the Cult of Isha are intermediaries between Elves and forest spirits, maintaining *Yenlui* in the natural order. Only Asrai Priestesses are eligible to join the highest echelons of the cult known as the "Glamourweave Kindred". Priestesses of Isha wear robes and carry wands and staves like other elven spellcasters, although their divine aura of tranquillity is unmistakable to those with magical sense.

Priestesses take the lead in all fertility rites, including *Ostaliss* ("Even-Night") a ritual event celebrating the demigods Orion and Ariel's rebirth in Athel Loren (pg. 35 & pg. 52). Devotees

PRINCIPLES

- Respect life and all its gifts.
- Thank Isha before harvesting from the forest, and take only what is needed.
- Honour family and kin, for their life is yours.
- Tend the world-garden and gain Isha's blessing.
- Remember Isha's love on the Spring Equinox and Summer Solstice.

of Isha, female and male, are also known to be especially fertile themselves. Handmaidens from the cult occasionally couple with heirless nobles solely for the purpose of providing offspring. These "birth compacts" bolster the cult's influence within the halls of the Highborns and male stewards of the cult have been known to offer themselves as surrogate fathers in exchange for continued membership in the priesthood.

THE BLESSED TRINITY

*"The New Moon is the white goddess of fortune and dreams;
The Full Moon, the red goddess of birth and growth;
The Old Moon, the black goddess of fate and death."*

The divine triumvirate of Isha, Lileath and Morai-heg is central to many aspects of Asrai culture. From the moment of conception, Wood Elves' lives are influenced by Isha who oversees their birth and then continues to spin the threads of life as they grow older. The hopes and dreams of Wood Elves are shaped by Lileath, through whom they seek guidance and enlightenment to reach their potential. When Wood Elves die and become one with the forest, they enter the domain of Morai-heg who governs their ultimate fate.

The few priestesses dedicated to this divine trinity are called Oracles. Elves are expected to make a pilgrimage to an Oracle at least once in their lifetimes. The most prescient Oracle in the Old World can be found at the Glade of Eternal Moonlight in Athel Loren.



Viydagg

Viydagg, the Laurëloron Brúidd spirit of life, is the counterpart to the death spirit called the Mardagg. On rare occasions, Viydagg intervenes when the Death elemental comes to deliver final judgement on the living. Viydagg appears as a beautiful woman with long flowing hair that moves as if blown by unseen wind. Her robes and tresses are entwined with flowers and vines that symbolise the Life elemental's connection to the goddess Isha.

ARIEL, MAGE QUEEN OF LOREN

When walking amongst her subjects, Ariel, the Queen of the Wood, appears as a beautiful Elf maiden. Flora blooms all around her as Ariel's divine aura invigorates all living things that she passes. At council meetings and sacred rites such as the Even-Night, Ariel assumes a majestic appearance, growing to almost twice the height of an ordinary Elf with huge wings like those of a gigantic moth. Antennae emerge from Ariel's head, she becomes clad in shimmering green scales, and her lower body trails into infinity like an ethereal or elemental being.



USING ARIEL

Only Elves with exceptional skills or status are able to gain an audience with the Queen of Athel Loren. Ariel is rarely encountered outside of her throne room at the Oak of Ages (see pg. 65). And while she can sense the pain felt by every living thing in Loren, during the winter months Ariel can only be roused to protect the forest from the most serious threats. Ariel's ability to shadow-walk and her propensity for direct intervention make her an ideal "deus ex machina" figure.

– Ariel Statistics –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47%	50%	43%	45%	95%	71%	82%	64%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	36	4	4	5	5	0	0

Skills: Academic Knowledge (Magic +20, Spirits +20, Astronomy, History), Animal Care, Channelling +20, Charm +10, Charm Animal +20, Common Knowledge (Elves +20, Athel Loren +20, Bretonnia +10, Dwarfs), Heal +20, Gossip +10, Magical Sense +20, Outdoor Survival +10, Perception +10, Performer (Dancer, Singer +20), Intimidate, Read/Write +10, Search, Speak Arcane Language (Arcane Elf +20), Speak Language (Elthárin +20, Breton +10, Reikspiel, Malla-room-balarin +20), Trade (Herbalist +20, Tattooist).

Talents: Aethyric Attunement, Coolheaded, Devotee (Isha), Excellent Vision, Fast Hands, Lightning Reflexes, Lore of Athel Loren, Lore of the Forest, Lore of Isha, Petty Magic (Arcane & Divine), Public Speaking, Unsettling, Rover, Seasoned Traveller, Spellcraft, Specialist Weapon Group (Throwing), Strong-minded, Savvy, Night Vision, Very Resilient, Lesser Magic (any six), Meditation, Mighty Missile.

Kithband Talents: Glamourweaver, Dreamwalker, Treewalker, Windtalker.

Special Rules:

- **Aura of Isha:** Ariel is infused with Earthbound Magic, gaining the Enlivened Flora and Tranquil Fauna Divine Marks (see *ToS* pg. 246), so that wherever she walks living things are invigorated by her presence. Any time a non-magical weapon hits Ariel, her Toughness Bonus is treated as +2 higher. Additionally, Ariel's own attacks are considered to be magical. Should she fall in battle, the Elves will return Ariel's remains to the Oak of Ages to regenerate, and await her resurrection in the spring.
- **War Form:** Ariel can change into her sylph-like War Form as a Free Action, granting her the following abilities:
 - **Hoverer:** Ariel gains the Hoverer Talent (*WFRP* pg. 99).
 - **Shrill:** Once per round as a Half Action, Ariel may emit a shrill, piercing screech against opponents (use the cone template). Ariel's opponents must make an Opposed Will Power Test against her. If Ariel wins, she inflicts 1d10 Wounds on her victim, ignoring Toughness Bonus and armour, and stuns them for 1 round.
 - **Ethereal:** The lower half of Ariel's body becomes ethereal (*OWB* pg. 77).

Trappings: Wand of Wych Elm (see sidebar)

Armour: War Form only - (Medium) Scales (Arms 2, Body 2, Head 0).

Weapons: Dart of Doom (see sidebar)

HEIRLOOMS OF ARIEL

The following enchanted items are carried by Ariel and should not be easily accessible to others.

Wand of Wych Elm

The gnarled and twisted sacred Wych Elm tree stores magical energy from the ground as it grows. Once per day, by passing a **Will Power Test**, the wielder of this staff can roll up to two extra d10s when casting a spell.

Dart of Doom

The thorn tipped Dart of Doom (use Throwing Dagger/*Star WFRP* pg. 111) is carved from a twig broken from the Tree of Woe. Should it inflict a single Wound, it causes the same effect as the *Steal Life* spell (*RoS* pg. 144).

ROLEPLAY TIP: A RACE IN DECLINE

Asrai birth rates are inexplicably low. And while Wood Elves rarely have more than two children, it's not for a lack of trying. Fertility rites are considered a most sacred form of magic and Wood Elves are taught about reproduction at a young age relative to humans. As adults, Wood Elves treat sexuality with a casualness that makes many humans feel uncomfortable.

LORE OF ISHA

Hasten Growth

Casting Number: 6

Casting Time: Full Action

Ingredient: A bud (+1)

Description: Your prayer causes a 20 x 20 yard area of vegetation within 36 yards to grow at quadruple the normal speed for (Magic x days). Any plant-based combat spells cast in the blessed area inflict +1 damage.

Renewal

Casting Number: 8

Casting Time: 10 minutes

Ingredient: A few drops of rainwater (+1)

Description: You summon the healing power of Isha to restore 1 Wound to all living things within a 10-yard radius of you.

Spirit Glamour

Casting Number: 11

Casting Time: Half action

Ingredient: Flower of Love-in-Idleness (+2)

Description: You radiate a fay aura of divine beauty lasting for Magic x hours. Forest Disposition is improved by +20 when your party interacts with Forest Spirits or Spirit Animals. In addition, you gain +10% to Charm and Gossip Tests with non-spirits.

Reveal Pathway

Casting Number: 12

Casting Time: Full action

Ingredient: An oaken walking stick (+2)

Description: You beseech Isha to guide you through the forest. Your entire party receives a +20% bonus to Follow Trail and Navigation Tests for the next (Mag x hours). You gain +10% on Songline (pg. 54) and Shadow Walk (pg. 33) Tests over the same period, including Magical Sense Tests to locate elemental fulcrums.

Surge of Ghyran

Casting Number: 15

Casting Time: 1 full action and 1 half action

Ingredient: A yew wand (+2)

Description: You summon Isha's essence from the forest and focus it within a 10-yard radius for (Mag x minutes). The surge remains stationary and does not move with the caster. Within

the affected area, spells cast using the following Lores receive +1 to Casting Rolls, and their Channelling Tests count as Free Actions: Forests, Isha, Athel Loren, Life and Taal & Rhya. Undead creatures must pass a Willpower Test to enter the area.

Moon Shift

Casting Number: 18

Casting Time: 2 full actions

Ingredient: A crystal globe (+2)

Description: You follow beams of moonlight into the Otherworld (pg. 27) without having to navigate the Space Between Worlds. You may select your own avatar in the Otherworld. This spell can only be cast at night when the moon is visible. If the moon is obscured by clouds, you must wait until they pass before returning. If the sun rises while you're in the Otherworld, you become *Lost in Time and Space!* (pg. 58).

KURNOUS, GOD OF BEASTS AND THE HUNT



Alternatively called Karnos, the Lord of the Wild or simply The Hunter, Kurnous manifests in the beasts of the forest and represents the untamed savagery of nature. Although dangerous and unpredictable, Kurnous's animalistic wrath is

directed only at those who provoke him. While passion for the hunt is strong, the beasts and followers of Kurnous's hunt only to survive.

Perhaps the greatest cause of friction between Wood Elves and other races is mistreatment of animals, which is considered sacrilegious to Kurnous and a crime against the natural world. The attainment of *Yenlui* requires balance between rational thought and the primal impulse that motivates every living thing. Asrai reject the concept of animal-rearing and view the human practice of keeping livestock as abhorrent.

PRIESTS OF KURNOUS

Priests of Orion's cult are the immortal Horned Hunters who guard King's Glade (pg. 71) in Athel Loren. Their sacred duty is to choose a hunter worthy of being reincarnated as Orion from amongst the devotees of Kurnous. Those who devote themselves to Kurnous prefer to live amongst the trees and spend little time in settlements.

Most devotees of Kurnous do not take the title of priest. The majority of his followers are Wild Riders who lead the first hunt of the season and perform the "blooding rites" upon Elves after their first kill. Wild Riders also perform the sacred "horned dance" at the end of the hunting season.





PRINCIPLES

- Give thanks to the spirit of animals whose life sustains you.
- Ask for Kurnous' blessing in the hunt and you will never go hungry.
- Protect those who dwell within Kurnous' realm, judge those who intrude upon it.
- Beastmen are perversions of Kurnous' image and should not be suffered to live.

THE WILD HUNT

Lurking within Orion is a darker spirit that surfaces every autumn and manifests as the Wild Hunt. When Orion blows his horn to signal this occasion, Wood Elves are filled with bloodlust and an overwhelming urge to slay Athel Loren's enemies. These emotions are sometimes attributed to Anath Raema, Goddess of the Savage Hunt, a member of the Cytharai pantheon. Hunters caught up in the thrill of the chase enter a frenzied state, temporarily gaining the Frenzy Talent (*WFRP* pg. 98), and may even turn on their fellow Elves.

Although some Human hedgefolk celebrate the Wild Hunt with apocalyptic revelry, others consider it to be a corruption of the natural world. Ancient druidic legends mentioned "warriors of the storm" riding across lightning-wracked skies and ravaging the land. Elves of the Laurëlorne have witnessed storms accompanied by strange lights in the direction of the Isles of Albion during the winter solstice.

These days, many Bretonnians consider the Wild Hunt to be a manifestation of the natural world's anger at continued transgressions against Mother Earth. Beastmen or greenskins are usually the Hunt's first quarry, and then it begins a journey of random destruction across Bretonnia, demolishing whole villages while bypassing others altogether. After leaving Athel Loren, Orion's riders are borne aloft in a ferocious storm that rips roofs from houses and carries away screaming villagers. Wild Riders who continue the hunt far beyond Loren give themselves over completely to the elements.

The majority of Wood Elves never participate in a Wild Hunt during their lifetimes, and those who do are considered spiritually imbalanced by their kin. However, the Hunt is regarded as a necessary part of nature's cycles, and the Wild Kindred even treat it as a coming-of-age rite. Spellcasters believe the taint of Chaos is purged from their race every year through the Hunt, after seeping into the forest through the Warp rifts (see *Wild Chaos*, pg. 115).

CULT OF KERN

The Cult of Kern is a radical Laurëlorne faction centred around the worship of an ancient hero of legend who they believe is the offspring of a tryst between Orion and Torothal at the end of one autumn's Wild Hunt. Kern's followers believe their hero still

protects Laurëlorne's pathways, wearing a black cowl and passing judgement upon those who cross the forest's borders. The majority of Kern's followers can be found defending their realm in the Vale of Skulls (pg. 82). While many cultists endorse aggressive and hostile policies against human settlers in the east, some have gone as far as to collect skulls as trophies of their work. Whispers of this practice have led other Asrai to accuse those in the cult of serving Khorne or Khaine.

The Hunter's Vale

It is believed that hunters who kill only to test their skills are violating a sacred code and angering Kurnous. Under the Hunter's Moon, these transgressors find a quarry that leads them to an Otherworld domain called the Hunter's Vale (see pg. 27 for details on the Otherworld). After passing through magical vine portals, the hunter transforms into the very animal he wronged and becomes hunted by the ghostly avatar of Kurnous himself. The few Elves who survive this punishment become such devout followers of Kurnous that they are blessed with immortality and given the title of Horned Rider (see pg. 22).

ORION, THE KING IN THE WOODS

Every year, Orion is reborn into the material world through the living sacrifice of an Elf. This sacrifice, known as "He-Who-Would-Be-King", is chosen by priests of Kurnous and transformed through bloody rites into Orion, King of the Woods. Orion stands over ten feet tall with legs and hooves of a mighty Stag. His muscular, green-tinged torso ripples with barely contained rage. Great antlers curl from his forehead and upon his brow is a crown of horns. The King of the Wood inspires fear amongst his own subjects when not invigorating them with hunter's bloodlust.



– Orion Statistics –

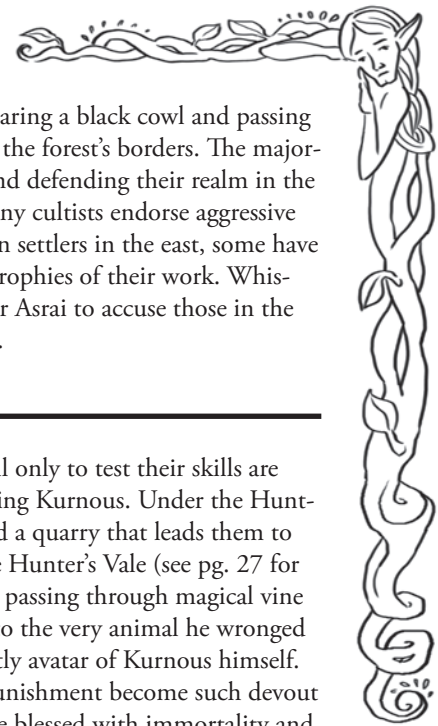
Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
86%	54%	55%	51%	91%	64%	64%	45%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
6	38	5	5	5	-	-	-

Skills: Common Knowledge (Elves), Concealment +10, Common Knowledge (Athel Loren, Laurëlorne, Bretonnia), Dodge Blow +20, Follow Trail +20, Intimidate, Navigation, Outdoor Survival +20, Perception +20, Ride, Search +10, Secret Signs (Ranger, Scout), Secret Language (Ranger Tongue), Scale Sheer Surface, Silent Move +20, Trade (Bowyer/Fletcher), Speak Language (Elthárin, Breton, Malla-room-ba-larin).



Talents: Hardy, Specialist Weapon Group (Longbow, Two-handed, Cavalry, Throwing), Coolheaded, Excellent Vision, Keen Senses, Lightning Parry, Marksman, Menacing, Mighty Shot, Rover, Night Vision, Orientation, Quick Draw, Warrior Born, Very Resilient, Rapid Reload, Sure Shot, Strike Mighty Blow, Strike to Injure, Unsettling, Wrestling.

Kithband Talents: Braveheart, Weaponmaster

Special Rules:

- **Aura of Kurnous:** Orion is infused with the wild magic of the hunt, gaining the Berserker and Predator Divine Marks (see *ToS* pg. 246). Any time a non-magical weapon hits Orion, his Toughness Bonus is +2. Additionally, Orion's own attacks are considered to be magical.
- **Hounds of the Hunt:** Orion can call upon 1d10 spectral hounds by blowing upon the Horn of the Wild Hunt. These hounds use the War Dog profile (see *WFRP* pg. 233) and are counted as Forest Spirits. Their attacks count as being magical.
- **Bound to the Seasons:** Orion's strength waxes and wanes with the seasons, using the Seasonal Divine Mark (see *ToS* pg. 246) until his self-sacrifice in the midwinter.
- **Silent as the Beasts of the Woods:** Orion's animalistic legs grant him the same bonuses as Beastmen (see *ToC* pg. 99), conferring +20% to Silent Move Tests and +10% to Concealment Tests.

Trappings: Cloak of Isha, Horn of the Wild Hunt (see sidebar)

Armour: (None) Antlers (Arms 0, Body 0 Legs 0, Head 2)

Weapons: Spear of Kurnous, Hawk's Talon (see sidebar)

USING ORION

Often found brooding on his throne during the spring, Orion only ventures forth to confront threats to Athel Loren when requested by Ariel. PCs are more likely to encounter Orion in the summer and autumn seasons when he becomes increasingly restless. During winter, after Orion has departed Loren for the Wild Hunt, Athel Loren is ruled by Ariel alone. Orion is easily angered and does not suffer foolish behaviour. In *WFRP* adventures, Orion fulfils the role of travelling judge, jury and executioner. During the Wild Hunt, Orion and his Horned Hunters become an elemental force of nature that can demolish entire villages.

THE HORNED HUNTERS

The reclusive Horned Hunters, or Equerries of Kurnous, are immortal priests and guardians of the great conjunction, when Orion's immortal spirit is bound to a mortal Elf. Every spring in Athel Loren, High Priest Atolmis the Hunter and four other horned riders search for a new candidate to be reborn as Orion. The apotheosis ritual is an agonising physical transformation in which the new Orion is immolated, has sacred herbs sewn into his flesh, and receives an oak heart implanted next to his own.

HEIRLOOMS OF ORION

The following enchanted items are carried by Orion and should not be easily accessible to others.

Cloak of Isha

Woven by Ariel herself to ward off evil magic, the Cloak of Isha is made from leaves of the sacred rowan trees from the Grove of Isha. Orion gains a +20% bonus on **Will Power Tests** to resist magic.

Horn of the Wild Hunt

The Horn of the Wild Hunt is crafted from the horn of a mighty forest creature. This enormous hunting horn sends a shiver of fear through all those hearing its call. Everyone in close proximity must pass a **Will Power Test** or suffer the effects of Terror (see *WFRP* pg. 198). Animals and Elves who succeed must make a second **Will Power Test** or be drawn into the Wild Hunt.

Spear of Kurnous

When Orion goes to battle, he takes up the Spear of Kurnous from its shrine within the Oak of Ages. This mighty weapon is double the size of a normal Wood Elf Hunting Spear (*OWA* pg. 32), and always receives the Impact Quality, even when thrown. When used in a Charge Action, the spear also receives the Fast and Armour Piercing Qualities, and inflicts SB+2 damage.

Hawk's Talon

This immense and powerful longbow, made from the talon of a mighty Warhawk, can only be drawn by somebody with Orion's strength. Hawk's Talon doubles the normal range of an Elfbow, receives the Impact and Armour Piercing Qualities, and strikes with Damage 5.

The Horned Hunters are muscle-bound Elves that stand around 8' feet tall and have eyes of feral savagery. These bare-chested giants are often covered in a red sheen of blood from a recent kill, and carry trophies upon their belts. Spellsingers theorise that Horned Hunters are Elves who were elevated to the status of Kurnous' divine servants after surviving their ordeal at Hunter's Vale, or Wild Riders who endured the carnage of the Wild Hunt.

– Horned Hunter –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
67%	47%	48%	55%	65%	61%	67%	44%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	18	4	5	6	3	0	0

Skills: Academic Knowledge (Spirits +10), Channelling +10, Common Knowledge (Elves), Common Knowledge (Athel Loren), Concealment +10, Dodge Blow +20, Follow Trail +20, Intimidate, Navigation +10, Magical Sense +10, Ride +20,



Outdoor Survival +20, Perception +20, Silent Move +20, Search +10, Silent Move +20, Secret Language (Ranger's Tongue), Secret Signs (Ranger), Shadowing +20, Speak Language (Elthárin, Malla-room-ba-larin), Trade (Bowyer/Fletcher)

Talents: Aethyric Attunement, Armoured Caster, Coolheaded, Divine Lore (Kurnous), Excellent Vision, Hardy, Fast Hands, Fleet Footed, Orientation, Specialist Weapon Group (Long-bow), Lesser Magic (any three), Lightning Reflexes, Meditation, Mighty Shot, Petty Magic (Divine), Quick Draw, Rover, Rapid Reload, Strong-minded, Strike Mighty Blow, Sure Shot, Night Vision.

Special Rule:

• **Spirit of Kurnous:** An aura of savagery surrounds Horned Hunters giving them the Unsettling Talent (see *WFRP* pg. 102).

Trappings: Elven Steed, Trophies (scalps, teeth, skulls).

Armour: (None)

Weapons: Three Wood Elf Hunting Spears (see *OWA* pg. 32), Dagger

LILEATH, GODDESS OF DREAMS AND FORTUNE



Although Lileath, the Maiden and Child of Mother Isha, is technically classified as a minor deity in the Asrai pantheon, she is actually an influential member of the triumvirate.

Because Lileath represents innocence, luck and untapped potential, she is the goddess of prophets and seers. The Asrai use celestial water as a divination medium, observing the reflections of stars (or Spites) upon the glassy surface of a water-bowl, pond or lake. Water infused with aethyric magic is believed to reflect constellations that aren't visible by direct stargazing, or even display fleeting images of distant happenings.

By divining Isha's will through her celestial daughter Lileath, Wood Elves can learn which paths of destiny must be followed in order to achieve natural harmony and ultimate *Yenlui*.

PRIESTS OF LILEATH

These divine prophets are pure and independent, having committed themselves to the priesthood upon reaching sexual maturity and taken a vow of celibacy. Their devotion is believed to make them incorruptible, which means Wood Elves often seek their guidance. Divine prophets who break their vows are considered to have betrayed the Asrai, and are either banished from the woodland realm or must redeem themselves by undertaking a dangerous trial. Prophets wishing to leave the priesthood attend a special exit ceremony wherein their vows are recanted.



PRINCIPLES

- The truth of dreams is not the truth of the waking world.
- Never refuse to hear the dreams of others.
- Scatter sand where you sleep, or upon the wind, to appease Lileath.
- Never disturb still water, for it holds the future.

Sarriel, God of Dreams

In Asrai mythology Sarriel was the mortal son of Lileath, Goddess of Dreams and Fortune, and was instrumental in negotiating the pact between the spirits and Elves of the Laurëlor. Sarriel is believed to have ascended to the Heavens and is therefore worshipped as a deity, though some fable songs describe his spirit lingering in the forest. Following Sarriel's example, most of Laurëlor's divine prophets are males who wander forest trails dispensing advice to those in need and interpreting dreams.

LOEC, GOD OF TRICKERY, MUSIC AND REVELRY

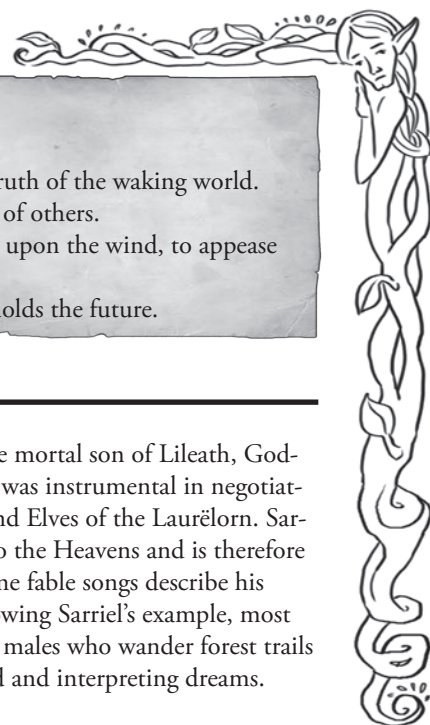


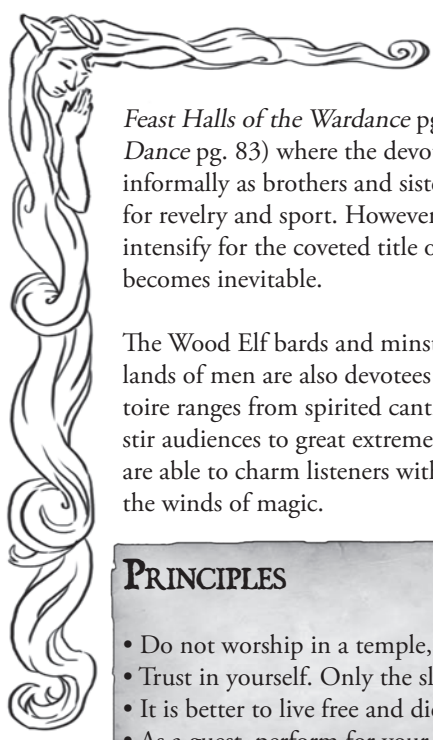
The Harlequin or Laughing God, as Loec is known, is a free spirit in Asrai folklore. Loec appeals to the Wood Elves' mischievous nature, which is no doubt encouraged by their faerie allies who delight in playing practical jokes. While the Asrai believe that laughter can liberate them from their worries and enable easier communion with the Gods and spirits, caution must be exercised. Mirth should always be tempered with an equal measure of sober introspection to preserve the balance of *Yenlui*. The smith god Vault is sometimes worshipped as a balancing counterpart to Loec.

Loec often causes more trouble than good, albeit unintentionally, and with ultimately positive outcomes. The Harlequin intervenes more directly in the lives of mortals than other deities do, by sending his divine servants to guide or misdirect people as he sees fit, which the Asrai believe stirs animosity amongst the gods. To escape retribution from the others, Loec is believed to hide in the Space Between Worlds, and know exactly where each silver path of the Shadow Walk leads.

PRIESTS OF LOEC

The most famous devotees of Loec are the Wardancers. These sublime performers lead the Asrai in music and merriment through elaborate dance rituals re-enacting the history of the woodland realm. Although the cult does not have a structured hierarchy, the leader of a Wardancer troupe is considered to be a Priest of Loec. Once a year, a gathering of troupes is held (see






Feast Halls of the Wardance pg. 70 and *Glade of the Eternal Dance* pg. 83) where the devotees of Loec greet each other informally as brothers and sisters (*Bre'r* and *Syr* in Elvish) for revelry and sport. However, as the competition begins to intensify for the coveted title of Lord of the Dance, bloodshed becomes inevitable.

The Wood Elf bards and minstrels who wander the forests and lands of men are also devotees of Loec. An Elven bard's repertoire ranges from spirited canticles to haunting laments which stir audiences to great extremes of joy and sadness. Bards of Loec are able to charm listeners with their song, and even manipulate the winds of magic.

PRINCIPLES

- Do not worship in a temple, but in the heart.
- Trust in yourself. Only the slow and clumsy need armour.
- It is better to live free and die than to suffer under oppression.
- As a guest, perform for your supper. As a host, perform for your status.
- Do not sheathe a blade until it has achieved its purpose.

Adamnan-na-Brionha, Lord of the Dance



Laurëorn Elves believe that Loec's trickery caused the strife between Sarriel and Torothal, ultimately leading to their Queen's fusion with the water-spirit Niseag. Because of Loec's dubious role in Laurëorn mythology, the Wardancers of that woodland realm place greater emphasis on honouring the legendary hero Adamnan-na-Brionha. This celebrated figure was Queen Torothal's first champion and was never defeated in defence of his title of Lord of the Dance (see pg. 83). Laurëorn Wardancers appear more serious in their dedication to the dance than their Athel Loren kindred, and less inclined to mischief.

Liadriel, God of Song and Wine

Liadriel is an androgynous god, combining both male and female traits. Although considered a lesser deity in comparison to Loec, all Wood Elves venerate him/her and show their respect to the patron of Music, Poetry, Dancing and Wine. On full moons, Liadriel is celebrated with song and wine. These affairs are simple occasions where the Asrai can rejoice in the wonders of the natural world. There are no formal priests of Liadriel, but wandering Minstrels serve him/her by spreading happiness throughout the forest. After returning from fey-haunted forests, Humans often report having heard laughter and song drifting amongst the trees.



MATHLANN, GOD OF STORMS AND RIVERS



The Sealord, Warden of the Lost and the Explorer are names given to Mathlann, God of Storms. The majority of Asrai also revere Mathlann as a bringer of rain and guard-

ian of rivers. Fable songs teach that Mathlann is the father of Lileath and former lover of Isha, and that the elder god allows his daughter to reveal the ever-changing will of her mother through his watery domain. Therefore, the path to natural harmony and ultimate *Yenlui* requires reverence of all three.

Wood Elves who leave the forest worship Mathlann the Explorer as they follow the weaving rivers through the world beyond. Laurëorn Elves have venerated Mathlann the Sealord ever since a great flood devastated the northern coasts of the woodland realm long ago. In a ritual to commemorate the legendary disaster, floating lamps and other tributes are set adrift on the River Demst to appease the God of Storms.

PRIESTS OF MATHLANN

The Asrai are not a seafaring race, and therefore Mathlann is considered a minor deity despite his age and influence. This changes, however, during times of drought as Priests of Mathlann lead rites of rainmaking to invoke the water god. Elves who are planning to leave the forest often seek guidance from Priests of Mathlann, who are considered to be gatekeepers of the rivers and can even speak through the water. Mathlann's voice sometimes whispers back to the priests, providing them with unique knowledge of the outside world.

PRINCIPLES

- Shedding a tear may placate Mathlann when he rages.
- Hanging wind chimes allows Mathlann to sing to you.
- Do not catch more fish than you require.
- Wearing shells and fishbones pleases Mathlann.
- Strangers travelling the same path together should be as kin, for it is kin we turn to in times of need.

Sea Naiads

Laurëorn Elves sing of sea-devils that protect the northern coastline. According to Asrai legend, these creatures are the restless souls of Elves who perished during a great cataclysm that ravaged to the coastline long ago during *The Sundering*. Unlike River Naiads, the Sea Naiads hunt by stealth and travel in packs. Their vaguely lupine features have inspired the nickname 'Sea-Wolves' among salty sailors telling tales over an ale or two.

TOROTHAL, WITCH QUEEN OF LAURËLORN

When encountered in the hidden Laurëlorrn city of Tor Lithanel, Queen Torothal appears as a beautiful Elven maiden. Her court is known for indulging in luxurious parties, and though lowborn Wood Elves consider the nobles' behaviour excessive, most remain silent because they believe Torothal inherited her father Mathlann's tempestuous disposition. Torothal is worshipped primarily as a stewardess of Rain and Rivers.



Skills: Academic Knowledge (Magic +20, Astronomy +10, History, Philosophy, Spirits +20), Channelling +20, Charm, Common Knowledge (Elves +10, Dwarfs), Common Knowledge (Laurëlorrn +20, the Empire), Heal, Magical Sense +20, Perception, Performer (Singer), Gossip +10, Intimidate +10, Read/Write +20, Search, Speak Arcane Language (Arcane Elf+20), Speak Language (Elthárin +20, Breton, Reikspiel, Khazalid, Malla-room-ba-larin), Swim+10.

Talents: Aethyric Attunement, Coolheaded, Excellent Vision, Fast Hands, Night Vision, Petty Magic (Arcane), Savvy, Spellcraft, Strong-minded, Lesser Magic (any four), Lore of the Forest, Lesser Magic (any six), Meditation, Mighty Missile, Very Resilient.

Kithband Talents: Glamourweaver, Dreamwalker, Windtalker.

Special Rules:

• **Aura of Mathlann:** Torothal is infused with the magic of the seas and her presence imbues allies with Mathlann's favour. Roll 1d10 to determine which Talent is gained temporarily; 1-5 = Frenzy (*WFRP* pg. 98) and 6-10 = Stout-Hearted (*WFRP* pg. 101). Any time a non-magical weapon hits Torothal, her Toughness Bonus is treated as +2. Torothal's own attacks count as magical.

• **Niseag:** Niseag is able to possess Torothal when the Queen is under duress. With a **Hard (-20) Will Power Test**, Torothal can resist Niseag's influence, otherwise the Brúidd spirit controls her body for 2d10 minutes.

• **Of Shifting Aspect:** Torothal's temperament is as changeable as the seas; calm one moment and a maelstrom of violence the next. Every 1d10 minutes, Torothal must roll 1d10 to determine her mood:

• **1-3: Dead-Calm:** Torothal's cold and dispassionate demeanour gives all **Fellowship Tests** made by characters interacting with her a **(Hard) -10%** penalty.

• **4-6: Swell:** Torothal's kind and playful mood gives all **Fellowship Tests** made by characters interacting with her an **(Easy) +20%** bonus.

• **7-9: Turbulent:** Poor etiquette angers Torothal. If any PC fails a **Fellowship-based Test** by 3 or more Degrees of Failure, Torothal must pass a **Will Power Test** or fly into a rage.

• **10: Maelstrom:** Torothal's black mood is a danger to those around her. A failed **Fellowship Test** made with Torothal leads to her attacking in a rage, gaining the Frenzy Talent (*WFRP* pg. 98).

Trappings: Shimmering Robe, Talisman of Mathlann (see sidebar)

Armour: (None) Ithilmar Robe (Arms 0, Body 2, Head 2)

Weapons: None

Niseag

In the distant past, the water-spirit Niseag merged with Torothal to exert control over the Elves of Tor Lithanel (see pg. 75). When Torothal enters the Otherworld she becomes the water-horse Niseag, and when Niseag enters the forest he becomes Torothal. Niseag has the forequarters of a horse and the hind-quarters of an ethereal water serpent.

Because Niseag is permanently linked to Torothal, his body is stuck in the Otherworld, never able to manifest in the real world. However, he can exert his will through Torothal and influence her decisions. Niseag has a fondness for Elven wine and women. When Torothal visits the Otherworld in her waterhorse avatar, a soul-reflection of her elven body appears at the Ravine of Nymphs (pg. 81) where the two entities first became one.

USING TOROTHAL

Torothal is usually encountered by PCs at the Silver Tower of Tor Lithanel. She also visits Laurëlorrn settlements along the River Demst with her retinue, travelling in a flotilla of sleek Elven boats. Although fickle, Torothal can offer valuable advice on the Otherworld realms based on the wisdom of her alternate identity, Niseag. PCs requiring aid in the Otherworld might be visited by Niseag if they have allied with Torothal in the real world, but neither entity willingly reveals the duality of their persona.



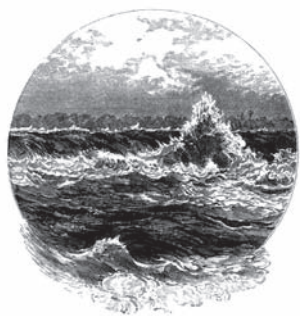
- Torothal Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
48%	57%	37%	52%	60%	77%	76%	54%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	3	5	5	5	-	-



HEIRLOOMS OF TOROTHAL

The following enchanted items are carried by Torothal and are not available to others.

The Shimmering Robe

Crafted entirely from Ithilmar, the Shimmering Robe was a wedding gift from Sarriel the Seer. When hooded, Torothal is less susceptible to the effects of magic, gaining a +10% bonus to all magic-resistance tests. If a magic-resistance test is passed by 3 or more Degrees of Success, the polished Ithilmar reflects the harmful magic back upon its caster.

Talisman of Mathlann

This fish pendant upon a pearl necklace was gifted to Torothal by her parents as a good luck charm for journeys to the eastern colonies of the Old World. Over centuries the necklace has absorbed great quantities of magic, but has also become linked to Torothal's temperament. All spells cast in Torothal's presence are affected by her current temperament: *Dead-Calm* = -1 to Casting Rolls; *Swell* = +2 to Casting Rolls; *Turbulent* = +1 Chaos Die; *Maelstrom* = +2 Chaos Dice.

MORAI-HEG, GODDESS OF FATE AND DEATH



Morai-Heg is also known as the Keeper of Souls or the Crone. The Asrai believe that Morai-Heg guides the souls of their deceased kin from

the forest to the Otherworld and back again when the time is right. Morai-heg is also believed to know all mortal secrets. The fates of the living are kept in a pouch made of skin that Morai-Heg wears, often obscuring the prophecies of Lileath's followers. The true path to *Yenlui* is sometimes only found after death, in the Otherworld realms.

In Asrai fable songs, the Raven often appears as a herald of Morai-heg. Wood Elves learn to read the ravens' migration patterns as omens, either good or ill depending on their timing. Ravens are also rumoured to fly between worlds. In many legends, a hero or animal finds a portal to the Otherworld by following the ravens from an Elven burial glade.

PRIESTS OF MORAI-HEG

Although it appears that devotees of the Crone wander aimlessly through the forest, in truth they follow an instinct that leads them to settlements where the rites of the dead will soon be required. Priests of Morai-Heg are often met with coldness when they first arrive, but after the portended death has transpired they are treated with respect. Some Priests of the Crone take delight in the uncertainty that is sown by their coming. As the Hands of Fate, these priests are often able to receive services in exchange for temporarily warding off the inevitable.

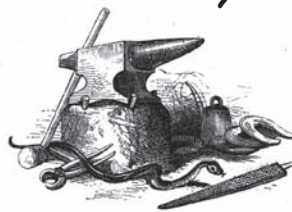
Mardagg

The Laurëlorð Brúidd spirit Mardagg is often mistaken for the legendary hero Kern (see pg. 21). Mardagg appears as a twisted crone in a raven-feathered cowl, but when approached it throws back its hood and stands straight, revealing a pale warrior-Elf that wields two scythed blades. Mardagg judges mortals with dead eyes, and those who've failed in defending Laurëlorð are often killed on the spot.

PRINCIPLES

- Once just is, twice is coincidence, three times is a sign of fate.
- Always whisper the names of the dead to Morai-heg so that she may find them.
- Do not invoke the Crone's name during pregnancy, for an unborn child's fate has not yet been decided.
- Burning incense is a pleasing tribute to Morai-heg.
- Honour the Crone by wearing a raven's feather.

VAUL, GOD OF SMITHS AND ARTISANS



Sometimes known as the Cripple or the Chained God, Vaul is the patron of artisans. Vaul is described in fable songs as a

blind, crippled Elf of once-noble bearing, who carries a smith's hammer. Vaul is said to have received his injuries and become imprisoned by members of the Cytharai during the War in the Heavens. Vaul is a balancing influence in the whimsical Asrai psyche, keeping their creative energies focused and grounded, and is often worshipped as a counterpart to Loec.

Although shrines to Vaul can be found in most Asrai workshops, temples devoted to the God of Smiths are only established at volcanoes or calderas. Priests of Vaul extract metals directly from the lava that seeps from the earth to forge Quicksteel (see sidebar, pg. 38). To honour Vaul's eternal suffering, smith-priests endure the heat of their volcanic forge temples without complaint.



PRIESTS OF VAUL

The Asrai of Athel Loren worship Vaul as a protector of the forest. Priests of Vaul offer regular sacrifices to the Cytherai god Addaioth, Lord of Volcanoes, to placate him and tame the caldera contained by magical waystones at the heart of Loren. Laur  lorn Elves do not have a volcanic temple of their own, so they must trade with humans and gnomes for their metals.

To complete their apprenticeships, aspiring devotees from outside Athel Loren must undertake a pilgrimage to Vaul's Anvil. The most devoted smith-priests believe the joy of creation must necessarily be accompanied by suffering. Ritualistic scars decorating the smith-priests' bodies symbolise the injuries suffered by their divine patron.

THE OTHERWORLD

Asrai spiritualism is centred on a parallel reality where they believe souls undergo a transformation before returning to the forest in the form of new avatars. This alternate state of existence is called *Annwyn* by Elves and is known as "the Otherworld" to humans. The Otherworld is elementally linked to magical forests which anchor the two planes together across the shadowy Space Between Worlds.

Spatial coordinates have little meaning across the three dimensions. Ghosts in the Otherworld cast reflections many miles from the tree where a person died. Furthermore, continuity between Otherworld realms is negated by a vast, starry blackness called The Void that isolates realms, like islands in a cosmic ocean. The manifold Otherworld realms serve as "pocket dimensions" of sanctuary from Chaos.

The Otherworld is more akin to a limbo for Elves than an afterlife, although gifted children from Bretonnia also receive spiritual enlightenment there (see Bretonnia and the Fay Court sidebar, pg. 53). Spellsingers and Priestesses of Isha can travel between dimensions magically. Without Elven assistance, humans can only visit Otherworld realms by appeasing spirit-guardians or discovering a natural portal. Visitors to the Otherworld don't always leave...

RULES

ENTERING: Characters can enter the Otherworld by four methods:

- **Silver Paths:** The Otherworld is connected to magical forests by the Shadow Walk (pg. 33). Characters cannot travel between two Otherworld locations on the silver paths.
- **Lost in Time and Space:** Characters who become *Lost in Time and Space!* (pg. 58) may arrive in the Otherworld instead of rolling on Table 7.2, at the GM's discretion.
- **Portals:** Large portals (e.g. Naiad palaces) can bridge

PRINCIPLES

- Do not douse a fire without first giving thanks to Vaul.
- Use only weapons whose makers are known to you.
- Metal is precious: take good care of Vaul's handiworks and retrieve every arrow.
- Pray for Vaul's aid in creative endeavours.
- Seek inspiration from hardship.



multiple Otherworld locations. Small portals (e.g. rabbit holes, hollow trees) usually lead to a single location.

- **Phase Shifting:** Priests of Isha may enter with the *Moon Shift* spell (pg. 20).

EXITING: Characters can only leave the Otherworld by three methods:

- **Magic:** Elven mages and priests may exit using the spells *Path Between Worlds* (pg. 32) or *Moon Shift* (pg. 20).
- **Reincarnation:** Elven ghosts can return to the Forest in another avatar (usually a tree or animal).
- **Stepping into the Void:** Characters who enter the Void at the edge of an Otherworld realm become *Lost in Time and Space!* (pg. 58) and may not return to the Otherworld.

AVATARS: Characters who enter the Otherworld (alive or dead) usually take on a new avatar:

- **Elves:** Elves change slightly in appearance, adopting a fay aspect.
- **Humans:** Normal humans adopt animal (or half-animal) avatars in the Otherworld. Magically-gifted humans adopt a fay aspect.
- **Ghosts:** Elven ghosts can appear in their mortal forms, or as trees or animals. Human ghosts do not exist in the Otherworld.

COMBAT & DAMAGE: Combat is resolved normally in the Otherworld, except slain characters become Ghosts. Elven ghosts remain in the Otherworld; Human ghosts immediately phase-shift to the Space Between Worlds.

MAGIC: Only the following Magic Lores can be used in the Otherworld:

- **Elves:** Forests, Athel Loren, Isha, Kurnous, Morai-Heg
- **Humans:** Life, Heavens, Beasts

Otherworld Portals

At junctions where the Otherworld connects with the Forest, travellers may pass safely between realms without crossing the perilous Space Between Worlds. These “portals” – many of which are located at sacred glades – can range in size from a hole in the ground (or a tree) to a massive palace. Otherworld portals are well-hidden from outsiders, and are often defended by Elves, forest spirits or both. “Song Portals” can only be opened by the same method used to reveal Songlines (pg. 54), but most Otherworld Portals can be traversed by anyone.



Otherworld Avatars

Usually, Otherworld avatars reflect something of one’s locale or nature. Humans will assume the form of domesticated or urban animals; Elves take on exotic faerie appearances. Avatars do not impede intelligence or communication. Common sense and imagination can be applied to determine how an avatar might affect a character’s other capabilities.

Elves: Elves change slightly in appearance, adopting a Fay Aspect. Roll 1d10 on the first table below.

Other Races: Magically-gifted humans adopt a Fay Aspect. Normal humans and other races adopt animal (or half-animal) avatars in the Otherworld. Roll 1d10 on the second table below, or choose an appropriate animal. Then roll 1d100 to determine which portion of the body is transformed:

- 1-20: Whole animal
- 21-40: Animal waist down
- 41-60: Animal waist up
- 61-80: Animal neck down
- 81-100: Animal head only

Magically-gifted Humans and Elves		Normal Humans and other races	
1d10	Fay Aspect	1d10	Animal
1	Antennae	1	Toad
2	Cat ears	2	Mule
3	Glittering skin	3	Ox
4	Gold/Silver hair	4	Chicken
5	Glowing eyes	5	Dog
6	Sharpened features	6	Cat
7	Elongated ears	7	Pig
8	Branch hands & feet	8	Tortoise
9	Faerie wings	9	Duck
10	Leafy hair	10	Snail



GM GUIDELINES

The Otherworld is a surreal landscape that should be reserved for special encounters. Usually when mortals enter the Otherworld, they are escorted by Elves or spirit-guardians. Otherworld encounters should involve specific objectives that are attainable in a relatively short time span. Examples include: rescuing a lost traveller or Bretonnian child, confronting a Brúidd spirit in its lair, or recovering a lost artefact.

You can have fun blurring the boundary between reality and the Otherworld. In some realms, the Otherworld is indistinguishable from a normal forest. By giving human PCs temporary Magic Sense (through Elven Wine or similar), their avatars will not change significantly. To really muddy the waters, you can recycle imagery from previous dreams in the Otherworld, or have Otherworld imagery recur later as illusions.





CHAPTER IV: WOOD ELF MAGIC

"The chronicles of our Order speak of our ancient ancestors, who first learned the ways of nature from beings whom they called the Fey of the Forest. The Druidism of this time was not as pure as the ways taught by the honourable Teclis, but it is said that its roots are similar to the magick practised by the Wood Elves. I can only theorise that Teclis' woodland kin are able to draw upon Earthbound Magic more easily than us, which would explain the difference in ability between the ancient Druids and their Spellsingers"

Rosalia Delfholt, Magister Druid of the Jade College

Elves are more acutely aware of the Winds of Magic than most other races. Their enhanced magical sense enables them to perceive the convergence between arcane and divine magic. In the forests of the Old World, the magic of the Asrai is closely tied to the flora and fauna, which are suffused with aethyr energy commonly known as Earthbound Magic.

Among Wood Elves the goddess Isha, who governs growth and birth, is also revered as a goddess of magic. As an omnipresent goddess, Isha is part of all natural things, but often manifests to Wood Elves as Ariel, the Queen of Loren. While human priests and wizards are unable to distinguish Ariel's blessings from *Ghyran* (green) and *Ghur* (brown) magic, Asrai magic defies normal human convention and classification. Green and brown are merely regarded by the Wood Elves as colours that become visible when Isha's magic is channelled.

According to Wood Elf mythology, departed souls are consumed by the forest and sheltered from the clutches of Chaos in a limbo state called *Annwyn*. The Asrai also understand that the forests are connected to the Warp via ancient, hidden pathways created by the Old Ones. Forests are therefore perceived by Wood Elves as existing on the boundary with the Aethyr. The forest's most sacred places are believed to exist simultaneously in both the Material and Aethyric realms.

Although every forest contains an abundance of latent magical energy, Athel Loren is the most magical forest of all. Wood Elf mages from any Kithband may learn the Lore of the Forests, but they can only master their art by learning the Lore of Athel Loren under guidance from the Spellsinger Kindred of Ariel.

ROLEPLAY TIP: MAGIC IS EVERYWHERE

Wood Elves routinely observe minor magical phenomena, making them somewhat jaded towards manifestations that would startle others. The Asrai are amused by human reactions to magic and sometimes cast prank glamours just for a laugh. Prohibitions against spell-casting seem absurd to Wood Elves, although they do understand why humans would impose these sanctions upon themselves.

LORE OF THE FORESTS

After entering the Treesinger career (pg. 43), Wood Elf mages may learn the Lore of the Forests, which comprises spells comparable in power to those taught at the human Colleges of Magic. Unlike humans, however, Wood Elves are capable of wielding multiple Winds of Magic with ease. The Lore of the Forests includes a mixture of spells from the Lore of Life, Beasts, Shadow and Heavens.

Analogues from the *Realms of Sorcery* supplement are listed solely for mechanical purposes. Wood Elf mages have no connection with the human Colleges, nor do they ascribe labels to their own magical formulae. Lore of the Forests spell effects might appear cosmetically different from their College counterparts, or even produce slightly different results (at the GM's discretion).

GUARDIAN SPELL LIST

Wood Elves are frequently called upon to defend their woodland homes. Most young Treesingers learn to support their Kinband warriors with nature magic and confound the forest's intruders with glamours. To learn more powerful combat spells, Wood Elf mages must journey to the Oak of Ages and receive the blessing of Ariel herself. Only those Guardians deemed sufficiently wise are taught the advanced Lore of Athel Loren (pg. 32). Guardian Treesingers who are denied magical advancement by Ariel may become priests of other gods. Sometimes, these spurned mages turn to dark gods or corrupted forest spirits in pursuit of greater power.

PROPHET SPELL LIST

Wood Elf Prophets observe swirling eddies in the mist of time to help guide their leaders' decisions. Beset by foes on almost every front, the future of the Asrai looks grim. The greatest living prophetess, Naieth of Athel Loren, recently saw the end of her people in a terrible vision. In Bretonnia, Naieth is known with admiration and respect as the "Fay Enchantress".

TABLE 4.I: LORE OF THE FORESTS SPELL LISTS

Guardian	Prophet	Treefriend
Calm the Wild Beast (Beasts, RoS pg. 139)	Omen (Heavens, RoS pg. 150)	Calm the Wild Beast (Beasts, RoS pg. 139)
Track's Tale Told (Life, RoS pg. 154)	Fat of the Land (Life, RoS pg. 153)	Fat of the Land (Life, RoS pg. 153)
Bewilder (Shadows, RoS pg. 162)	Bewilder (Shadows, RoS pg. 162)	Earthblood (Life, RoS pg. 153)
The Wilds Undisturbed (Life, RoS pg. 155)	Leaf Fall (Life, RoS pg. 154)	Leaf Fall (Life, RoS pg. 154)
Summer Heat (Life, RoS pg. 154)	Earth Gate (Life, RoS pg. 153)	Earth Gate (Life, RoS pg. 153)
The Winter's Long Slumber (Beasts, RoS pg. 141)	Premonition (Heavens, RoS pg. 151)	Vital Growth (Life, RoS pg. 155)
Tree's Rustle (Life, RoS pg. 155)	Project Spirit (Heavens, RoS pg. 151)	Tree's Rustle (Life, RoS pg. 155)
Spring Bloom (Life, RoS pg. 154)	Finding Divination (Heavens, RoS pg. 149)	Spring Bloom (Life, RoS pg. 154)
Illusion (Shadows, RoS pg. 163)	Illusion (Shadows, RoS pg. 163)	Illusion (Shadows, RoS pg. 163)
Universal Confusion (Shadows, RoS pg. 166)	Cure Blight (Life, RoS pg. 153)	Cure Blight (Life, RoS pg. 153)

Prophet Treesingers who wish to learn the advanced Lore of Athel Loren must be capable of acting as diplomats to the Bretonnians. Perhaps unfairly, most Prophets chosen for advancement by Naieth are exceptionally attractive females. Others may continue their pursuit of the magical arts by joining the priesthood of Lileath (or Sarriel, in the Laurëlor forest).

TREEFRIEND SPELL LIST

The forest is not just a home to the Wood Elves; it is also their ally. Elven children who demonstrate a keen affinity with nature are chosen to become Treefriend apprentices before they learn to shoot a bow. Treefriend mages arrive after battles to heal the damage inflicted upon the forest. Because Ariel favours Treefriends above all other Wood Elves, mages using this spell list are more likely to be given access to the advanced Lore of Athel Loren. When Treefriends attain the rank of Spellsinger, they become important figures in Asrai society, shaping magnificent elven halls and guiding their people along the forest's mystical pathways.



CASTING SPELLS

An Elven Mage's Magic Characteristic represents the amount of Earthbound Magic they can channel. Spellcasting is resolved normally, but the Asrai's unique method of manipulating magic by song introduces a new rule. Environmental and seasonal modifiers can also influence Wood Elf magic, and Tzeentch's Curse results are sometimes rolled on the new "Forest's Growth" table instead (pg. 31).

SPELLSINGING

Wood Elves using simple gestures and words of power, drawing upon the Winds of Magic as normal, can cast Petty Magic & Lesser Magic spells. Casting spells from the Lore of the Forests and Lore of Athel Loren requires Earthbound Magic, which is manipulated by singing in an arcane language that combines *Anoqeyân*, the arcane tongue of the Elves, and *Malla-room-balarin*, the language of the trees. Because of the requirement to sing aloud, Earthbound Magic is difficult to use covertly.

A **Performer (Singer) Test** is required before every Casting Roll is made, reflecting the caster's control over the flows of magic. A successful song removes a single die from the Casting Roll for the purpose of triggering Tzeentch's Curse, but still counts the result towards the Casting Roll. An unsuccessful song adds a Chaos Die to the Casting Roll.

Reminder: While Speak Arcane Language (Arcane Elf) Skill is sufficient for casting Petty Magic and Lesser Magic spells,

Spellsingers must know Speak Language (Malla-room-ba-larin) in order to cast spells from the Lore of the Forest and Lore of Athel Loren.

VARIABLE FLOWS

The flows of Earthbound Magic vary in strength depending on the season. In Spring and Summer, life is abundant and therefore Earthbound Magic flows easily. In Autumn and Winter magic becomes increasingly harder to channel. The following modifiers apply to the Casting Roll of any spell or ritual cast with Earthbound Magic:

Winter (Season of Frost): -2

Spring (Season of Rain): +1

Summer (Season of Sun): +2

Autumn (Season of Storm): 0

FOREST GROWTH

Earthbound Magic channelled from Athel Loren, the Laurë-lorn Forest and sacred glades is already “cleansed” by the forest, making the caster less susceptible to Tzeentch’s Curse. However, Earthbound Magic is powerful, and sometimes the flows are too strong to control. When casting in Athel Loren or a sacred glade, rolling doubles, triples, quadruples or all 1’s on your Casting Roll triggers a huge surge of earthbound magic. You must roll on **Table 3.2: Forest Growth** to determine what happens. Unless the table states otherwise, spells are still cast successfully if the Casting Number is exceeded.

Outside of Athel Loren and sacred glades, Tzeentch’s Curse rules are used as normal.



AUTOMATIC FAILURE

Rolling all 1’s on your Casting Roll results in automatic spell failure, as per normal rules. However, when casting in Athel Loren or sacred glades, instead of rolling for an Insanity Point, you must roll on **Table 3.2: Forest Growth**. Outside of Athel Loren and sacred glades, you roll for an Insanity Point as normal.

TABLE 4.2: FOREST GROWTH

Roll	Results
01 - 15	Infused: The magical surge invigorates you, healing 1 Wound if needed, but stunning you for 1 round as magic courses through your body.
16 - 30	Sluggish: The magic is drawn slowly towards you. Your spell takes twice as long to cast. You must spend the full casting time even if the Casting Roll was failed.
31 - 45	Glowing: Celestial bands of Earthbound Magic are released in the form of the spell <i>Summer Heat</i> (RoS pg. 154), with the large template centred upon you.
46 - 60	Spite: A single Spite (WC pg. 125) appears from nowhere and attempts to distract you. You must pass a Will Power Test to continue casting the spell. If the Spite succeeds in distracting you it vanishes in a puff of magic, otherwise it attacks.
61 - 80	Unleashed: Uncontrolled Earthbound Magic is released. The surrounding area is affected by the spell <i>Father of Thorns</i> (RoS pg. 153), with the large template centred upon you.
81 - 90	Spites: 1d10 Spites (WC pg. 125) appear as if from nowhere and attack you. Your spell is automatically interrupted.
91 - 99	Tzeentch Comes: Uncontrolled Earthbound Magic tears open an arcane fulcrum to the Aethyr. You suffer from Tzeentch’s Curse as normal.
00	Forest Spirit: A forest spirit erupts from the earth, angered by your reckless abuse of Earthbound Magic. A Dryad (OWB pg. 92) appears within 6 yards of you and attacks.

THE LORE OF ATHEL LOREN

Wood Elf mages become more versatile than their human counterparts when they enter the 3rd tier Spellsinger career and learn the advanced Lore of Athel Loren. Although the majority of Loren's complicated spells are beyond a Spellsinger's capabilities at first, Elves have greater magical potential than humans. The 4th tier Spellweaver career permits Wood Elf mages to attain Magic 5 (whereas human wizards are limited to Magic 4). The Lore of Athel Loren can only be learned from a Spellweaver of Athel Loren or from Ariel herself.

Miscast results for Lore of Athel Loren spells are normally rolled on the Forest Growth or Tzeentch's Curse tables, as if they were arcane magic. Call of the Hunt and Ariel's Blessing are special exceptions. When used in the Loren forest where Ariel and Orion hold court, miscasts of these spells are rolled on the Wrath of the Gods table (*WFRP* pg. 144).

Tree Singing

Casting Number: 12

Casting Time: 1 minute

Ingredient: A rod from the heart of a tree (+1)

Description: Your enchanting melody compels the trees within an area of 20 x 20 yards to bend and move. This spell can be cast on a wooded copse up to 36 yards away to instantly weave a temporary shelter, create a permanent settlement over several hours, or move trees 4 yards per round. Additionally, this spell allows the caster to communicate telepathically with trees and plants in the affected area, and extract Best Quality bow and spear-staves from the trees' hearts. Although Tree Singing is not ostensibly a combat spell, each enemy caught within the affected area may be attacked with branches once per round for as long as the spell is maintained. Branches attack with WS 25 and Damage 4.

Wandering Eye

Casting Number: 14

Casting Time: Half action

Ingredient: A stag's eyeball (+1)

Description: You look through the eyes of a forest animal. The spell must be cast within eyesight of the host, unless the animal is your companion (pg. 94). The animal will follow its own path unless given directions by magical means, or by a character with the Beastfriend Talent (pg. 13). The visual link can be maintained up to Magic x 100 miles away, for as long as you continue concentrating.

Fury of the Forest

Casting Number: 15

Casting Time: Half action

Ingredient: A dryad branch (+2)

Description: You summon twisted, thorny branches to spontaneously sprout amongst a group of enemies up to 36 yards away. Each enemy is attacked once per round with WS 25 and Damage 4 for as long as the spell is maintained, or until they move. Damage is increased to 5 if cast within a forest.

The Hidden Path

Casting Number: 18

Casting Time: Full action

Ingredient: A smooth pebble (+1)

Description: You cause a group of (Magic x 1d10) companions within 36 yards to become incorporeal for Magic x Rounds. On the hidden path, travellers may ignore terrain penalties and suffer no damage from environmental effects. They also receive a +20% bonus to Silent Move and Concealment tests. The spell is immediately broken when incorporeal characters become engaged in melee combat; otherwise only magical missiles can harm them for the spell's duration.

Twilight Host

Casting Number: 21

Casting Time: Full action

Ingredient: A handful of corpse hair (+2)

Description: You summon a host of 2d10 shadowy Ghosts (*OWB*, pg. 109) to walk amongst a group of companions' opponents, meanwhile immunising your allies against Fear themselves. The Ghosts dissipate after Magic x Rounds.

Path Between Worlds

Casting Number: 22

Casting Time: 2 full actions

Ingredient: A handful of the related element (+2)

Description: You reveal secret magical pathways connecting the natural elements across vast distances. You and your companions may traverse the Shadow Walk (see opposite). This spell can also be used to rescue characters who are found on the Shadow Walk after becoming *Lost in Time and Space!* (pg. 58).

Ariel's Blessing

Casting Number: 24

Casting Time: 1 full action and 1 half action

Ingredient: A cup of fresh spring water (+1)

Description: You imbue a character up to 36 yards away with magical life force for Magic x Rounds. At the start of each round, the character regenerates 1d10 Wounds. Ariel's Blessing may restore a recently deceased character to life, provided you touch him within 1 minute of his death, and he passes a Toughness test. Characters revived from death spend the first round at 0 Wounds and remain Stunned while regenerating.

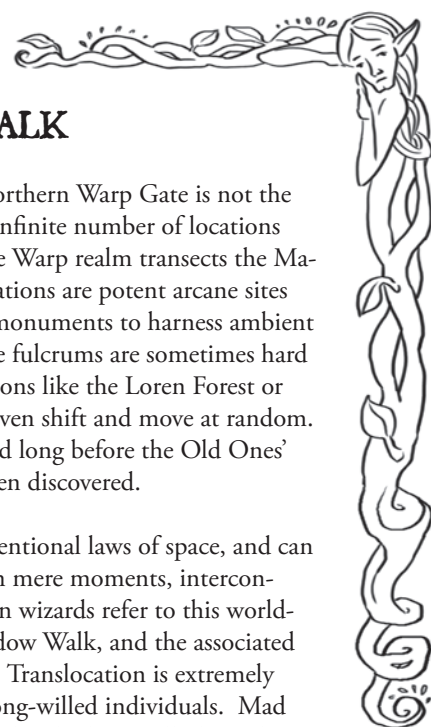
Call of the Hunt

Casting Number: 27

Casting Time: Full action

Ingredient: A hunting horn (+2)

Description: Your allies are inspired with the wild fury of Kurnous. Up to (Magic x 1d10) friendly combatants within 36 yards receive +1 Attack for the duration of the combat. Those who aren't already engaged in melee when the spell is cast must take an immediate Charge action, outside of the normal turn sequence.



Forecast Danger

Casting Number: 29

Casting Time: 30 minutes

Ingredient: A pinch of powdered dreamleaf (+2)

Description: You enter a light trance and become attuned to the natural environment. If the region is a normal forest or plain, you can detect the approximate nature and location of imminent threats (e.g. "fifty beastmen, 2 miles southeast"). In magical forests like Athel Loren, you can see events that have not yet come to pass by making a **Very Hard (-30) Perception test**.

Aethyric Projection

Casting Number: 32

Casting Time: 3 full actions

Ingredient: A sprig of dreamroot (+3)

Description: You enter a light trance, projecting your spirit to another location up to Magic x 100 miles distant. You needn't have visited the location previously, but it must be situated near freshwater or woodlands, and you must know its name. You may speak, move and pass through solid objects up to 5 feet thick, but may not otherwise interact with the material world. Your ethereal form is only affected by magical attacks. A single spell may be cast from your ethereal form before returning to your body. Aethyric Projection lasts for (Magic x minutes) or until another spell is cast.



THE SHADOW WALK

Contrary to popular belief, the northern Warp Gate is not the source of all magic. There are an infinite number of locations across the known world where the Warp realm transects the Material realm. These "fulcrum" locations are potent arcane sites where wizards build shrines and monuments to harness ambient magic for powerful rituals. Arcane fulcrums are sometimes hard to detect. In highly magical locations like the Loren Forest or the Chaos Wastes, fulcrums can even shift and move at random. Although magical fulcrums existed long before the Old Ones' arrival, most of them have not been discovered.

Aethyric pathways that defy conventional laws of space, and can be used to travel great distances in mere moments, interconnect all magical fulcrums. Human wizards refer to this worldwide aethyric network as the Shadow Walk, and the associated mode of travel as "translocation". Translocation is extremely dangerous to all but the most strong-willed individuals. Mad Chaos sorcerers sometimes access the Shadow Walk through Warp portals. Skaven Grey Seers can translocate small forces of Storm Vermin, but only after consuming prodigious amounts of Warpstone dust. The Everqueen of Avelorn in the High Elven Kingdoms uses ancient stone circles to traverse the Shadow Walk along leylines, and it is also believed that Teclis, the Loremaster of the White Tower of Hoeth, accesses portals once used by the Old Ones.

Wood Elf mages are capable of travelling the Shadow Walk by casting the Lore of Athel Loren spell, *Path Between Worlds*. Entry fulcrums used by the Asrai are elementally linked to exit fulcrums, which makes the intermediary Warp space more stable. Trees are sympathetically connected to other trees, lakes to other lakes, and so on. Some Elven scholars believe that the Old Ones once used these sympathetic elemental connections for their own purposes. Today, the Shadow Walk is vital to the Asrai's defence and intelligence capability.

ELEMENTAL TRANSLOCATION RULES

Wood Elves use the spell *Path Between Worlds* to open the Shadow Walk through natural elements. Entrances typically manifest as shimmering portals or mirrors. When the spell is cast and the destination declared, the exit fulcrum element must also be specified. Strong elemental connections between fulcrums create safer routes through the Aethyr. If the desired element is not present, the exit fulcrum counts as "Other".

There must be a sufficient quantity of the element to create a man-sized portal. In order for Air to be specified as either the entry or exit fulcrum element, it must be present in large quantities, such as a howling wind through a canyon or a gale blowing over mountaintops.



TABLE 4.3: ELEMENTAL FULCRUMS

Entry Fulcrum	Exit Fulcrum (Modifier applies to all travellers' Will Power tests)		
Wood	Wood (+20)	Fire (+0)	Other (-20)
Earth	Earth (+20)	Water (+0)	Other (-20)
Fire	Fire (+20)	Metal (+0)	Other (-20)
Metal	Metal (+20)	Earth (+0)	Other (-20)
Water	Water (+20)	Wood (+0)	Other (-20)
Air	Air (+10)	Other (-10)	

Travellers wishing to return through the same aethyric pathway must cast *Path Between Worlds* again. This time, the elements are reversed (i.e. the entry fulcrum becomes the exit fulcrum, and vice versa).

The Silver Path

Once a portal to the Shadow Walk has been opened at the entry fulcrum by the casting of *Path Between Worlds*, travellers must follow a silver pathway through a surreal, nightmare world. The Shadow Walk is inhabited by Daemons and Shadow Beasts (pg. 102) which seek to lure travellers from the path. Reaching the exit fulcrum requires a **Will Power Test** from all travellers. Calculate Degrees of Success or Failure individually and consult the table below.

TABLE 4.4: SHADOW WALK NAVIGATION

Will Power Test	
3+DoS	Pathfinder: You are in tune with the Aethyr, and reach the exit fulcrum after only 1d5-1 minutes of real time. In addition, you may rescue someone who is <i>Lost in Time and Space!</i> , or perceive an event that will soon come to pass.
0-2 DoS	Safe Passage: After following the silver path for 1d5-1 hours of real time, you reach the exit fulcrum without incident.
0-2 DoF	Shadow Beasts: After succumbing to nightmarish illusions, you are attacked by 1d5+2 Shadow Beasts (pg. 102). Your fellow travellers may join the fight, however after facing Shadow Beasts everyone must pass another WP test to find the silver path again.
3-5 DoF	Lost in Time and Space! (see pg. 58): You stray from the silver path and are left wandering aimlessly in limbo between worlds.
6+ DoF	Realms of Chaos: Your shadow-self is claimed by a daemon of Chaos leaving your physical body in a coma. Unless the daemon is located by its True Name and slain within 1d10 days, it delivers your soul to the Realms of Chaos and your body perishes. A Fate Point may be used to escape. Survivors of this ordeal gain 1d5 IP.

ASRAI ELEMENTAL THEORY

High Elves recognise the traditional elements of Fire, Water, Earth and Air as the foundations of the magical arts. But as with all other aspects of their being, the Wood Elves' elemental paradigm is influenced by their sylvan environment. Wood and Metal are also considered to be foundational elements. Furthermore, Air isn't considered a normal element by the Asrai. Instead, it is considered a "binding" element through which the Winds of Magic flow more easily. This "elemental binding" concept is embodied in the yearly Wild Hunt, when thunderclouds roll across the treetops, lightning splits the sky, and howling gales carry Orion's huntsmen aloft.

Wood Elves recognise 6 elements: Water, Fire, Metal, Wood and Earth, with the aethyric element of Air as a binding force. It might seem strange to outsiders that Metal is viewed as a primary element, but the Wood Elves believe Metal is required for the generation of Earth.



Metal and Fire have come to represent greed and war, which are considered the doom of both the lesser races and their own kin. The Asrai therefore use little metal aside from the blades and arrowheads needed to defend the forest, and fire is employed only towards creative ends. Wood is the most favoured element in Asrai mysticism, followed by Water and Earth. All magic is considered to rely upon Air.

There is some minor conceptual variance among Wood Elves who live in unique environments. Treesingers from the Pine Crags recognise 5 elements instead of 6, conflating Metal and Earth together as Stone. Disciples of Isha often speak of Moonlight as if it were a 7th element. The Lost Kindred believe that Wood is the universal binding element, rather than Air. These alternative theories are not considered heretical (or even erroneous) by other Wood Elves; they are simply "different truths".

RITUAL OF SPRING AWAKENING

The Great Ritual of Spring Awakening is performed annually at King's Glade to signal the end of winter. Lesser variants of this ritual are sometimes cast at other glades in Athel Loren during times of illness, food shortage or corruption.

Type: Arcane/Divine

Arcane Language: Arcane Elf

Magic: 4

XP: 300

Ingredients: The still-beating heart of a stag and a garland of Winterblossom (pg. 109).

Conditions: The community's bravest hunter must eat the stag's heart and make love with a virgin Treesinger. Spellsingers then incant the ritual while their kinfolk dance. The hunter walks into a great bonfire wearing the Winterblossom garland and is consumed by flames.

Consequences: If the ritual fails, Ariel is angered by elves tampering with seasonal cycles. Forest Spirit Disposition for the entire region is reduced by -20 until summer.

Casting Number: 20 (30 if cast before winter solstice)

Casting Time: 6 hours

Description: The sun becomes warmer, melting snow. Plants spontaneously bloom within a 2-mile radius. Living creatures are healed back to starting Wounds, and diseases may be cured with a successful Toughness test. Any Flora and Fauna Corruption within 2 miles is removed automatically (see pg. 109, 114). Forest Spirit Disposition increases by +10 until summer.



SHADOW-DANCES OF LOEC

Although the Order of Swordmasters was not established until the foundation stones of the White Tower of Hoeth in Ulthuan were laid, Elves have wielded spell and sword alike in the defence of their homelands since the time of Aenarion. Many have combined these potent arts into a lethal fighting style, channeling the Winds of Magic through ritualistic movements in place of the arcane invocations used by traditional Mages.

Those who mastered this new art of Sword Dancing were the leaders of warriors and seekers of knowledge. They were known as Swordmasters, and while some sought to perfect the art of killing, others preferred to wander the world in search of truth. So it was that a few Swordmasters found themselves amongst the fledgling Asrai at the end of the War of the Beard. Living in the forests slowly transformed these warrior-sages into the Wardancers of today; warriors without equal who revel in trickery and music.



THE DANCE OF BLADES

Over time, Sword Dancing transformed into the Wardance performed by the Wardancers of the Wood Elves. The Wardance is a form of magic that follows the casting rules described in the *WFRP* rulebook. However, there are a number of notable differences, which are explained below.

THE LORE OF MIRTH & MAYHEM

Wardancing requires no invocations, and no words exist to describe or define spells of the Lore of Mirth & Mayhem. A practitioner of the Wardance therefore does not need to speak an Arcane Language in order to use spells from the Lore of Mirth & Mayhem. Any spells from other Lores require an Arcane Language to cast as normal.

The Lore of Mirth & Mayhem uses the Performer (Acrobat) skill instead of Channelling. The manner in which Channelling is resolved remains the same. As a Half Action, the character may attempt a **Performer (Acrobat) Test** before casting a spell. This represents the Wardancer's flourishes and cavorting movements before an attack. If successful, the character may add their Magic characteristic as an additional bonus to the Casting Roll.

When a Wardancer first learns the Lore of Mirth & Mayhem, only the four dances associated with the seasons are learnt: the dances of Winters Chill, Spring Resurgence, Summer's Vigour, and Autumn's Decline. These basic dances can be performed out of season; in fact they are usually combined during performances. Other dances are considered more advanced and must be purchased individually for 100 xp each.

A dance lasts for a number of minutes equal to your **Magic** characteristic. The same dance cannot be performed consecutively.

Dance of Winter's Chill

Casting Number: 5

Effect: Your slow movements deceive your opponents, allowing you to turn aside blows quicker than they would believe you capable. During the dance any successful Parry attempt you make also inflicts 1 Wound upon your opponent, as you turn their blade aside and riposte with almost supernatural speed.

Dance of Spring Resurgence

Casting Number: 7

Effect: You move with almost supernatural speed, turning one way and then another, making opponents struggle to anticipate where to strike. All opponents reduce their Attack characteristic by 1 point for the duration of the dance.

Dance of Summer's Vigour

Casting Number: 8

Effect: You strike with uncanny precision, severing heads and piercing hearts with deceptively elegant strokes. While perform-



ing this dance, any successful strike gains the Precise quality (see *WFRP* pg. 106). The effect is doubled if used with a weapon possessing the Precise quality.

Dance of Autumn's Decline

Casting Number: 6

Effect: You twist and turn deflecting everything, including arrows and bolts, as though you anticipated the danger. You gain a +10% bonus to all Parrying attempts during the dance and may each round swap an attack for a parry attempt.

Dance of the Whirling Death

Casting Number: 17

Effect: You move as a whirlwind amongst your opponents, dealing death to all those around you. Whenever you deal damage to an opponent, you trigger Ulric's Fury (see *WFRP* pg. 130) on a roll of 8, 9, or 10. You cannot make any Dodge attempts during the dance.

Dance of the Storm of Blades

Casting Number: 13

Effect: You rain blow after blow upon your opponent, moving with such speed that the eye cannot follow each distinct cut and

thrust. You gain 1 Attack in the form of a free Standard Attack each round.

Dance of the Shadows Coil

Casting Number: 12

Effect: You move with such grace, evading the clumsy attacks of your opponents, that you are almost impossible to strike. You can make an extra Dodge Blow attempt each round, but lose 1 Attack each round for as long as the dance lasts.

Dance of the Woven Mist

Casting Number: 15

Effect: Your sinuous movements distract and confuse your opponents, allowing you to strike before they can react. You always strike first in combat unless your opponent has a similar ability, in which case it is resolved by Initiative order (see *WFRP* pg. 125).



TALISMANIC WARPAINT & TATTOOS

Many Wood Elf warriors adorn themselves with tattoos and warpaint, both for decoration and to reduce their visibility in the forest. The talismanic body art painted by Spellsingers is blessed by the gods and uses pigments blended from the flora gathered at sacred glades. Spellsingers apply tattoos and warpaint to their kin in sacred rituals. Blessings bestowed by talismanic warpaint and tattoos are equivalent to the Petty Magic (Divine) spells of Courage, Speed, Fortitude, Healing, Might and Protection (see *WFRP* pg. 146 and *ToS* pg. 215).

WARPAINT

Talismanic warpaint often takes the form of spirals, stripes and dots; simple shapes of primeval symbolic resonance. Warpaint can be applied quickly when time is short or the enemy is close at hand, without permanently marking the skin.

Spellsingers with the **Trade (Artist) Skill** who have access to the magical pigment may apply warpaint to confer a blessing to another Elf. Warpaint is mixed from diluted pigment, so the blessings can only be used once before their magic dissipates. Applying warpaint takes 2 Rounds per blessing bestowed. Each warrior may only have one blessing painted on him at any given time. The blessing lasts for 2d10 hours, though warpaint may be removed before, dissipating the magic.

TATTOOS

Many of the Asrai express devotion to their gods by inscribing tattoos onto their flesh with magical pigment. Tattoo designs are more complex than warpaint markings and usually depict sacred animals of the forest, such as the bear to represent Might, the eagle for Protection, etc. Obtaining a tattoo can be an adventure in itself because Spellweavers usually require the applicant to gather their own ingredients from remote or dangerous locations.

The magical ritual performed during application of a talismanic tattoo is a serious affair. Failure to honour the gods etched on one's body may incur bad luck, or even a fall from grace. Characters who act in direct contradiction of the spirits depicted by their tattoos suffer the effects of the Petty Magic (Hedge) spell, *Ill Fortune* (see *WFRP* pg. 147). Repeated contravention of the talismans may result in the PC acquiring a Corruption of the Body (pg. 8) at the GM's discretion.

A talismanic tattoo can be activated once per day as a Free Action, by expending a Fortune Point. Blessings can be the same as those conferred by warpaint, or they may be specific to particular Asrai deities (as determined by the GM; see Religion and *ToS* pg. 215-218). A Wood Elf may have up to 7 tattoos on their body: one for each limb, two on the torso (front and back), and one on the head. Only one tattoo should be specifically linked to a major deity, the rest should invoke animal spirits or primeval symbolism.

CHAPTER V: ARMOURY AND EQUIPMENT

"I can see that your quiver is empty and you have no feathers to fletch with. Therefore, I shall give you these arrows for only two joyous songs."

"But cousin, I can see that your spirit is high and your step is light. My first song would have you dancing with the spites. The second would only be heard by trees."

Scout Kin Olerond and Elanil bartering

ASRAI ECONOMICS

The Asrai do not utilise any traditional form of currency, as is the custom throughout the Old World. Money is regarded by the Wood Elves as one of the misguided old inventions of Ulthuan. Instead, the Asrai prefer a system of bartering items or services in exchange for things they require. Wardancers drift between communities performing spectacular dances in exchange for hospitality. Priests of Vaul craft metalwork of exquisite beauty in return for food and water, because they have no time to forage for themselves.

The Asrai's bartering system differs from human commerce because it is not based on the objective values of items. Instead, Wood Elves assess the needs of the person with whom they are haggling and determine values inversely. For example, an elf who is starving can acquire food cheaply, whereas an elf with a well-stocked pantry should expect to pay a premium for food. Asrai economics prevent individuals from hoarding resources and ensure that everyone's basic needs are met. This barter system is completely alien and incomprehensible to humans (see sidebar for rules).

ASRAI BARTERING RULES

The Bartering rules printed in the *Old World Armoury* (pg. 10) can be used to resolve trading between Wood Elves. However, all numbers and fractions must be reversed.

For example: '1/2' becomes a '2', and conversely, a '2' would become '1/2'. Therefore, if an Elf wishes to barter a commodity of Average Availability (to their trading partner) for a commodity of Scarce Availability (to them personally), they would receive 2 units of the commodity for each 1 they give up. Using human bartering rules, the Elf would have needed to offer 2 units of commodity for each 1 received.

Wood Elves use the **Perception Skill** to assess their trading partners, in place of using Evaluate to price goods. Haggling with Wood Elves is resolved normally, but if both parties are not using the same barter system, each one suffers a -30% penalty to **Haggle Tests**.

ROLEPLAY TIP: MONEY MISMANAGEMENT

Coin-based trade is unfamiliar to most Wood Elves, who find the concept of fixed values very unintuitive. Wood Elves travelling through human lands find their purses quickly emptied because they do not appreciate the value of coin. Wood Elf PCs who haven't learned the Evaluate skill should entrust a human companion with the management of their finances.

The Wood Elves' cultural rejection of materialism makes theft virtually non-existent in traditional Asrai culture. Indeed, theft and stowing are considered among the most serious of crimes since they disrupt the overall balance of exchange.

Most of the Hinterglades scattered across the continent have clung to their old values, despite commercial pressures from the outside world. However, some Hinterglades situated in close proximity to human settlements do adopt metal currency after guides or trackers who work for humans have introduced it.

Adolescents from suburban Hinterglades are even capable of engaging in human commerce by mimicking human behaviour and values. Wood Elves who choose to live amongst humans often copy their styles of dress, or even turn to thievery.

CLOTHING, ARMOUR AND WEAPONS

Wood Elves usually wear practical clothes made of linen spun from wild plants, combined with leather armour. Hides and pelts are worn chiefly by members of the Alter Kindred (see pg. 10) unless it is the coldest of winters. The intricate weaves used in Asrai clothing make it soft as velvet, yet strong, durable and protective. Fabric is often dyed using pigments from plant sources, such as roots, berries, bark, leaves, wood, fungi, and lichens. This allows the Asrai to wear clothes that match the seasons and blend into their woodland environment. Even decorative wear is only subtly embroidered – the flamboyant dress of the Asur is considered gaudy and excessive.

Full suits of metal armour are rare except among Highborns who inherited them as family heirlooms. Most Wood Elves own no more than a single piece of metal armour, such as a helmet, bracer or breastplate. Metal armour is generally not conducive to swift and stealthy movement.

Chapter V: Armoury and Equipment

Wood Elves favour elegant weapons such as blades and bows over the clumsy axes and warhammers used by Humans and Dwarfs. Elven arrowheads are often styled after leaves; curvaceous, slender and razor sharp. Even the most ordinary Asrai blades are crafted to a high standard, with an emphasis on strength, keenness and flexibility over weight. Blades are usually engraved with spirals or Elven runic script.

ITHILMAR AND VAUL'S ANVIL

The precious metal Ithilmar, also known as "truesteel" and "sky silver", is a bright, silver metal said to be as light as the sky (see OWA pg. 18 & 42 for rules). Although some people claim that Ithilmar can only be mined in Ulthuan, the metal is an alloy created by Priests of Vaul using a secret process requiring volcanic conditions. As the iron is still forming within volcanoes, Priests of Vaul add secret rare ingredients to alter its chemical composition. The resultant alloy is stronger and lighter than normal steel.

The most important ingredient used in the creation of Ithilmar can only be found upon the slopes of the Dragonspine Mountains on Ulthuan. However, Priests of Vaul who work the forges at the caldera of Athel Loren are able to process iron into a lesser form of Ithilmar called "quicksteel". Although weapons made from quicksteel do not possess the Fast Quality, quicksteel armour only imposes a -5% penalty to the wearer's **Agility** Characteristic. Quicksteel also weighs half the Encumbrance value of normal steel, and is less prone to rusting.

WOOD ELF WEAPONS

Wood Elf weapons are generally unavailable outside of the forests and are never for sale. Weapons are occasionally given as gifts to honoured members of the lesser races.

Saearath

These double-bladed spear-staves have shafts sung from hickory and are often adorned with feathers, teeth or claws. At each end of the staff is a leaf-shaped blade, which skilled warriors can wield in arcs of deadly cutting edges. Anyone with two-handed weapon training can use this weapon. Saearaths are always of Best Craftsmanship, and some are detachable which enables them to become two swords in the hands of the wielder.

Saearath: Cost NA; Enc 100; Group Two-Handed; Dmg SB; Qualities Fast, Defensive; Avail Very Rare.



Hunting Knives

Hunting knives are the preferred weapons of Wood Elves and are often used in pairs. Knives are lighter and more practical to



wield in the forest than swords. Longer than a normal dagger and elegantly crafted, Asrai hunting knives are popular among the lesser races and are often given as gifts or exchanged for barter in desperate times.

Hunting Knives: Cost NA; Enc 30; Group Ordinary; Dmg SB -1; Qualities Fast, None; Avail Rare.

FOOD AND DRINK

Each Wood Elf family maintains a household garden that is either integrated into their dwelling or planted in earthen terraces. Although these gardens are small, each one yields multiple harvests every year thanks to the Treesingers who tend them with magic and song. The fruits and vegetables picked from household gardens are often shared freely with the greater community or Kinband.

There is a common misconception among Old Worlders that the Asrai do not eat meat. Although the forests provide all the plants and roots needed, Wood Elves are unable to achieve a balanced diet from greens alone, particularly in the winter. In fact, the hunt is an important custom within Asrai culture. Unlike most other races, however, Wood Elves only hunt what they need, and they use as much of the animal as possible. Even bones are used to craft items such as needles, pins, combs and flutes. Livestock are not kept by Wood Elves, who consider animal husbandry vile and barbaric.





Aoilym Fruit

The Aoilym fruit (pronounced *Ah-wee-lim*) grows in a variety of colours and has an intoxicatingly sweet aroma, although curiously its flesh has a bitter rich flavour. The pear-shaped fruit is highly favoured by Asrai, and is sometimes used as bait by malicious forest spirits to lure foraging Wood Elves into their clutches. The Elves' heightened senses and fondness for wild delicacies requires them to pass a successful **Routine (+10%) Will Power Test** to resist the temptation of Aoilym. Eating the fruit is a feast beyond compare. Humans who consume the Aoilym fruit have their minds temporarily opened to the Aethyr, gaining the **Magical Sense Skill** as a Basic Skill (i.e. half Will Power) for 1d10 hours. Humans who already have the Magical Sense Skill gain a +10 bonus to navigating magical forests (see Athel Loren, *Paths of Peril* pg. 54). Aoilym fruit has no effect on Elves aside from inducing a state of sublime fulfilment.



Elven Wine

Fermented from the Aoilym fruit, honeyed Elven wine is a potent potable like no other. To Elves, it counts as Ale for purposes of Consume Alcohol Tests (*WFRP* pg. 115), however those who become stinking drunk and roll "Sleep...now..." must pass a **Challenging (-10) Will Power Test** or suffer a Minor Chaos Manifestation (see *WFRP* pg. 143 or *RoS* pg. 179 & 250). Elves who drink a few glasses of this fine wine gain a +10% bonus to their **Magical Sense skill** for 1d10 hours.

Humans who drink even a single glass of Elven wine must pass a **Hard (-20) Toughness Test** or have their minds completely opened to the Aethyr. They feel their spirits rise from their bodies with the effect of the *Project Spirit* spell (see *RoS* pg. 151) lasting 1d5 hours. Unlike the spell, however, if the spirit does not return to the body before the effects wear off, the human will die, as his spirit is lost to the Aethyr forever. Humans drinking Elven wine gain **Magical Sense** as a Basic Skill (i.e. half Will Power) for 1d10 days. Those who already have Magical Sense gain a +10% bonus to navigating magical forests instead.

HEIRLOOMS OF THE FOREST

Starfire Arrows

Academic Knowledge: History

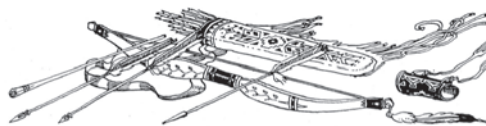
Powers: When shaped into an arrowhead, the supernatural aura of a Unicorn's horn (see *OWB* pg. 113) gives an arrow the ability to dispel the Daemonic Aura Talent (see *OWB* pg. 77) and imposes a -10% penalty to **Daemonic Instability** rolls.

History: Starfire Arrowheads can only be crafted from the tip of a horn that is voluntarily given by a Unicorn. These arrows are therefore very rare, and are usually in the possession of Spellsingers or Grail Damsels for safekeeping until a time



Chapter V: Armoury and Equipment

of need. It is rumoured amongst the Wood Elves that Unicorns withdraw to a sacred glade to die, and that they lie down amongst the bones of their brethren to pass between worlds.



The Rhymer's Harp

Academic Knowledge: History

Powers: With a successful **Performer (Musician) Test** you are able to calm and mesmerise any Forest Spirits, such as Dryads, Spites, etc. While the harp is being played, Spirits within hearing distance sway in time to the music. Once the music stops, the spirits may awaken from their hypnotic states by using a Half Action. The harp's player will then receive a +10% bonus to any **Fellowship-based Test** with the spirits.

History: Rumoured to have been lost, this magical harp once belonged to Yimas the Rhymer, a renowned songsmith of Athel Loren and companion of Naieth the Prophetess. Together they journeyed far and wide, often using the Shadow Walk while the enchanted notes of Yimas's harp granted them safe passage and sanctuary.



Moonstones of the Hidden Ways

Academic Knowledge: History

Powers: When held in proximity of an elemental fulcrum (see pg. 34), the moonstone turns to dust and a portal is automatically opened as though the spell *Path Between Worlds* had been cast (see pg. 32). If the bearer is a spellcaster, they also receive a +10% bonus on their **Will Power Test** for navigating the Shadow Walk.

History: These arcane stones come in various types, each one associated with a natural Asrai element (see pg. 34). Azure pebbles discovered below the Waterfall Palace of the Naiad Court are made of crystallised magic washed downriver from the Tears of Isha. Obsidian shards from Vaul's Anvil and fossilised amber resin from the Oak of Ages are also potent Moonstones. All Moonstones contain sympathetic magic linking Athel Loren with the Aethyr.



Asyendil's Bane

Academic Knowledge: History

Powers: Bound within the wood of this bow are a number of Spites of the Shrike subtype (see WC pg.125). These Shrikes help to guide arrows to their targets, giving them the Precise and Impact Qualities (see WFRP pg. 106). However, should a shot miss, the archer must pass a **Will Power Test** or be attacked by the returning Shrike released from the bow.

History: This light, elegant Elfbow is exceptionally well crafted to enhance the abilities of a skilful archer. But according to legend, its original owner, Asyendi Trueflight, never thanked the tree from which it was sung. The malicious Shrikes who became trapped within the bow are ever eager to punish its wielder.



Stones of the Crystal Mere

Academic Knowledge: History

Powers: After suffering damage, a successful **Will Power Test** allows the wearer of these white crystals to heal a number of Wounds equal to the Degrees of Success scored on the test. A failed test means the crystals are unable to heal the wearer, and if the test is failed by 3 or more Degrees of Failure, the crystals shatter. If a mortal wound has been received, the crystals act as a Fate Point before shattering automatically.

History: These small, crystal stones can only be found in the healing waters of the Crystal Mere (see pg. 72). It is said that only those deemed worthy by Isha are fated to find them. Stones of the Crystal Mere are often held in the possession of Spellingers, who may pass them on as pendant charms to those whose destiny is to serve Athel Loren.

Spear of Daith

Academic Knowledge: History

Powers: The Spear of Daith intercepts blows with a will of its own, allowing the bearer to Parry without being in Parrying Stance, or even being aware of the attack. This counts as a Free Action and still allows the bearer to make an attack. When used in Parrying Stance, the wielder gains a +10% WS bonus to Parry rolls.

History: This long spear was crafted by Daith, legendary mage-smith of Loren (see pg. 67). The shaft is carved with mystical spirals, and eyes are engraved on the hardened copper spearhead, giving the spear a will of its own. Once carried by Thalador (pg. 100), this powerful weapon is now in the possession of Lord Aldaeld of Coeth-Mara (pg. 72).



Talisman of Qwarr

Academic Knowledge: History

Powers: This potent talisman gives its wearer an extra Fortune Point which can be used to make an opponent re-roll successful hits, Parries, Dodges, or other combat actions. Note: this is an exception from the normal Fortune Point rules.

History: Qwarr was the mightiest of all Great Eagles and the ancestor of Gwandor himself (see pg. 100). It was Qwarr who slew the ravenous Dragon Grathgol when it came to steal the eggs from his eyrie. The mighty Great Eagle was mortally wounded in the battle, and Wood Elves who witnessed the terrible conflict preserved Qwarr's talons and beak as a powerful relic.



The Dragon Sword, Caledfwlch

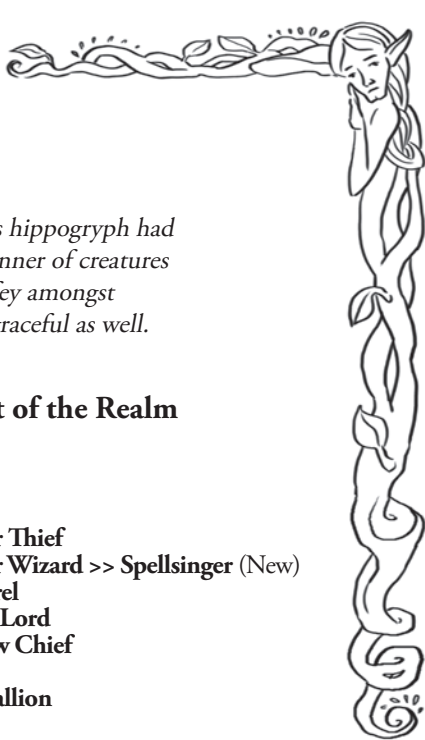
Academic Knowledge: History

Powers: Caledfwlch (pronounced Kah-led-voolk) gains the Fast Quality from its Ithilmar blade (OWA pg. 42), and is able to cut through the fabric of reality. By declaring his intent and passing a **Weapon Skill Test**, the wielder opens a warp rift that leads into the Otherworld. The rift is unstable, and those who enter must pass a **Will Power Test** or become *Lost in Time and Space!* (pg. 58). There is also a 25% chance that 1d5+2 Shadow Beasts will be encountered. This ability only works in magical forests. The GM should decide which Otherworld realm the rift leads to, and the wielder does not adopt an avatar in the Otherworld.

In addition, when Caledfwlch's wielder plants the blade into the ground and prostrates himself in prayer, his invisible spirit is able to fly like a dragon. In dragon form, the spirit can travel vast distances at a speed of 10 miles per minute, for one hour or as long as the sword's bearer remains prone. If the spirit does not return before time expires, a **Hard (-20) Will Power Test** must be passed or the wielder gains 1 Insanity Point.

History: The legendary sword of Artur is well-known in the Old World through the tales of Sigmar (pg. 76). However, the sword's origins are shrouded in mystery. Its slightly curved blade is forged from Ithilmar and the grip and guard are carved from Dragon's horn ivory, suggesting it was once the heirloom of a fabled Dragon Rider of Ulthuan. Currently the blade is shattered, and can only be reformed by a smith-priest of Vaul.





CHAPTER VI: CAREERS

"I first saw the fey on the plains of Couronne, under the banner of the king. Leoncoeur's hippogryph had taken a fell wound and all seemed lost, when a deafening hunting horn sounded. All manner of creatures came out of the forest, led by a mighty warrior, dreadful to behold. Then all manner of fey amongst the animals, some on the backs of great birds and others bare-chested and wild, and yet graceful as well. Thank the Lady they arrived, for the field would have belonged to that cursed Duke."

Sir Rademund de Suidbert, Knight of the Realm

Basic Careers

Apothecary (Herbalist)
Apprentice Wizard >> Handmaiden/
Steward (New)
Bodyguard
Bounty Hunter
Cartographer
Dilettante
Entertainer
Envoy
Gambler
Hunter
Initiate
Kithband Warrior (Glade Guard)
Mercenary
Messenger

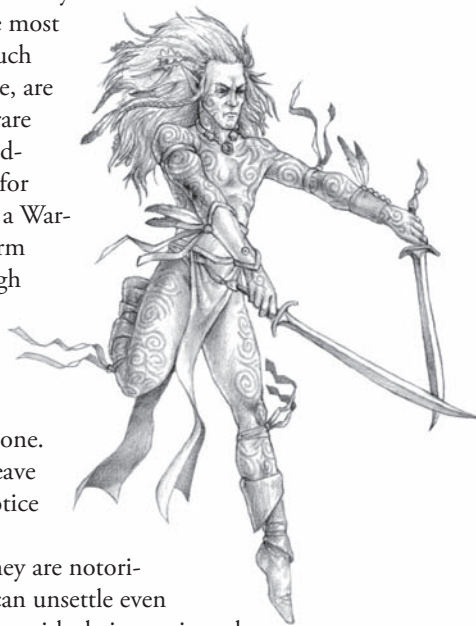
Noble
Outlaw (Outcast)
Outrider (Glade Rider)
Pilgrim
Pit Fighter
Raconteur
Riverwarden
Rogue
Scribe (Archivist)
Smuggler
Student
Thief
Thug
Tradesman
Vagabond

Advanced Careers

Anointed Priest
Artisan
Astrologer
Bladesinger (New)
Cat Burglar
Champion
Charlatan
Demagogue
Explorer
Ghost Strider (Waywatcher)
Herald
High Priest
Horse Archer (Horsemaster)
Journeyman Wizard >>
Treesinger (New)
Master Thief
Master Wizard >> Spellsinger (New)
Minstrel
Noble Lord
Outlaw Chief
Priest
Rapsallion
Scout
Spy
Targeteer
Veteran (Eternal Guard)
Wardancer (New)
Warhawk Rider (New)
Wildkin (New)
Wizard Lord >> Spellweaver (New)

BLADESINGER (ADVANCED)

Bladesingers are the troupe leaders of Wardancers, feared for their reckless and fickle temperaments. A Bladesinger's duty is to pass on to his troupe the dances that tell stories of the past, and which keep the history of the forests alive. The most dangerous dances, such as the Dragon Dance, are only performed on rare occasions. It is considered a great honour for Elven Lords to have a Wardancer troupe perform at their hall. Although usually accompanied by a Wardancer troupe, it is not uncommon to find a Bladesinger alone. Bladesingers often leave their kin without notice to pursue a personal errand or calling. They are notorious pranksters and can unsettle even the coolest opponents with their erratic and unpredictable personalities. No Elven Lords put their faith wholly in a Bladesinger, for these warriors have given themselves over completely to Loec the Trickster.



- Bladesinger Advance Scheme -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+25%	+20%	+20%	+25%	-	+25%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+6	-	-	-	+2	-	-

Skills: Command, Consume Alcohol, Dodge Blow, Intimidate, Perception, Performer (Acrobat), Performer (any one), Sleight of Hand.

Talents: Disarm or Lightning Parry, Strike Mighty Blow or Quick Draw, Menacing, Strike to Stun, Fearless, Trade (Tattoo).

Trappings: Troupe of Wardancers, various weapons, warpaint and tattoos.

Career Entries: Wardancer

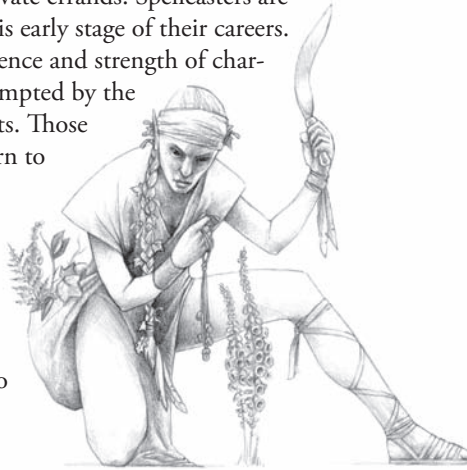
Career Exits: Assassin, Champion, Outlaw Chief, Priest (Loec), Vampire Hunter.

Kindred: Wardancer



HANDMAIDEN / STEWARD (BASIC)

Wood Elves who wish to learn the ways of magic often serve as Handmaidens or Stewards to a Kithband of Spellsingers or Spellweavers. These Kithbands are usually *Kindred of Kel-Isha*. During the tutoring period, Handmaidens and Stewards are taught the forest's secrets and are often called upon to venture alone into the forest to collect spell ingredients. During this time spent in solitude, the forest spirits may decide that an aspiring mage is unworthy and will make their feelings known to the mentoring Spellsingers. Some young students never return from their private errands. Spellcasters are very vulnerable at this early stage of their careers. Those lacking experience and strength of character may become tempted by the whispers of evil spirits. Those of weak character turn to dark gods for quick access to powerful magicks, while the undisciplined follow the savage spirit within themselves, and run howling into the Wildwood.



- Handmaiden/Steward Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	+5%	-	+10%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	+1	-	-

Skills: Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write or Outdoor Survival, Search or Concealment, Speak Arcane Language (Arcane Elf), Trade (Herbalist).

Talents: Aethyric Attunement or Fast Hands, Petty Magic (Arcane), Coolheaded or Savvy.

Trappings: Sling Bag with various herbs.

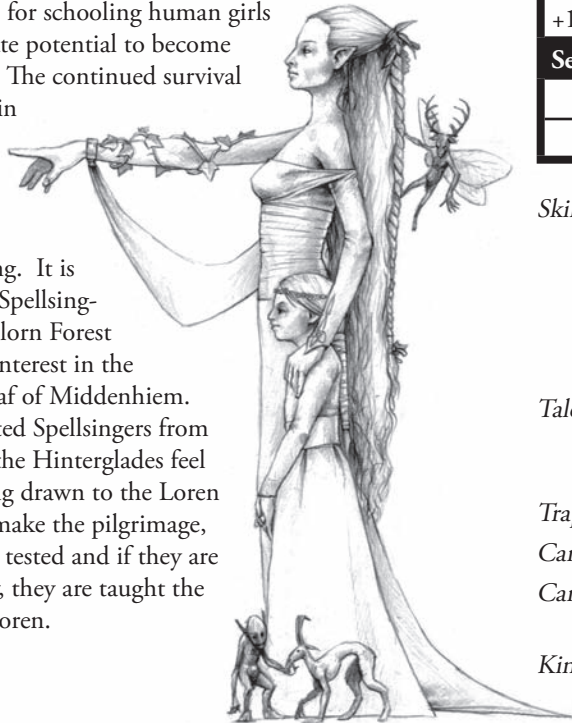
Career Entries: Apothecary, Entertainer, Initiate, Student.

Career Exits: Charlatan, Journeyman Wizard, Priest (Isha, Lileath, Morai-heg), Treesinger, Wildkin.

Kindred: Spellsinger

SPELLSINGER (ADVANCED)

The primary role of a Spellsinger is to keep their knowledge alive by passing it along to the next generation of spellcasters. Although most Spellsingers tutor young elven Stewards and Handmaidens, those living in Athel Loren are also responsible for schooling human girls who demonstrate potential to become Grail Damsels. The continued survival of Wood Elves in Athel Loren depends upon their bond with Bretonnia remaining strong. It is rumoured that Spellsingers of the Laurëlor Forest keep an active interest in the court of the Graf of Middenhiem. The most talented Spellsingers from Laurëlor and the Hinterglades feel themselves being drawn to the Loren Forest. If they make the pilgrimage, these mages are tested and if they are deemed worthy, they are taught the Lore of Athel Loren.



- Spellsinger Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+10%	+10	+30%	+35%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+4	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (Spirits), Channelling, Charm or Intimidate, Common Knowledge (any two), Gossip or Read/Write, Heal, Magical Sense, Outdoor Survival, Performer (Singer), Speak Arcane Language (Arcane Elf), Speak Language (Malla-room-ba-larin), Speak Language (any two).

Talents: Spellcraft or Meditation, Dark Magic or Strong-minded, Fast Hands or Mighty Missile, Lesser Magic (any two), Lore of Athel Loren, Trade (Tattoo).

Trappings: Two Spite Companions, Two magical items.

Career Entries: Treesinger

Career Exits: Charlatan, Priest (Isha, Lieath, Morai-heg), Spellweaver, Wizard Lord.

Kindred: Spellsinger

SPELLWEAVER (ADVANCED)

A Spellweaver has reached the pinnacle of spellcasting ability and excels in the ways of the forest. Spellweavers maintain the relationship between the Asrai and their woodland allies, and guard the forest's boundaries. The best-known Spellweaver is Naieth the Prophetess, who is considered by elves within Athel Loren to be the voice of Ariel. Naieth is also rumoured to be the Fay Enchantress. Spellweavers are adept at using the Shadow Walk, which enables them to traverse the Old World at their apparent whim, and possibly even defy the laws of time. The motives behind a Spellweaver's actions are never quite clear, and Wood Elves following their instructions often feel as if they are being manipulated in some great scheme.

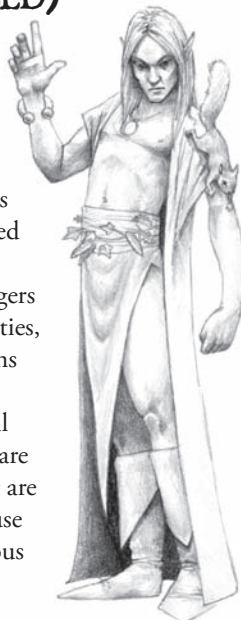


NEW TALENT: SPELLCRAFT

Description: By learning the ancient magical traditions of your Elven heritage, you are capable of wielding the Winds of Magic without fear. You are not restricted to a single Arcane Lore in the manner of the human schools of magic, but can instead learn spells from the Arcane Lores used to compile your magical tradition. Such spells must have a Casting Number of 20 or less.

TREESINGER (ADVANCED)

Handmaidens and Stewards who pass their initiation trials are taught the Lore of the Forests and may convene with the spirits. Treesingers are watched carefully by more experienced Spellsingers for signs of corruption, and are encouraged to join the *Kindred of Kel-Isha* for guidance and protection. Kith-bound Treesingers play an important role in Asrai communities, boosting the harvests of household gardens and healing the land. Some Treesingers remain independent of their kin if the call of the forest bids them to. These hermits are not deemed tainted like the Wildkin, but are viewed with a measure of suspicion because of the potential for corruption by malicious spirits or reckless magic use.



- Spellweaver Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+15%	+40%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+5	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (Spirits), Academic Knowledge (any two), Channelling, Charm or Intimidate, Common Knowledge (any three), Heal, Magical Sense, Performer (Singer), Read/Write or Outdoor Survival, Speak Arcane Language (Arcane Elf), Speak Language (Malla-room-ba-larin), Speak Language (any two).

Talents: Mighty Missile or Dark Magic, Meditation or Spellcraft, Hardy or Fast Hands, Lesser Magic (any two), Trade (Tattoo) or Seasoned Traveller.

Trappings: Three magic items, Several Spite Companions

Career Entries: Spellsinger

Career Exits: Explorer, Priest (Isha, Lileath, Morai-heg), Guildmaster

Kindred: Spellsinger or Glamourweave

- Treesinger Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+5%	+5%	+20%	+25%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skill: Academic Knowledge (Magic), Academic Knowledge (Spirits), Channelling, Charm Animal, Common Knowledge (any two), Heal, Magical Sense, Read/Write or Outdoor Survival, Performer (Singer), Speak Arcane Language (Arcane Elf), Speak Language (Malla-room-ba-larin), Speak Language (any one), Trade (Herbalist).

Talents: Lore of the Forests or Dark Lore (any one), Aethyric Attunement or Dark Magic, Fast Hands or Very Resilient, Lesser Magic (any two), Meditation or Mighty Missile.

Trappings: One Spite Companion

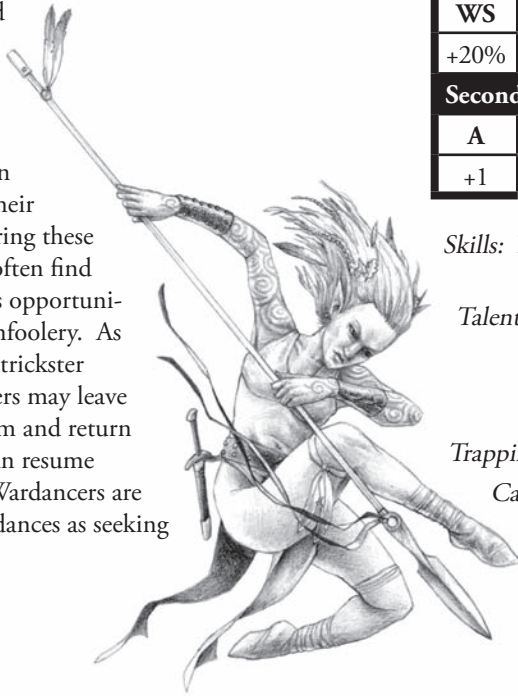
Career Entries: Handmaiden

Career Exits: Charlatan, Master Wizard, Priest (Isha, Lileath, Morai-heg), Spellsinger.

Kindred: Spellsinger

WARDANCER (ADVANCED)

Wood Elves of a mischievous nature, a flair for fighting or a tendency to show off are drawn to the *Kindred of Caidath*. After being initiated into a troupe, Wardancers begin their training and learn the secret Sword Dances of Loec (pg. 35). Although most Wardancers are sworn to a troupe, they may leave for periods of time in search of inspiration for their own personal dances. During these wanderings, Wardancers often find themselves drawn towards opportunities for adventure and tomfoolery. As befits the followers of the trickster god, wandering Wardancers may leave their adventures on a whim and return to their troupes so they can resume dancing with their kith. Wardancers are as happy practising their dances as seeking mischief.



- Wardancer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+10%	+10%	+15	-	+15%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	+1	-	-

Skills: Dodge Blow, Intimidate, Perception, Performer (Acrobat), Performer (any one).

Talents: Disarm or Strike Mighty Blow, Lightning Reflexes or Strike to Injure, Martial Lore (Mirth & Mayhem), Specialist Weapon Group (Two-handed), Street Fighter, Swashbuckler.

Trappings: Various weapons, warpaint and tattoos.

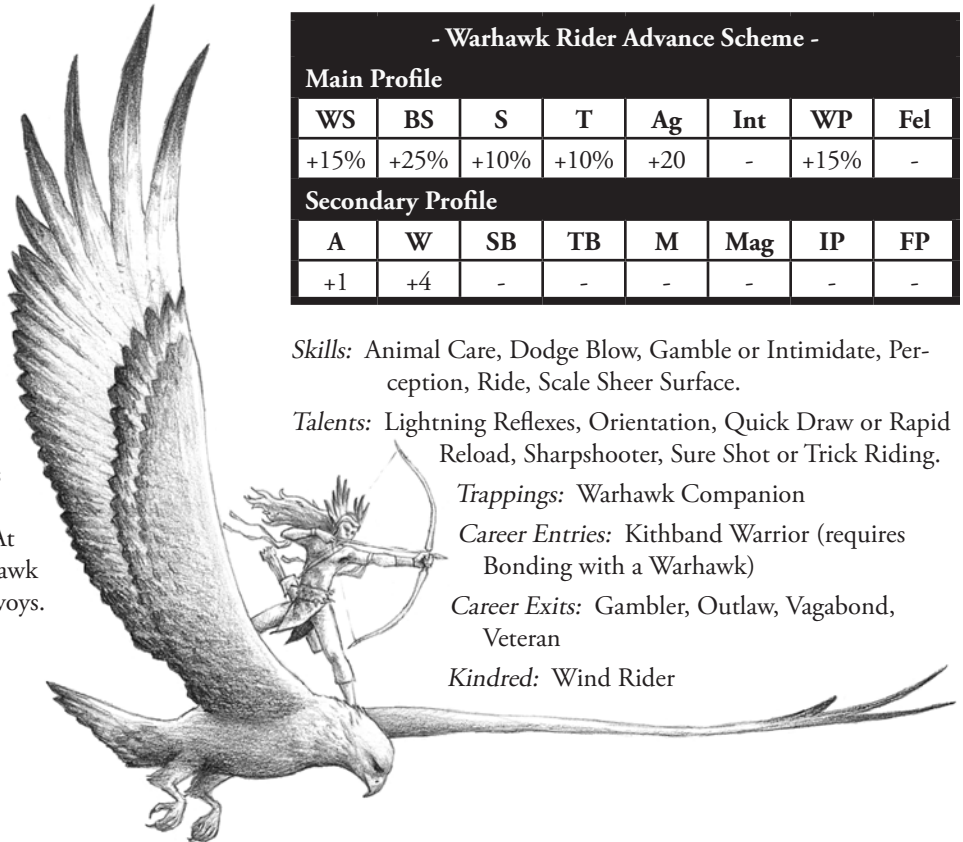
Career Entries: Entertainer, Kithband Warrior.

Career Exits: Bladesinger, Outlaw, Priest (Loec), Veteran.

Kindred: Wardancer

WARHAWK RIDER (ADVANCED)

Warhawk Riders are bound to a chosen Warhawk (see pg. 106). Although Warhawks ranging outside of their natural habitats will not enter civilisation, they can follow their riders from a distance. Seemingly lone Wood Elves have been targeted as easy marks on the Old World's roads, only for their attackers to become the prey instead. A Warhawk will defend its rider to the death. The last thing would-be attackers see is a massive shadow descending upon them – known as 'The Last Shadow', or *El'arha* in Elvish. Warhawk Riders who lose their mounts are never the same and are rarely able to gain the trust of another Warhawk. At home in their own communities, Warhawk Riders are hunters, aerial scouts and envoys.



- Warhawk Rider Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+25%	+10%	+10%	+20	-	+15%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Animal Care, Dodge Blow, Gamble or Intimidate, Perception, Ride, Scale Sheer Surface.

Talents: Lightning Reflexes, Orientation, Quick Draw or Rapid Reload, Sharpshooter, Sure Shot or Trick Riding.

Trappings: Warhawk Companion

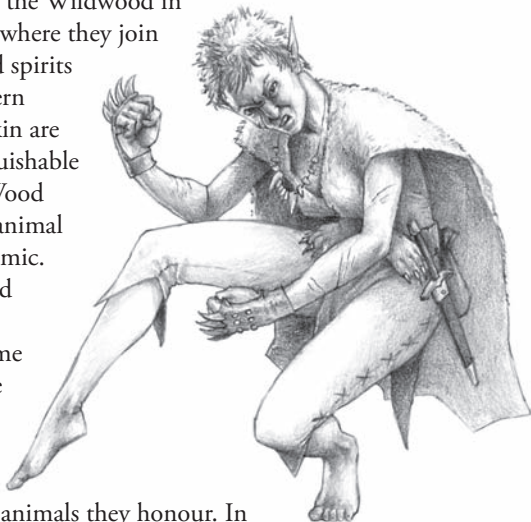
Career Entries: Kithband Warrior (requires Bonding with a Warhawk)

Career Exits: Gambler, Outlaw, Vagabond, Veteran

Kindred: Wind Rider

WILDKIN (ADVANCED)

There are some Wood Elves who feel the lure of the wild more strongly than others, adopting feral temperaments and animalistic traits. Wildkin are unsettling to normal Elves, and they are often driven away from their communities for antisocial behaviour. The majority of the Wildkin live in secluded parts of the forest such as the Wildwood in Athel Loren, where they join other kindred spirits in small Cavern Halls. Wildkin are easily distinguishable from other Wood Elves by the animal traits they mimic. It is whispered amongst the Asrai that some Wildkin have the ability to transform themselves into the very animals they honour. In more civilised Elven halls, neighbours gossip cheerfully about the Wildkin being corrupted by malicious forest spirits, and possibly even having a taste for Elf-flesh.



- Wildkin Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	-	+15%	+15%	+20	-	+15%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Charm Animal or Command, Concealment, Disguise, Dodge Blow, Follow Trail, Intimidate, Outdoor Survival, Perception, Scale Sheer Surface or Search, Silent Move, Shadowing or Swim.

Talents: Flee! or Frenzy, Hardy, Menacing, Mimic, Orientation, Rover, Sixth Sense or Street Fighting, Strike to Injure, Swashbuckler or Strike Mighty Blow, Warrior Born or Wrestling.

Trappings: Pelt of animal being mimicked, Claws to fit over hands (may fight as though with the Natural Weapons Talent).

Career Entries: Handmaiden, Hunter, Kithband Warrior.

Career Exits: Bone Picker, Hunter, Outlaw, Priest (Kurnous), Scout, Vampire Hunter.

Kindred: Alter

EXISTING CAREERS

Although Wood Elves follow many of the same career paths as their Human counterparts, there are some differences in their approaches, methods and skill sets.

EXISTING BASIC CAREERS

Following is a list of the Basic Careers found on **Table 1.1: Wood Elf Careers**, including Skill, Talent and Trapping substitutions and Kindred Eligibilities (see the Appendix for revised Career Exit and Entry options).

APOTHECARY (HERBALIST)

Wood Elf herbalists gather plants, roots and fungi as ingredients for medicinal teas or salads. Their preparation techniques are simpler than a human apothecary's, but no less effective.

Substitutions: Replace Gossip skill with Outdoor Survival; replace Haggle with Search; replace Read/Write with Charm Animal, replace Secret Language (Guild Tongue) with (Ranger Tongue). Replace Suave talent option with Orientation.

Kindreds: Alter, Spellsinger

Entries: Apprentice Wizard, Student

Exits: Apprentice Wizard, Artisan

APPRENTICE WIZARD (HANDMAIDEN/STEW-ARD)

Young Wood Elf mages do not apprentice under an individual or college as humans do. Instead, they follow the mystical path of Isha, receiving instruction from multiple Spellsingers along the way.

Substitutions: Replace the Apprentice Wizard career with the new Handmaiden/Steward career on page 42.

Kindreds: Spellsinger

BODYGUARD

Although Elven bodyguards are valued for their quick reflexes, few take up the profession fulltime. Highborns and Spellsingers sometimes enlist bodyguards for excursions into human lands, or as insurance against assassins.

Substitutions: Replace Buckler and Knuckle-duster trappings with Sword-breaker (OWA pg. 36).

Kindreds: Vengeance, Warrior, Younger

Entries: Kithband Warrior, Mercenary, Thug

Exits: Bounty Hunter, Mercenary, Racketeer

BOUNTY HUNTER

Most Wood Elves have little use for gold and feel no compulsion to enforce human justice. However, Wood Elves living near human settlements occasionally enter the bounty hunter profession if nobody will hire them otherwise.

Substitutions: Replace Crossbow trapping with Longbow

Kindreds: Vengeance, Younger

Entries: Bodyguard, Hunter, Mercenary, Pit Fighter

Exits: Enforcer, Mercenary, Protagonist, Scout, Targeteer, Vampire Hunter

CARTOGRAPHER

Maps are useless in magical forests like Athel Loren because landmarks have a tendency to shift positions. Wood Elves who accept work as wilderness surveyors for human lords are scorned by many of their own kin.

Substitutions: None

Kindreds: Vengeance, Younger

Entries: Messenger, Scout, Scribe, Student, Tradesman

Exits: Artisan, Explorer, Forger, Scribe, Vagabond

DILETTANTE

Most abstract knowledge is taught and learnt orally by Wood Elves, not through the printed medium. Due to their whimsical natures, Asrai pursuing conventional academia often have trouble remaining focused on their studies.

Substitutions: None

Kindreds: Younger

Entries: Any career that includes Read/Write as a skill

Exits: Apprentice Wizard, Charlatan, Initiate, Raconteur, Student, Tradesman

ENTERTAINER

Performance is more than just an art in Wood Elf culture; it's also a means of channelling the Winds of Magic.

Substitutions: Replace Common Knowledge (Empire) option with (Elves); replace Evaluate option with Channelling; replace Speak Language (Reikspiel) with (Eltharin). Replace Wrestling talent option with Aethyric Artistry (new – see sidebar).

Kindreds: Wardancer, Younger

Entries: Gambler, Herald, Raconteur, Rogue, Thief, Vagabond

Exits: Charlatan, Gambler, Minstrel, Priest (Loec), Raconteur, Rogue, Thief, Wardancer

NEW TALENT: AETHYRIC ARTISTRY

You can enhance the Winds of Magic with the power of your art. After a successful **Perform Test**, you can attempt a **Channelling Test** to increase all Casting Rolls made in the immediate vicinity by +1. Bonuses from multiple artists are stacked. However, any rolls made on the *Forest Growth*, *Tzeentch's Curse* and *Wrath of the Gods* tables are also increased cumulatively by +1 per artist.

ENVOY

Wood Elves aren't concerned with mercantile affairs. Instead, their Envoys travel to human settlements for the purpose of negotiating land disputes with human nobles (often in the

company of a Spellweaver). Envoys to Bretonnia sometimes have secondary objectives: identification and abduction of magically-gifted human children.

Substitutions: Replace Common Knowledge (Wasteland) with (Bretonnia); replace Evaluate with Magical Sense or Navigation; replace Haggle with Silent Move; replace Secret Language (Guild Tongue) with Ventriloquism; replace Trade (Merchant) with Outdoor Survival. Envoys from Athel Loren speak Bretonnian instead of Reikspiel.

Kindreds: Glade Rider, Spellsinger, Wind Rider

Entries: Spellsinger, Student, Tradesman

Exits: Charlatan, Rogue, Student, Vagabond

GAMBLER

The young generation of Wood Elves who live near human settlements have learned that gambling is far more enjoyable than wage labour. Their nimble fingers make cheating easy for Elves.

Substitutions: None

Kindreds: Younger

Entries: Entertainer, Noble, Rogue, Mercenary, Student, Thief, Vagabond

Exits: Charlatan, Demagogue, Entertainer, Rapscallion, Rogue

Hunter

In Asrai culture, hunters honour each kill by offering thanks to their dying prey. A prayer to Kurnous promises that every part of the animal will be used.

Substitutions: None

Kindreds: Alter, Scout, Vengeance, Wild Rider

Entries: Kithband Warrior

Exits: Bounty Hunter, Kithband Warrior, Priest (Kurnous), Scout, Targeteer, Wildkin

INITIATE

Asrai mythology is a collection of morality fables about totemic trees and animals representing the gods Isha, Kurnous, Loec and Lileath. Wood Elf Initiates are storytellers who teach these tales to children.

Substitutions: Replace Speak Language (Classical) with Performer (Storyteller); replace Speak Language (Reikspiel) with (Eltharin).

Kindreds: None

Entries: Pilgrim, Raconteur, Scribe, Student, Treesinger

Exits: Demagogue, Priest, Scribe

KITHBAND WARRIOR (GLADE GUARD)

The frontline defenders of Laurëlor are known as Kithband Warriors, whilst those of Athel Loren are called Glade Guards.

Substitutions: None

Kindreds: Warrior, Scout

Entries: Hunter, Messenger



Exits: Bodyguard, Hunter, Outrider, Priest (Kurnous), Scout, Vagabond, Veteran, Wardancer, Warhawk Rider, Wildkin

MERCENARY

Fighting for money is not the elven way. Nevertheless, young Wood Elves occasionally join mercenary archer or scout regiments for the promise of excitement. Elf mercenaries are valued for their keen vision and shooting ability.

Substitutions: Replace Speak Language (Tilean) option with Common Knowledge (the Empire). Replace Crossbow and 10 bolts with Bow and 10 arrows.

Kindreds: Younger

Entries: Bodyguard, Bounty Hunter, Demagogue, Outrider, Pit Fighter, Thug

Exits: Bodyguard, Bounty Hunter, Gambler, Outlaw, Veteran

MESSENGER

Swift Asrai messengers warn their distant kin when the forest is threatened. Athel Loren's messengers also deliver missives to Bretonnia from the Fay Court.

Substitutions: Replace Common Knowledge (Empire or Wasteland) option with (Bretonnia or Elves); replace Speak Language (Reikspiel) with (Eltharin). Replace Riding Horse trapping with Elven Steed.

Kindreds: Glade Rider, Wind Rider

Entries: Kithband Warrior, Outrider

Exits: Cartographer, Herald, Horse Archer, Kithband Warrior, Outrider, Scout

NOBLE

Each Wood Elf hall is governed by a noble Highborn. In halls where Isha (or Ariel) is paid special reverence, noble titles are often inherited by daughters. Highborns who fail to protect the forest usually relinquish their titles voluntarily.

Substitutions: Replace Common Knowledge (Empire) with (Elves or relevant Woodland Realm); replace Consume Alcohol option with Performer (Dance); replace Gamble option with Speak Language (Bretonnian or Reikspiel); replace Speak Language (Reikspiel) with (Eltharin). Replace Riding Horse trapping with Elven Steed.

Kindreds: Glade Rider, Warrior, Wind Rider

Entries: Randomly determined on career table only

Exits: Dilettante, Gambler, Rogue, Noble Lord, Student

OUTLAW (OUTCAST)

Wood Elves who commit unpardonable crimes against their kin are sometimes banished from the forest. These outcasts either move to the fringes of human society, or hide away in the forest's deepest glades with other elven outcasts.

Substitutions: Replace Drive option with Outdoor Survival.

Kindreds: Alter, Vengeance, Younger

Entries: Charlatan, Mercenary, Pilgrim, Rogue, Wardancer, Wildkin



Chapter VI: Careers

Exits: Demagogue, Thief, Vagabond, Veteran

OUTRIDER (GLADE RIDER)

Wood Elves rarely march their armies over long distances, preferring instead to launch attacks through the Shadow Walk. Outriders escort vulnerable travellers, like Handmaidens, from one glade to another within their own forests.

Substitutions: Replace Riding Horse with Elven Steed.

Kindreds: Glade Rider

Entries: Kithband Warrior, Messenger

Exits: Horse Archer, Priest (Kurnous, Mathlann), Mercenary, Scout

PILGRIM

Asrai pilgrims follow labyrinthine forest paths, often for many years, before finding spiritual harmony at one of the sacred glades. Every Wood Elf is expected to make a pilgrimage to the Oak of Ages (pg. 65) at least once in their lifetimes.

Substitutions: Replace Consume Alcohol option with Magical Sense.

Kindreds: None

Entries: Any

Exits: Demagogue, Initiate, Outlaw, Vagabond

PIT FIGHTER

The rare Wood Elf who participates in human blood sports is usually drawn by the excitement, or the opportunity to kill humans with impunity. These exotic warriors are popular with brokers because they draw large crowds.

Substitutions: None

Kindreds: Vengeance, Younger

Entries: Protagonist, Thug

Exits: Bounty Hunter, Mercenary, Protagonist, Veteran

RACONTEUR

Oral tradition is strong in Asrai culture, making Wood Elves gifted storytellers. Elven raconteurs can occasionally be found in human taverns telling fanciful tales of talking animals, dragons and fairy queens.

Substitutions: None

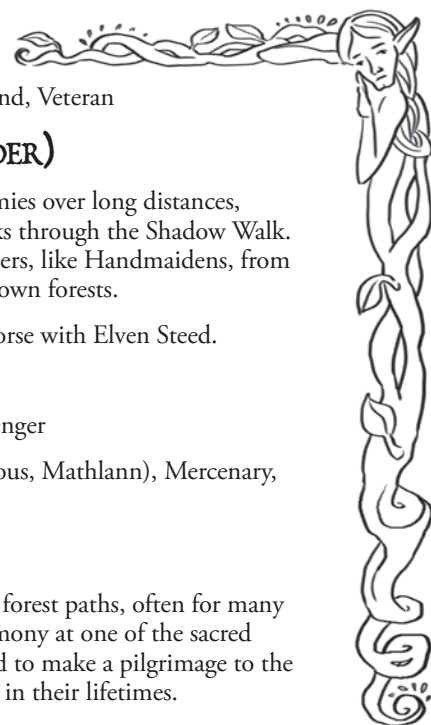
Kindreds: Younger

Entries: Entertainer, Rogue, Student, Vagabond

Exits: Charlatan, Demagogue, Entertainer, Herald, Initiate, Rapscallion, Rogue

RIVERWARDEN

Rivers that flow through sylvan realms are often saturated with heavenly magic that crystallises into Moonstones (pg. 39). These waterways are also potential invasion routes for marauders wishing to bypass the forest's natural defences. Riverwardens patrol vigilantly in sleek gondolas.



Substitutions: Replace Common Knowledge (Empire or Kislev) with (Elves or relevant Woodland Realm); replace Speak Language (Kislevite) option with (Bretonnian); replace Sail option with Secret Language (Ranger Tongue).

Kindreds: None

Entries: Kithband Warrior

Exits: Boatman, Priest (Mathlann), Smuggler

ROGUE

Wood Elves who live amongst humans are caught between two cultures. They emulate human dress and customs, but their free elven spirits inhibit them from working normal jobs. For many of these misfits, a rogue's life is the best option.

Substitutions: None

Kindreds: Younger

Entries: Entertainer, Envoy, Gambler, Horse Archer, Noble, Raconteur, Thief

Exits: Charlatan, Demagogue, Entertainer, Gambler, Outlaw, Raconteur, Thief

SCRIBE (ARCHIVIST)

Common lore is ingrained in the Asrai racial memory and passed along orally without need of books. Therefore, Scribes are only found in remote Spellcaster Kithbands where Ariel's magic hasn't been mastered. These archivists translate and catalogue arcane scrolls collected from the outside world.

Substitutions: Replace Secret Language (Guild Tongue) with (Arcane Elf).

Kindreds: Spellcaster

Entries: Apprentice Wizard, Cartographer, Initiate

Exits: Apprentice Wizard, Cartographer, Initiate

SMUGGLER

Systemic racism makes it difficult for Wood Elves to join human guilds. Aspiring Asrai traders usually find themselves operating outside the law. Their keen eyesight enables elves to transport goods at night without torchlight.

Substitutions: Replace Drive with Ride; replace Speak Language (Kislevian) option with (Tilean). Replace Cart trapping option with Saddlebags; delete Torches.

Kindreds: Younger

Entries: Riverwarden

Exits: Boatman, Charlatan, Thief

STUDENT

Wood Elf students can learn esoteric Asrai theories by listening closely to the lore songs of their elders. Students dwelling outside the forest read avidly, but otherwise books are only studied for comparative insights into other cultures. Favoured subjects include History, Animistic Theology, Astrophysical Philosophy and Art Magic.

Substitutions: Replace Consume Alcohol option with Performer (Musician); replace Speak Language (Reikspiel) with (Eltharin).

Kindreds: Spellcaster

Entries: Dilettante, Envoy, Minstrel, Noble

Exits: Apothecary, Apprentice Wizard, Cartographer, Envoy, Gambler, Initiate, Raconteur

THIEF

In Asrai society, theft of an individual's property is considered a crime against the entire Kinband, and is treated very seriously.

Substitutions: Replace Gamble option with Swim.

Kindreds: Vengeance, Younger

Entries: Entertainer, Outlaw, Rogue, Smuggler, Vagabond

Exits: Cat Burglar, Charlatan, Entertainer, Gambler, Rogue

THUG

Wood Elves who work for human criminals are usually resentful of having sunk so low. Elf thugs are given the dirtiest jobs because of their undeserved reputation for being cruel by nature.

Substitutions: Replace Consume Alcohol with Shadowing; replace Gamble with Torture. Replace Knuckle-duster trapping with Garrote.

Kindreds: Vengeance, Younger

Entries: Protagonist

Exits: Bodyguard, Interrogator, Mercenary, Pit Fighter, Racketeer

TRADESMAN

All Wood Elves view their craft as an art, and their longevity allows them to master several different forms, making them respected members of a community.

Substitutions: Replace Animal Care with Charm; replace Drive with Intimidate; replace Read/Write with Trade (Bowyer); replace Secret Language (Guilder) with Speak Language (Eltharin).

Kindreds: None

Entries: Dilettante

Exits: Artisan, Cartographer, Envoy, Priest (Vaul)

VAGABOND

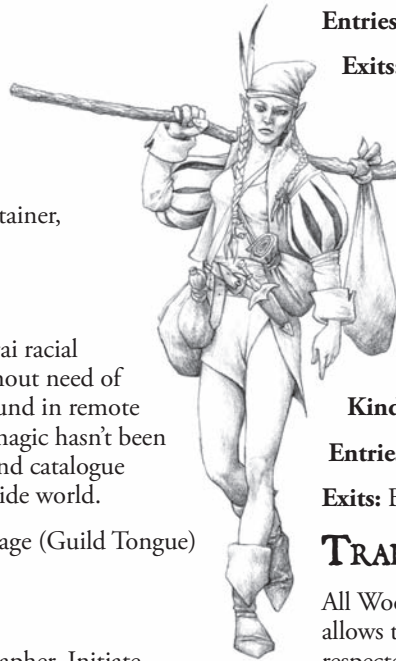
Wood Elf vagabonds travelling in the lands of Man are seen as a lower class of scum than most peasants, because they attempt to blend in by wearing human styles. This normally results in a tasteless mixture of Wood Elf and human fashions.

Substitutions: Replace Secret Language (Ranger Tongue or Thieves' Tongue) with Concealment; replace Secret Signs (Ranger or Thief) with Set Trap. Replace Fleet-footed Talent with Hardy.

Kindreds: Younger

Entries: Cartographer, Cat Burglar, Entertainer, Envoy, Kithband Warrior, Pilgrim, Outlaw

Exits: Entertainer, Gambler, Raconteur, Rapsallion, Scout, Thief





EXISTING ADVANCED CAREERS

The following Advanced Careers are those most suitable for Wood Elves (see the Appendix for revised Career Exit and Entry options).

ANOINTED PRIEST

In Asrai culture, Spellsingers are expected to maintain the spiritual link between Elves and the forest, making Priestesses of Isha the most important and powerful figures in Asrai settlements.

Substitutions: Replace Speak Arcane Language (Magick) with (Arcane Elf). Wardancer Priests do not use divine spells, preferring to worship through the Shadow Dances of Loec (pg. 35), therefore they should modify the career using the rules in ToS (Mundane Priests pg. 184). **Note:** New divine spells will be included in the Magic Expansion for DotF.

Kindreds: Glamourweave (Isha), Wild Hunter (Kurnous), Wardancer (Loec)

Entries: Priest

Exits: Demagogue, High Priest

ARTISAN

Elven artisans are able to master many different crafts because of their longevity. The most dedicated and famous Asrai artisans are lay priests of Vault, the Smith God. Items crafted by Wood Elves are viewed as collectibles by human nobility, and possibly magical. The best works of Asrai artwork are moved on the black market.

Substitutions: Replace Drive with Intimidate; replace Secret Language (Guilder) with Speak Language (Eltharin); replace Speak Language (Khazalid, Breton, or Tilean) with Aethyric Artistry Talent.

Kindreds: Spellsinger, Glamourweave

Entries: Apothecary, Cartographer, Spellweaver, Tradesman;

Exits: Demagogue, Priest (Vault)

CAT BURGLAR

Wood Elves who live in human settlements can become quite skilful at breaking into buildings, and they relish having freedom of space in the claustrophobic city. Elven Cat Burglars are often in the employment of a Crime Lord so they can benefit from his protection.

Substitutions: None

Kindreds: Younger

Entries: Charlatan, Thief

Exits: Fence, Master Thief, Racketeer, Vagabond

CHAMPION

The greatest Asrai warriors are held in high esteem and are often honoured with a title such as "Hound of Winter" or "Red Wolf". Champions often lead units into battle on behalf of a Highborn, but the Wood Elves do not have a military hierarchy.

Substitutions: Replace Master Gunner with Stout-Hearted.



Chapter VI: Careers

Kindreds: Wardancer, Eternal

Entries: Bladesinger, Targeteer, Veteran

Exits: Scout

CHARLATAN

Within Asrai culture it is difficult to masquerade as something you are not. However, Wood Elves travelling through human settlements are known to pass themselves off as fey spellcasters or nobles to obtain special privileges, or avoid harassment.

Substitutions: None

Kindreds: Younger

Entries: Entertainer, Envoy, Gambler, Horse Archer, Journeyman Wizard, Minstrel, Raconteur, Rapsallion, Rogue, Smugler, Thief

Exits: Cat Burglar, Demagogue, Outlaw, Spy

DEMAGOGUE

In Asrai culture, all members of a Kinband are allowed to petition its leader. Wood Elf Demagogues are most common in settlements located nearby areas of deforestation, where they preach to humans about the natural order of things and protection of the trees.

Substitutions: None

Kindreds: Younger

Entries: Anointed Priest, Artisan, Charlatan, Gambler, Initiate, Minstrel, Outlaw, Outlaw Chief, Pilgrim, Raconteur, Rogue

Exits: Mercenary, Outlaw Chief

EXPLORER

Explorers search distant forests for other Wood Elf settlements, in the hope of bringing these "lost" communities into the larger woodland kingdoms and replenishing the dwindling populations of the Asrai homelands.

Substitutions: None

Kindreds: Waywatcher

Entries: Cartographer, Herald, Master Thief, Master Wizard, Scholar, Scout, Spy, Wizard Lord

Exits: Priest (Mathlann), Spy

GHOST STRIDER (WAYWATCHER)

These elite rangers are called Waywatchers in the realm of Athel Loren, where they guard the sacred ways through the wood. Unlike the travelling Ghost Striders of Laurëlor, Waywatchers are usually deployed defensively.

Substitutions: None

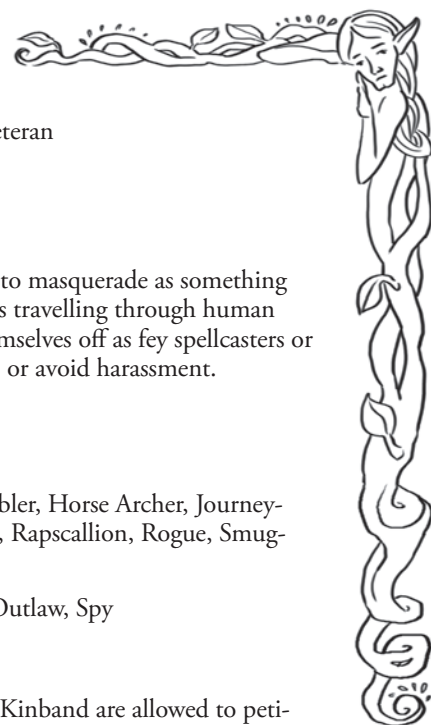
Kindreds: Waywatcher

Entries: Scout

Exits: Outlaw Chief, Priest (Kurnous), Targeteer

HERALD

Many old High Elven customs are still practiced within Asrai noble courts. The Herald is considered a position of importance,



because codes of etiquette dictating posture, introduction and gift exchange are observed in dealings between Asrai Highborns.

Substitutions: Replace Common Knowledge (Bretonnia, Kislev or Tilea) with (relevant Woodland Realm); replace Common Knowledge (the Empire) with Ride; replace Speak Language (Breton, Kislevian, or Tilean) with (Eltharin); replace Speak Language (Reikspiel) with (Reikspiel or Breton).

Kindreds: None

Entries: Messenger, Raconteur

Exits: Entertainer, Explorer

HIGH PRIEST

There are few High Priests in Asrai society because their devotees do not preach to congregations. High Priests are the rare individuals who transcend to become mediums for their gods to sing through. They only sing the divinely inspired dictums of their cult to fellow devotees.

Substitutions: None, but Wardancer Priests do not use divine spells, preferring to worship through the Shadow Dances of Loec (pg. 35), therefore they should modify the career using the rules in *ToS* (Mundane Priests pg. 184). **Note:** New divine spells will be included in the Magic Expansion for DotF.

Kindreds: Glamourweave (Isha), Wild Rider (Kurnous), Wardancer (Loec)

Entries: Anointed Priest

Exits: Student

HORSE ARCHER (HORSEMASTER)

Glade Riders are perhaps the greatest horse-warriors of the Old World, surpassing the armoured knights and lighter cavalry of human lands in their skill at riding a horse.

Substitutions: Replace Common Knowledge (Kislev or Troll Country) with (Athel Loren); replace Speak Language (Kislevian or Ungol) with Performer (Acrobat). Replace all Trappings with Elven Steed, Calvary Spear, Bow with 20 Arrows.

Kindreds: Glade Rider

Entries: Outrider, Messenger

Exits: Charlatan, Champion, Rogue

JOURNEYMAN WIZARD (TREESINGER)

Treesingers take an active role in healing damage to the forest, nurturing the Elves' household gardens and protecting the woodland realm from intruders. Junior devotees of Isha often discover their path in the world under guidance of Spellsingers.

Substitutions: Replace the Journeyman Wizard career with the new Treesinger career on page 43.

Kindreds: Spellsinger

MASTER THIEF

The Elves' agility and keen senses make them skilful thieves. Although they generally do not steal from other Elves, exiled Asrai have no qualms about stealing from humans as a means to support themselves in a society that's already built on institutionalised theft.

Substitutions: None

Kindreds: Younger

Entries: Cat Burglar, Racketeer, Spy

Exits: Explorer, Outlaw Chief, Targeteer

MASTER WIZARD (SPELLSINGER)

Spellsingers are prominent and respected members of the Asrai community, fulfilling the roles of healers, advisors, protectors and teachers.

Substitutions: Replace the Master Wizard career with the new Spellsinger career on page 42.

Kindreds: Spellsinger

MINSTREL

Minstrels are viewed with awe by humans and with admiration by elves, for nothing lifts the spirit like a heartfelt elfsong. When travelling through human lands, Elven Minstrels are often working as messenger or spies, because Minstrels are the only elves who are always welcomed wherever they go.

Substitutions: None

Kindreds: Younger

Entries: Cantor, Entertainer

Exits: Cantor, Charlatan, Demagogue, Highwayman, Priest (Loec), Spy, Student

NOBLE LORD

The Asrai do not have a structured military hierarchy, which means the leadership of a war-host to battle falls entirely upon the shoulders of the Highborns. These charismatic generals ably fulfil the positions of both Captain and Sergeant. Highborn Lords do not "own" land; instead they see themselves as its custodians.

Substitutions: Replace Common Knowledge (the Empire) with (relevant Woodland Realm); replace Speak Language (Classical) with (Malla-room-ba-larin); replace Speak Language (Reikspiel) with (Eltharin). Replace Riding Horse trapping with Elven Steed.

Kindreds: Warrior, Glade Rider, Wind Rider

Entries: Noble

Exits: Student, Veteran

OUTLAW CHIEF

Although Wood Elf outlaws are just as larcenous as their human counterparts, they prefer intimidation and deception over violence. People often mistake Elven Outlaws for forest spirits appearing in the dead of night, so they leave tributes to appease



them. Sometimes these mysterious rogues come to the aid of the needy before slipping away into darkness.

Substitutions: Replace Common Knowledge (the Empire) with (the Empire or Bretonnia).

Kindreds: Alter, Vengeance, Younger

Entries: Bladesinger, Demagogue, Ghost Strider, Master Thief, Racketeer, Scout, Veteran

Exits: Demagogue

PRIEST

Elves who find a deeper, spiritual understanding of the myths and legends of the forest are most often drawn to Isha, the Goddess of Fertility. However, Kurnous and Loec are also commonly worshipped in the forests.

Substitutions: Replace Speak Language (Classical) with Performer (Storyteller); replace Speak Arcane Language (Magick) with (Arcane Elf). Wardancer Priests do not use divine spells, preferring to worship through the Shadow Dances of Loec (pg. 35), therefore they should modify the career using the rules in ToS (Mundane Priests pg. 184). **Note:** New divine spells will be included in the Magic Expansion for DotF.

Kindreds: Glamourweave (Isha), Wild Rider (Kurnous), Wardancer (Loec)

Entries: Artisan (Vaul), Entertainer (Loec), Handmaiden/Steward (Isha, Lileath, Morai-heg), Hunter (Kurnous), Explorer (Mathlann), Ghoststrider (Kurnous), Initiate, Kithband Warrior (Kurnous), Minstrel (Loec), Outrider (Kurnous, Mathlann), Riverwarden (Mathlann), Scout (Kurnous, Mathlann), Spellsinger (Isha, Lileath, Morai-heg), Spellweaver, Isha, Lileath, Morai-heg, Tradesman (Vaul), Treesinger (Isha, Lileath, Morai-heg), Wardancer (Loec)

Exits: Anointed Priest, Student

RAPSCALLION

Detached from their woodland roots, young Wood Elves who live amongst humans often lack a sense of purpose. With no moral code to guide them, the innate playfulness and curiosity of "Isha's Orphans" leads them to lives of excitement...and often legal troubles.

Substitutions: Replace Evaluate with Blather; replace Gamble with Performer (Dancer or Singer). Replace Dealmaker talent option with Seasoned Traveller.

Kindreds: Younger

Entries: Dilettante, Gambler, Raconteur, Vagabond

Exits: Charlatan, Spy

SCOUT

The best scouts in the Old World are the Asrai. Their services are highly sought after, enabling them to charge higher fees than a human ranger could. Wood Elf Scouts occasionally appear from nowhere to help guide a lost party, if their mission benefits the forest.

Substitutions: Replace Specialist Weapon Group (Crossbow or Longbow) with (Longbow).



Chapter VI: Careers

Kindreds: Scout

Entries: Bounty Hunter, Champion, Hunter, Kithband Warrior, Messenger, Outrider, Roadwarden, Wildkin, Vagabond

Exits: Cartographer, Explorer, Ghost Strider, Outlaw Chief, Priest (Kurnous, Mathlann)

SPY

Wood Elves are ever on the alert for information about potential threats to the forest. Spies work undercover posing as freelance scouts, or disguised within groups such as Asrai artists' camps near human settlements.

Substitutions: None

Kindreds: Younger, Vengeance

Entries: Charlatan, Explorer, Minstrel

Exits: Explorer, Master Thief, Racketeer

TARGETEER

When a Wood Elf Targeteer enters an archery competition, few will stand against him. Human crowds are enamoured with the elves' superb displays of archery, meanwhile competitors are often hostile and accuse them of cheating by means of sorcery.

Substitutions: Replace Common Knowledge (the Empire) with (relevant Woodland Realm or the Empire).

Kindreds: Younger

Entries: Bounty Hunter, Hunter, Ghost Strider, Master Thief, Veteran

Exits: Champion

VETERAN (ETERNAL GUARD)

The Asrai are surrounded by danger, both within their woodland realms and from the outside world. Wood Elves are forced to fight many battles over their long lives, and those who survive become experts in the use of weapons and tactics.

Substitutions: Replace Common Knowledge (the Empire) with (Elves or relevant Woodland Realm).

Kindreds: Eternal

Entries: Kithband Warrior, Mercenary, Outlaw, Pit Fighter, Wardancer, Warhawk Rider

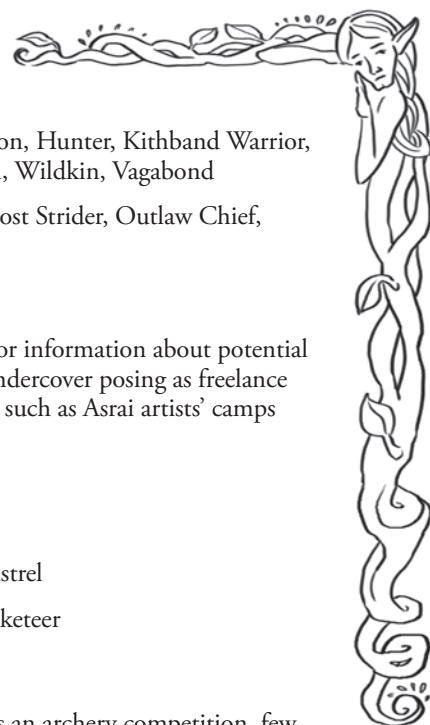
Exits: Champion, Outlaw Chief, Targeteer

WIZARD LORD (SPELLWEAVER)

Spellweavers are the spiritual and intellectual leaders of the Asrai, more powerful and influential even than Elven Lords.

Substitutions: Replace the Wizard Lord career with the new Spellweaver career on page 43.

Kindreds: Spellsinger, Glamourweave



CHAPTER VII: THE FOREST OF ATHEL LOREN

"The gods that fell to the earth and became trapped in animal form, scattered and set about recreating the world around them, raising tall mountains so the eagle could soar and carving the land with rivers so the fish could swim. This time in our past is known by our people as the Dreaming, and its tales are sung down the generations for our younglings."

The Dreaming by Naieth the Prophetess

HISTORY AND BACKGROUND

The forest simply known as "Loren" was the first woodland in the Old World, seeded 10,000 years ago by servants of the mysterious spacefarers known as the Old Ones. Although further details of Loren's origins are unknown, its potent magic suggests that it was more than a standard terraforming site. Perhaps the Loren was a living laboratory for the Old Ones' genetic experiments – or a planetary teleportation network drawing upon the magical affinity between natural elements. Numerous theories have been put forth, but the truth eludes even the oldest of Elves.

Colonists from the isle of Ulthuan discovered the forest in -4120 IC and named it Athel Loren, or "Noble Wood". These early "wood" Elves feared the forest's capricious spirits and settled only on the perimeter. Although several major scouting expeditions ventured into the forest's depths, few ever returned. But unlike the Dwarfs, the Elves respected the flora and fauna and eventually gained favour with Loren's spirits.

Although Loren's wildlife is linked by a collective awareness, the personalities of its spirits are diverse. Even those Elves who were born and raised in Athel Loren must be wary of Dryads and Treemen who are less than welcoming of their kind. At an angry spirits' whim, one could become lost for centuries in the tangled paths where time and space obey no laws.

A series of protective "sentinel" waystones planted around the forest by the first generation of Athel Loren Elves serve the dual purpose of marking locations and containing the forest's wild magic.

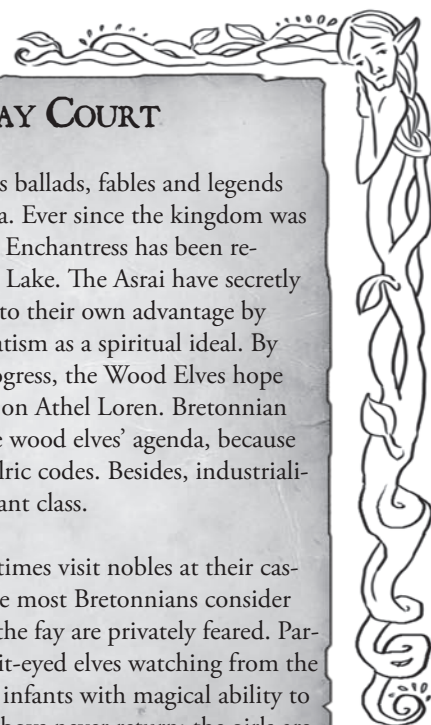
THE FIRST SYLVAN COUNCIL

In the spring of -1125 IC, an army of Dwarfs mustered to invade Athel Loren. In response, the Elves called a council at King's Glade to decide upon a defense. As the council proceeded, a young sorceress named Ariel stole away with her lover, the huntmaster Orion. Within the hollows of the nearby Oak of Ages, the young lovers were transformed into living avatars of the goddess Isha and the god Kurnous. The assembled Elven host assumed the lovers had been lost to the forest, and resumed their strategic planning.

Although it wasn't yet known to the Elves, the apotheosis of Ariel and Orion had signified an invitation for their race to inhabit Loren's deepest glades and share equally in its defence. When the Dwarfs invaded in late autumn, they found themselves fighting not just Elves, but also fearsome Dryads and Treemen. The Dwarf throng was easily defeated.

That same winter, the Elves were unprepared for a massive Orc and Goblin horde that suddenly appeared and marched on Athel Loren. Over the period known by the Asrai as the *Winter of Woe*, Greenskin marauders despoiled many acres of woodland and penetrated to the Oak of Ages itself. But then, when the desperate Elf lines could retreat no further, a miracle ensued that is still celebrated in epic song. Winter suddenly turned to spring, and from the forest emerged a giant, antlered warrior at the head of a massive host of wild beasts. Orion had returned to save Athel Loren.





After the Greenskins were routed, Ariel emerged from the Oak of Ages to heal the injured Elves. The King and Queen of the forest ascended their oaken thrones, and the Sylvan Pact was sealed.

WRATH OF THE WOODLANDS

Since the Great Council, Dwarf loggers in the Grey Mountains have learned to plan timbering expeditions for the winter months when Ariel and Orion are dormant. Yet even when Loren's beasts hibernate and Elven magic is weak, the forest is not entirely defenceless. A race of malicious, shape-changing creatures known as the Winter Dryads guards the forest through the dark season.

Although Winter Dryads are mistrusted by the Elves of Athel Loren and rarely fight alongside them, the spiteful beings have been known to join forces with mad or corrupt Treemen on occasion. In contrast to the more stoic Treemen who impart wisdom in exchange for the Elves' loyalty, Treemen such as the battle-scarred Durthu vent their ancient fury against Loren's enemies without any want or need for Elvish assistance.

Loren's most malevolent spirits resent the pact with the Elves. Most infamous among these is the elder Treeman Coeddil, who once aided Ariel, but later became tainted by dark magic and was banished to the Wildwood in -625 IC after attempting to foil Orion's spring awakening. Coeddil remains imprisoned within a stone circle to this day, plotting his revenge and exchanging secrets with the Winter Dryads.

FOES OF THE FOREST

Despite threats from Winter Dryads and renegade Treemen, Athel Loren's elves typically live in harmony with the spirits. They have become keenly attuned to Loren's consciousness and are capable of sensing intruders from miles away. The last major Dwarf incursion was the Battle of Pine Crags in 1350 IC, when a gang of Trollslayers came in search of magical artefacts. Orcs and Goblins continue to plunder the forest, but have not breached the sacred glades since the *Winter of Woe*.

Currently, Loren's most dangerous foe is a bestial demigod known as Cyanathair the Corruptor. Cyanathair has been destroyed and resurrected thrice over the millennia, gathering mighty warherds of Beastmen each time. On the rare occasion when humans are permitted into Loren's depths, they are usually unwitting pawns in the Shadow War against the Corruptor.

The Wild Heaths on Loren's borders are littered with burial cairns containing the remains of erstwhile trespassers. The concentration of dark magic around the cairns is so potent that necromancers have begun to seek them out. The southwestern forest still bears scars from the Lichemaster's march into Athel Loren behind a skeleton horde mustered from the *Dhar*-saturated cairns.



BRETONNIA AND THE FAY COURT

Athel Loren has inspired countless ballads, fables and legends throughout the lands of Bretonnia. Ever since the kingdom was united under King Louis, the Fay Enchantress has been revered as a saint of the Lady of the Lake. The Asrai have secretly manipulated Bretonnian religion to their own advantage by promoting technological conservatism as a spiritual ideal. By limiting Bretonnia's industrial progress, the Wood Elves hope to stall humanity's encroachment on Athel Loren. Bretonnian nobles are largely amenable to the wood elves' agenda, because the old ways appeal to their chivalric codes. Besides, industrialisation might empower the merchant class.

Envoys from the Fay Court sometimes visit nobles at their castles, or spy on their villages. While most Bretonnians consider an elf sighting to be a good sign, the fay are privately feared. Parents scare children with tales of slit-eyed elves watching from the trees at night, looking for human infants with magical ability to carry away to Loren. Kidnapped boys never return; the girls are trained as Damsels of the Lady and only return from the forest as adults.

Bretonnian dukes occasionally crusade against Loren when Orion's wild hunt wreaks havoc on their fiefs. However, these vengeance crusades are short-lived because Bretonnia's knights unwittingly obey the commands of Ariel through her intermediary, the Fay Enchantress. Glory-seeking knights sometimes mistake the Fay Enchantress for the Lady of the Lake, and Grail Damsels receive their prophetic visions from mirror-pools that can reflect the Fay Enchantress' image far beyond Athel Loren.



NAVIGATING THE LOREN FOREST

This section provides rules for determining whether PCs are able to locate specific destinations within Loren. Certain glades are so heavily saturated with magic that they exist outside of normal time and space. Even areas of lesser magic are impossible to locate by trails alone, because paths constantly shift and turn back on themselves. Navigating Loren is not just a test of intuition – it's also a supreme trial of character. Those who aren't native to Athel Loren usually perish or become lost for years unless they befriend Elves or spirits to guide them.

FOREST SPIRIT DISPOSITION

Forest Spirits and Spirit Animals are extensions of Loren's sentient will. Gaining these creatures' favour makes adventuring in Loren much easier. Each Athel Loren gazetteer capsule lists a **Forest Disposition** modifier which applies to all **Fellowship**-based skill tests with spirits in that region. For social interaction guidelines, see *Befriending Forest Spirits*, pg. 94.



Trespassers are expected to travel in small groups. Loren's spirits are automatically hostile to large groups of non-elven outsiders:

Travellers Forest Disposition

1-5	As listed in gazetteer
6-10	Hostile (-20)
11+	Enemy (-30)

Groups accompanied by a native Asrai guide may count themselves as being one category smaller. Forest Spirit Dispositions can also be modified by **Trials of the Forest** (pg. 56-57).

Paths of Peril

PCs attempting to navigate Loren's deadly paths must walk with a sense of purpose. After they declare an intended destination, the GM locates the relevant Gazetteer entry and players roll a **Navigation Test**, applying the listed modifier. The GM checks Degrees of Success or Failure against the Navigation and Magical Sense sidebar (read the *Travelling* result), and then rolls on the *Trials of the Forest* table. Certain glades can only be discovered by the PCs following aethyric currents using the **Magical Sense** skill.

River Travel

The rivers Grismerie and Brienne wind through Loren before crossing Bretonnia on course to the Great Ocean. PCs travelling upriver from Bretonnia will encounter waterfalls before they reach Loren's inner glades (see map). Loren's rivers are guarded by the Naiads.

The Shadow Walk

Loren's Warp-rifts are a well kept Elven secret. Trusted PCs accompanied by a Spellsinger might be allowed to teleport between locations using the Shadow Walk. Powerful Spellweavers can even teleport between Athel Loren and other forests in the Old World. See page 33 for details on the Shadow Walk.

Songlines

Thousands of years ago during an age known as *The Dreaming*, Isha's seed was brought to earth by "fallen gods". Behind every glade and hollow is a unique creation myth encoded in Loren's omniscient consciousness. The Asrai can travel swiftly by reciting songs which stir Loren's memory of *The Dreaming*. These myth-songs reveal hidden paths known as "Songlines" that were once travelled by the fallen gods. Of course the totemic animal "gods" referenced in the myth-songs were in fact the Old Ones.

NAVIGATION, MAGICAL SENSE AND UNSKILLED EXPLORATION

When using **Navigation** or **Magical Sense** to travel through Loren, apply the location's Navigation modifier and calculate Degrees of Success or Failure. If multiple characters possess these skills, use the single best result. This table is also used to resolve being *Lost in the Forest*.

Navigation (Intelligence - Advanced) Related Talents: Orientation, Super Numerate		Magical Sense (Will Power - Advanced) Related Talents: Aethyric Attunement	
3+DoS	Ariel's Favour: The Queen of the Woods sees potential in the travellers. Their destination becomes accessible, or they may Escape Loren after 1d5 days. In addition, PCs may undertake a Diplomacy Trial (pg. 56)	0-2 DoS	Travelling: Roll 1d5+5 on <i>Trials of the Forest</i> table Lost in the Forest: Emerge from Loren after 1d10 days
0-2 DoF	Travelling: Roll 1d10 on <i>Trials of the Forest</i> table Lost in the Forest: Roll again after 1d10 days; test vs. Outdoor Survival or lose 1d5 Wounds	0-2 DoF	Travelling: Roll 1d10 on <i>Trials of the Forest</i> table Lost in the Forest: Roll again after 1d10 days; test vs. Outdoor Survival or lose 1d5 Wounds
3-5 DoF	Travelling: Roll 1d5 on <i>Trials of the Forest</i> table Lost in the Forest: Roll again after 2d10 days; test vs. Outdoor Survival or lose 1d10 Wounds; test vs. Will Power or gain 1 IP	3-5 DoF	Travelling: Roll 1d5 on <i>Trials of the Forest</i> table Lost in the Forest: Roll again after 2d10 days; test vs. Outdoor Survival or lose 1d10 Wounds; test vs. Will Power or gain 1 IP
6+ DoF	Lost in Time and Space! (pg. 58)	6+ DoF	Lost in Time and Space! (pg. 58)

UNSKILLED EXPLORATION

Travelling: Attempting to discover a Loren location without Navigation or Magical Sense (or with no sense of purpose) requires a **Will Power test** from each traveller, adjusted by the destination's Navigation modifier:

Success: Roll 1d5 on *Trials of the Forest* table

Failure: *Lost in Time and Space!* (pg. 58)

To maintain a semblance of party unity, PCs who undertake *Trials of the Forest* may remain together, and those becoming *Lost in Time and Space!* may also remain together.

Lost in the Forest: Parties without **Navigation** or **Magical Sense** that become *Lost in the Forest* may only wander aimlessly. Roll 1d100 for the entire group:

1-10: Emerge from Loren after 1d10 days; test vs. Outdoor Survival or lose 1d5 Wounds

11-30: Re-roll after wandering aimlessly for 1d10 days; test vs. Outdoor Survival or lose 1d10 Wounds

31-100: *Lost in Time and Space!* (pg. 58)

Elves with both the **Common Knowledge (Athel Loren)** and **Performer (Singer)** skills may travel to any location without requiring a Navigation Test. Instead, the player must describe a short myth, and then pass a Performer (Singer) test modified by the location's Navigation rating. If successful, travellers may reach their destination in half the normal amount of time.

On a failed test, travellers arrive at a *different* location of the GM's choice. Elves with both of these skills never become *Lost in the Forest*, nor do they ever require Navigation Trials. Used individually or shared between two characters, neither skill can reveal the Songlines; the two skills must be used in combination, and by only one character.

RULES SUMMARY: NAVIGATING LOREN

1. Players state travel destination
2. GM checks location's Navigation modifier in Athel Loren gazetteer
3. Players check for relevant skills (Navigation or Magical Sense)

Skilled - Navigation or Magical Sense:

1. Player rolls vs. Navigation or Magical Sense, calculating Degrees of Success or Failure
2. GM checks result on Navigation and Magical Sense table, pg. 54

Unskilled Exploration:

1. Player rolls vs. Will Power
- Success:** Roll 1d5 on Trials of the Forest table
- Failure:** *Lost in Time and Space!*, pg. 58

Lost in Time and Space!

1. Players must roll on **Table 7.2: Lost in Time and Space!**, pg. 58

Trials of the Forest:

1. GM rolls on **Table 7.1** pg. 57, or invents a Forest Trial of comparable difficulty
2. Players roleplay through Trial encounter and make relevant die-rolls
3. GM decides if PCs passed or failed the Trial

Trial Failed

1. GM applies one or both Consequences
2. If PCs don't become *Lost*, they must attempt another Trial of the Forest

Lost in the Forest

1. Players may only declare "Escape Loren"
2. Skilled PCs may roll on Navigation and Magical Sense table (pg. 54)
3. Unskilled PCs must roll 1d100:
1-10: Emerge after 1d10 days; roll vs. Outdoor Survival or lose 1d5 Wounds
11-30: Re-roll after wandering aimlessly for 1d10 days; test vs. Outdoor Survival or lose 1d10 Wounds
31-100: *Lost in Time and Space!* (pg. 58)

Trial Passed

1. PCs may travel to destination using normal Movement rates, no terrain penalty
2. Elves, Dryads and Wild Animals may still attack, but the party will not get lost

BECOMING LOST IN THE FOREST

Characters who become *Lost in the Forest* find themselves completely disoriented by the shifting foliage. Subsequent Navigation or Magical Sense tests may be rolled only for the purpose of “Escaping Loren”. Being *Lost in the Forest* should be a truly harrowing experience; in addition to making **Outdoor Survival Tests**, the PCs will probably be threatened, stalked and attacked by Loren’s deadly flora and fauna.

Escaping Loren

Travellers who enter Loren are rarely permitted to leave. Those who aren’t captured or killed by the Asrai must contend with wild creatures and the forest’s vindictive spirits. Parties attempting to get home can only declare “Escape Loren” as their destination. Roll on the Navigation and Magical Sense table (pg. 54) and use the **Lost in the Forest** result. Native Athel Loren Elves who Escape Loren may return to their home glade or Kinband instead.

TRIALS OF THE FOREST

GMs are encouraged to modify *Trials of the Forest* table results, or invent their own using the listed entries as guidelines for difficulty.



Navigation Trials

Once the travellers’ sense of purpose has been judged by the forest, they must undergo a test of character. The GM rolls either 1d5, 1d10, or 1d5+5, and consults **Table 7.1**.

Success: Parties who pass a Navigation Trial may proceed to their declared destination, at normal overland Movement rates with no terrain penalty. Passing a *Trial of the Forest* does not guarantee the travellers’ safe passage, but it does allow them to reach their destination without becoming lost. Wild animals, Dryads and Elves might still hamper the party’s progress.

Failure: Parties who fail their Navigation Trial suffer one or both Consequences, depending upon how badly they failed. Travellers must sometimes undergo multiple Trials until they either become *Lost in the Forest*, *Lost in Time and Space!*, or Loren’s guardians finally deem them worthy of passage.

Diplomacy Trials

In special cases, Loren may demand a *Trial of the Forest* to measure the PCs’ suitability as allies. PCs who pass Diplomacy Trials may travel to designated glades without fear of Forest Spirits or animals (but might still be opposed by Elves). PCs who fail Diplomacy Trials are spared from the full Consequences listed below; they are usually just left alone instead. PCs who pass Diplomacy Trials are usually given a quest that ultimately serves the interests of Loren.



MAGIC OF ATHEL LOREN

Loren’s unique magic originates from three major sources. Somewhere in the Grey Mountains, the mysterious Tears of Isha infuse the rivers’ headwaters with the prophetic magic of *Azyr*. Earthbound streams of *Ghyran* are channelled into Loren’s glades by ancient obelisks of Old One and Elven design. The primal magic of *Ghur* permeates Loren from the Wildwood, flowing along the paths between worlds.

Although *Azyr* (blue), *Ghyran* (green) and *Ghur* (brown) are the most abundant magicks found in Loren, every colour of magic coalesces at various locations. The purple winds of *Shyish* gather around Elven burial glades while *Dhar* settles amongst the cairns on the forest’s edge. Glittering *Chamon* collects at Vault’s Anvil and in the wooded foothills to the south and east. Mists of *Ulgur* drift within Loren’s shaded hollows, pierced by occasional rays of *Hysh* which bathe the sacred glades in a heavenly radiance.

Red magic is typically weak outside the protective waystones of Vault’s Anvil, because sylvan creatures despise fire. However, even the cleansing power of *Aqshy* sometimes has its place in Loren’s natural cycles.



TABLE 7.1: RANDOM TRIALS OF THE FOREST

1 Judgment of Orion (Very Hard): The King of the Woods himself intervenes (pg. 21), and his judgment is harsh. Orion's fury inspires a Terror Test ; PCs who flee are pursued into the woods by hounds. Those brave enough to stand before Orion must already be blessed by Kurnous, or somehow manage a Very Hard (-30) Charm Test to pass his interrogation.	Forest Spirit Disposition: Pass (0) / Fail (-30)	Consequences: Execution, Lost in the Forest
2 Call of Kurnous (Hard): A chilling horn blast echoes through the trees, followed by 6-10 Wild Riders (pg. 12). PCs must make a Fear Test to state their business without hesitation. Non-Elven PCs must also pass a Hard (-20) Charm Test.	Forest Spirit Disposition: Pass (0) / Fail (-10)	Consequences: Hunted to Death, Lost in the Forest
3 Riddle of Loec (Challenging): A troupe of 6-10 Wardancers surrounds the PCs with a flurry of blades. Those who aren't blessed by Loec must answer a riddle from the troupe leader, requiring an Intelligence Test. Non-Elven PCs must also pass a Challenging (-10) Charm Test.	Forest Spirit Disposition: Pass (+10) / Fail (-10)	Consequences: Dance of a Hundred Wounds, Insanity
4 Siren Call (Challenging): Enchanting maiden song or the pitiful weeping of a child is heard drifting through the trees. Behind the illusion, 6-10 angry Winter Dryads lie in wait. PCs must pass a Challenging (-10) Will Power Test to resist the lure of the woods.	Forest Spirit Disposition: Pass (+20) / Fail (0)	Consequences: Dryad Ambush, Lost in the Forest
5 Test of Time (Average): Images of loved ones, enemies, or even the PCs themselves are visible amongst the foliage. People's faces appear as they did long ago, or as they might in the future. PCs may attempt Will Power Tests to disbelieve the illusions, and must not follow.	Forest Spirit Disposition: Pass (0) / Fail (-10)	Consequences: Insanity, Lost in Time and Space
6 Forbidden Fruit (Average): The intoxicating scent of Aiolum fruit (pg. 38) wafts on the breeze. PCs can resist its temptation with an Easy (+20) Will Power Test. The aiolum tree is actually a peaceful but evasive Treekin who requires a Challenging (-10) Follow Trail Test to locate.	Forest Spirit Disposition: Pass (+10) / Fail (0)	Consequences: Addiction, Lost in the Forest
7 Triad of Ghur (Routine): A talking fox, stag and raven visit the PCs on separate occasions, each delivering a short, cryptic message before running off. Later they arrive together and await a response from the PCs. A Routine (+10) Animal Care Test or Academic Knowledge (Magic) Test demonstrates an understanding of nature's cycles and magic.	Forest Spirit Disposition: Pass (0) / Fail (-20)	Consequences: Spurned by Beasts, Insanity
8 Grove of Ghyran (Routine): The path enters a grove suffused with green magic. At its center a flawless, obsidian slab protrudes from the earth. Touching the slab brings a Treeman lumbering into the glade, grumbling about "stupid children". PCs must pass a Routine (+10) Outdoor Survival or Academic Knowledge (Magic) Test to speak intelligently about the interconnectedness of life and magic.	Forest Spirit Disposition: Pass (+10) / Fail (-10)	Consequences: Spurned by Trees, Lost in the Forest
9 Pool of Azyr (Easy): A shimmering pool reflects the stars. Bathing in the water are 6-10 playful Naiads who promise happy endings to the PCs' misery. Bathing with the Naiads requires an Easy (+20) Swim Test. PCs must pass an Easy (+20) Perception or Magical Sense Test to notice the increasingly rapid passage of time.	Forest Spirit Disposition: Pass (0) / Fail (0)	Consequences: Drowned, Lost in Time and Space
10 Eye of Isha (Very Easy): A powerful Spellweaver observes the PCs using scrying magic to ensure the forest is properly respected. Characters who pass a Magical Sense Test can feel Isha's eye upon them. PCs must not harm anything except in self-defence.	Forest Spirit Disposition: Pass (0) / Fail (-10)	Consequences: Lost in the Forest, Lost in Time and Space

Forest Spirit Disposition: Passing a Trial may win favour with all of Loren's spirits, but failing can displease the whole forest. Modify all future Disposition scores accordingly, until another Trial is attempted.

Consequences: In addition to denial of passage, failing a Trial holds other consequences. Diplomacy Trial failures are usually consequence-free, but travellers who pass a Diplomacy Trial may receive a quest.

Dominant Winds

Spellcasters in Loren using the Magic Lores indicated for their location may add the listed **Magic** bonus to Casting Rolls. Additionally, the following Casting Roll modifiers apply throughout the forest:

Lore of Heavens: +1

Lore of Life: +1

Lore of Beasts: +1

Lore of Fire: -1

The Sentinels

Around the forest's perimeter is a magical boundary created by arcane Elven standing stones called Sentinels. The magical boundary contains Loren's magic, and also invigorates the spirits and animals guarding its borders.

Spellcasting: -1D to Casting Rolls and -20% to **Magical Sense Tests** attempted through the boundary.

Guardians: spirits and animals within several miles of the boundary are upgraded to Sneaks (*WFRP* pg. 228).

BECOMING LOST IN TIME AND SPACE

The forest of Loren is so heavily saturated with magic that certain locations exist outside the regular laws of reality. Travellers stumbling upon these sites may seemingly wander for several days, before emerging from Loren to discover that a decade has passed. Others may spend a lifetime lost in Loren, returning from the woods as grey-haired elders mere hours after their disappearance. In some places, Loren's magic is powerful enough to open rifts into the Warp which can swallow travellers forever.

ADVENTURE SEEDS

These plot threads can be expanded into full adventures, or even combined together for an Athel Loren campaign. Elements from these plots are incorporated into many of the Athel Loren Gazetteer entries.

CYANATHAIR THE CORRUPTOR

The scourge of Athel Loren is a Beastman shaman of tremendous power called Cyanathair the Corruptor. Humans know him as Morghur, Master of Skulls, or simply the Shadow-Gave. Having been slain by the Asrai on three separate occasions in centuries past, Cyanathair is now believed to be immortal. Although sometimes associated with the blood god Khorne, Cyanathair actually embodies the primal fury of Wild Chaos.

During the recent autumn season of 2523 IC, Cyanathair left the Forest of Arden and mustered a horde of Beastmen in the Irrana foothills south of Athel Loren. Cyanathair's shamans used powerful rituals to dislodge one of the Sentinels guarding Loren and create a breach in preparation for a massive assault.

TABLE 7.2: LOST IN TIME AND SPACE!

Characters who are *Lost in Time and Space* must roll 1d10 to determine their fates. Parties of travellers who are lost together only roll once for the entire group.

1d10	Result
1	Devoured by the Warp: Lose 1 Fate Point to Escape Loren immediately, or else disappear forever. Survivors test against Will Power or gain 2 Insanity Points.
2-3	A Lifetime Lost: Lose 1 Fate Point to Escape Loren immediately. Otherwise emerge from the forest within days of real-time, but add 1d100 years to the character's age.
4-7	Time Shift: Lose 1 Fate Point to Escape Loren immediately, or roll 1d10 to determine how much real time passes before the characters finally emerge from the forest: 1-2: 1d10 hours 3-4: 1d10 days 5-6: 1d10 weeks 7-8: 1d10 months 9-10: 1d10 years
9-10	A Lifetime Gained: Lose 1 Fate Point to Escape Loren immediately. Otherwise emerge from the forest after 1d100 years of real-time, having not aged at all.
10	Wrinkle in Time: Characters emerge from the forest only moments after having entered.

Fortunately, the Wood Elves learned of Cyanathair's plan ahead of time and executed a pre-emptive attack on his position. The Sentinel was recaptured and replaced before it could be altered into a Herdstone, and Cyanathair was injured in the battle.

Despite the setback, Cyanathair's objective has been met. The blackened earth around the Sentinel stone will require years to regenerate. Magic from Loren now leaks into the Irrana foothills, invigorating Cyanathair and providing a gateway to the Shadow Walk that will enable him to visit his corruption on Loren's inner glades. To make matters worse, the Sentinel's absence unleashed Orion's Wild Hunt and diplomatic relations between Athel Loren's fay and the Grail Knights are strained.

The next wave of Cyanathair's corruption is rising, and will soon break over Loren.

Enter the Heroes

Adventures featuring Cyanathair as an antagonist provide an ideal setup for Athel Loren's Wood Elves to ally with outsiders. Cyanathair's current campaign employs the Shadow Walk to conquer Loren. After corrupting the forest's most powerful beasts, Cyanathair will follow the Shadow Walk to the Oak of



Ages. There he intends to slay and devour the sleeping Ariel, thereby gaining her power.

Beastmen are vulnerable to steel, but Cyanathair himself can only be defeated with potent magic. Furthermore, Cyanathair's supernatural instincts make decisive engagements difficult to orchestrate. Only repeated feints and tactical retreats will lure the Corruptor to his demise. Thousands of Wood Elves have previously sacrificed their lives to bait these traps, and now many Elves believe that humans haven't paid their due toll.

The Asrai are likely to tolerate the presence of foreign PCs willing to fight Beastmen – at least temporarily. Although Wood Elves won't actively seek outside help, trespassers stumbling into their Secret Wars find themselves beguiled or pressed into service at arrow-point. Characters wishing to spy on Cyanathair must travel the Shadow Walk. Throughout the forest, friends will turn against one another as Cyanathair's passage leaves madness and bloodlust in its wake.

Non-Elves who survive a Secret War are usually led away to languish in time and space. Useful humans are sometimes charmed into further servitude. Only the most valiant heroes are shown the path home afterwards.

TREACHERY IN THE WILDWOOD

The same magic that imbues Loren with its mystical vitality also coalesces in chaotic eddies within the Wildwood's hollows. Al-

though most native Elves give the perilous region a wide berth, some have been lured onto its dark paths by haunting whispers from its depths. Within a barrier of warding stones that partially contains the Wildwood's magic, Loren's most vindictive spirits conspire against the world.

In 2518 IC, the Branchwraith Drycha massacred hundreds of Bretonnian villagers without provocation. Waywatchers observing her movements reported frequent visits to the Wildwood. Drycha even visited Coeddil the tainted Treeman at his prison glade, arousing fears that she intends to betray Orion as Coeddil himself once did. Some Wood Elves believe that Drycha wishes to embroil Athel Loren in a full-scale war that would rouse the forest to spread beyond the Sentinels.

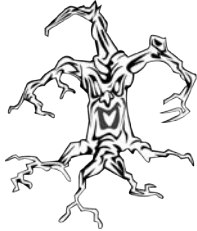
Drycha's vision of conquest could become a terrifying reality if the Wildwood's most malicious spirits ever escape.

Enter the Heroes

Outsiders aren't privy to the turmoil brewing amongst Loren's spirits, for the Asrai are reluctant to attract undue attention. Human or Dwarf hunters pursuing the Great Stag or the mythical Unicorn are occasionally lured to their doom in the Wildwood. Because non-Elves are typically unable to distinguish Loren's truly evil spirits from those that are merely capricious, adventures in the Wildwood are best suited to native Elven PCs.



The Wildwood's sinister influence can only be countered with espionage and diplomacy. Elves are sometimes asked to rescue Spellsingers who've been carried off to the Wildwood before the secrets of the Shadow Walk are surrendered. Rogue spirits such as the Treeman Durthu must be dissuaded from participating in Drycha's wicked schemes, but even Orion serves her malign agenda on occasion when his wild hunt turns Bretonnia against Loren in the autumn season.



LOST HEIR OF DUKE TANCRED II

In his prime, Duke Tancred II of Quenelles had defeated the infamous Lichemaster and his champion Krell at La Maisontaal. But that was 32 years ago, and now the old man's days are numbered. However, Tancred has no heir to succeed him. His first two sons died in battle, his third son drank himself to ruin, and the youngest son Einhard never returned from his grail quest.

Grail quests are usually private affairs, but Tancred suspects that Einhard followed the Lady's summons into the Forest of Loren. For 10 years the old Duke has appeased Loren's fay spirits so they might one day return Einhard, but time is running out. The hopeful usurper of Quenelles, Earl Hincmar, is quite certain that Einhard is dead. However, Tancred's court prophetess recently had a vision that Einhard is alive somewhere.

For further reading on Duke Tancred II and the succession politics of Quenelles, see *Knights of the Grail* pg. 89-90.



Enter the Heroes

Duke Tancred II has one final bargaining chip to play in the decade long search for his son. The Duke believes his magical lance *Étoile de Chêne* was crafted centuries ago from the elven metal called Ithilmar, and he hopes to exchange the artefact for his missing scion. Trusted PCs who are blessed by the Fay Enchantress might be employed to deliver Tancred's lance to Athel Loren in exchange for Einhard.

Tancred's court prophetess saw "silver waters" in her visions of Einhard. In truth, the young knight fell under the spell of Loren's Naiads eight years ago. Einhard pledged his sword to the beautiful nymphs and now he's lost in time and space. PCs may learn about other knights who've befallen the same fate from local gossip and restless ghosts.

Parties containing Wood Elves might even be asked to escort the Duke to a rumoured "fountain of life" in Loren's hidden glades. Tancred hopes the magical waters will sustain him for long enough to hold Quenelles for his heir. PCs who aid Tancred are rewarded with a small plot of land which was claimed prematurely by the greedy Earl Hincmar.

IRON ORCS AND SOUTHERN MEN

Duke Huebald of Carcassonne faces a major dilemma. One of his knights, Earl Prithard, has reported Beastmen gathering in large numbers near his castle. The Duke cannot spare any forces to aid Prithard because Black Orcs from the Irrana Mountains have been raiding the Duchy's western march in ever larger numbers. Unfortunately, Carcassonne's closest neighbour, Quenelles, is in the midst of a succession dispute. Carcassonnians are proud and independent people, so petitioning King Leoncoeur for an Errantry War is out of the question.

The wild cards in Huebald's current predicament are the Tilean mercenaries who've been migrating across the mountains. These skilled fighters have angered the fay by plundering burial cairns and Glanborien hill forts near the meadow glades of southern Loren. Huebald does not usually ally with the fay, but he believes they might know the secret weakness of the strange new "Iron Orcs".

If Duke Huebald can broker peace between these two potential allies, they might help him repel the Beastmen and also gain a powerful advantage against the Orcs.



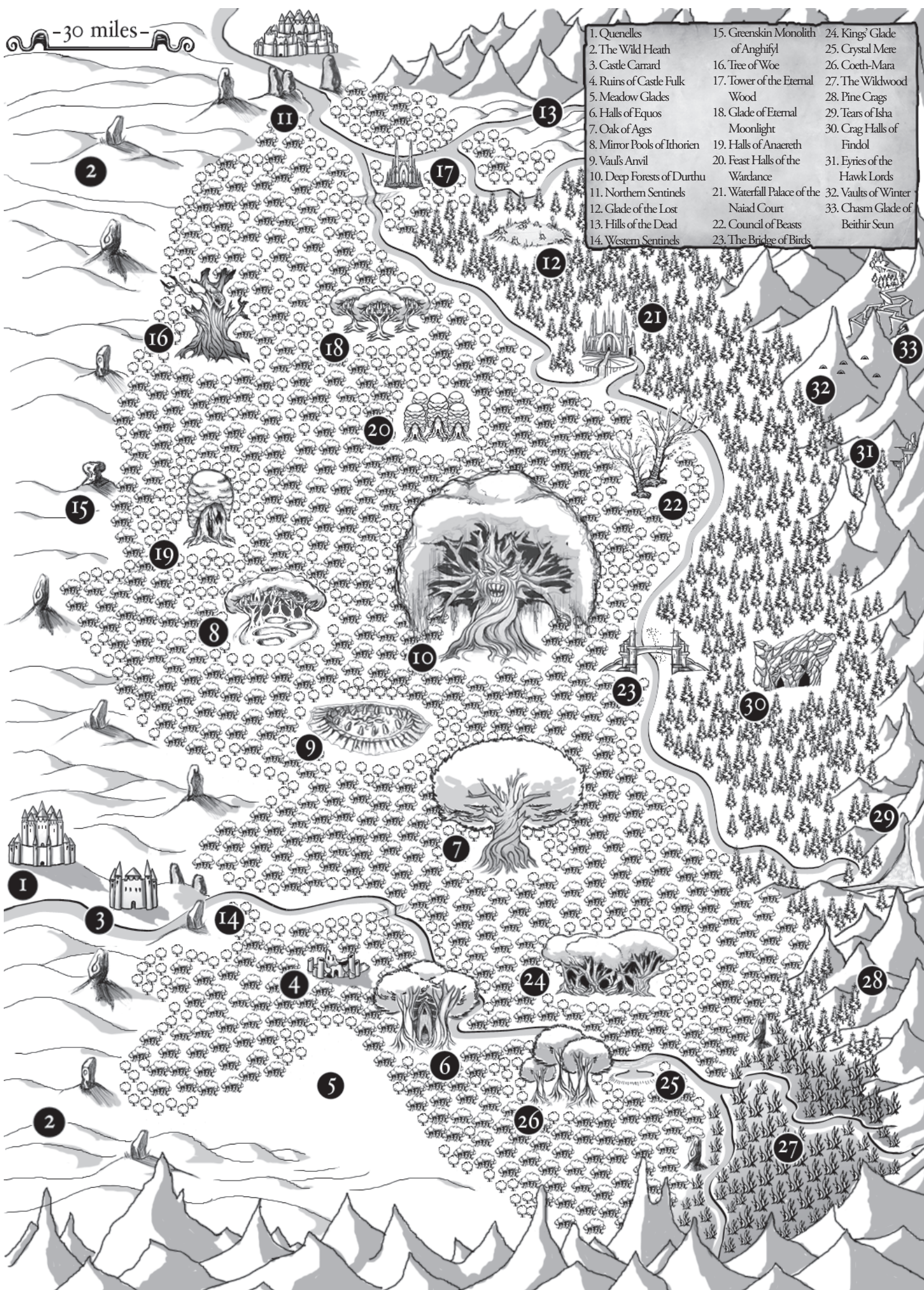
Enter the Heroes

Duke Huebald's mission is ideal for adventurers who are wise enough to avoid Loren's inner glades. To negotiate a treaty, PCs can appeal to Highborns of the glade rider kinbands that dwell on Loren's fringes. However, Elven nobles often disagree with one another concerning deals with outsiders. Parties who manage to receive Ariel's blessing while navigating the outer glades might become further entangled in Loren's alien politics.

Huebald sends one of his own knights to guide the diplomats safely through the Meadow Glades. Sir Valaire is a gentle knight who once received the Fay Enchantress' blessing for rescuing a Spellsinger from Orcs, but his deafness complicates negotiations on his liege's behalf. PCs who successfully mediate the border conflict are escorted to Vaul's Anvil, where they are taught an obscure Elven ritual of iron-breaking.

-30 miles-

- | | | |
|-----------------------------|---|---------------------------------|
| 1. Quenelles | 15. Greenskin Monolith of Anghifyl | 24. Kings' Glade |
| 2. The Wild Heath | 16. Tree of Woe | 25. Crystal Mere |
| 3. Castle Carrard | 17. Tower of the Eternal Wood | 26. Coeth-Mara |
| 4. Ruins of Castle Fulk | 18. Glade of Eternal Moonlight | 27. The Wildwood |
| 5. Meadow Glades | 19. Halls of Anaereth | 28. Pine Crag |
| 6. Halls of Equos | 20. Feast Halls of the Wardance | 29. Tears of Isha |
| 7. Oak of Ages | 21. Waterfall Palace of the Naiad Court | 30. Crag Halls of Findol |
| 8. Mirror Pools of Ithorien | 22. Council of Beasts | 31. Eyries of the Hawk Lords |
| 9. Vault's Anvil | 23. The Bridge of Birds | 32. Vaults of Winter |
| 10. Deep Forests of Durthu | | 33. Chasm Glade of Beithir Seun |
| 11. Northern Sentinels | | |
| 12. Glade of the Lost | | |
| 13. Hills of the Dead | | |
| 14. Western Sentinels | | |



ATHEL LOREN GAZETTEER

SOUTHWESTERN FOREST

Most of the Wood Elves' interaction with humans occurs on the border with Quenelles, and along the forest's southern fringes. The four Adventure Seeds, which all begin in the southwestern forest, may eventually lead characters to explore other Athel Loren locations.

I. Quenelles

Population: 7,200

Garrison: 20a & 30b/300c (see *Sigmar's Heirs*)

Wealth: 2

Source: Wine, Beer, Taxes & Tithes

Ruler: Duke Tancred II

History

The city of Quenelles has been influenced by Athel Loren since the unification of Bretonnia over 1,500 years ago. A decade after Gilles the Uniter's dying body was received by the Lady of the Lake, his heir Louis the Rash wished to renegotiate the strict terms decreed by the Fay Enchantress. Miraculously, King Louis' envoy, a steadfast knight named Gaston de Galliard, survived Loren's perils and returned with a revised accord. Henceforth, the Queen of the Woods would release kidnapped maidens on the condition that Bretonnia's gates were opened to the forest forevermore. King Louis immediately instructed the Duke of Quenelles to demolish his eastern wall and build a chapel dedicated to the Fay Enchantress in its place.

To this day, Loren is faintly visible from Quenelles' easternmost districts and the Fay Chapel has become a popular destination for Bretonnian pilgrims seeking mercy or deliverance. Every year before Orion's Wild Hunt, the chapel district becomes overrun with hedgefolk and rural buskers whose apocalyptic revelry lends a bacchanalian atmosphere to the city.

King Louis' original decree also prohibited future expansion of Quenelles beyond its present limits. The Queen of the Woods had promised Galliard to always aid in Bretonnia's defence provided its forests and lakes remained unblemished. Whilst other duchies have ignored this decree at times, Quenelles' dukes have always abided by it. The city's permanent residents believe that renovation of old homes constitutes urban expansion and that even basic repairs might anger the fay. Despite the internal joists and trestles that reinforce Quenelles' older buildings, casual observers usually perceive the entire city to be in shambles. Shantytowns surrounding the city are comprised of temporary shacks clustered near the walls.





Politics

Quenelles' dilapidated ducal palace overlooks the capital from a hilltop just north of the city. Although the elderly Duke Tancred II is celebrated as a hero, the city's lesser aristocracy is considered decadent and haughty. The turrets of their crumbling mansions reach upward like supplicants from the overgrown gardens surrounding the palace. Quenelles' aristocrats resent having been denied the lands of their birthright by geographical circumstance. To reinforce their status under King Louis' archaic decree, these disenfranchised landlords indulge in rare luxuries and openly mock the local townsfolk. The city bailiff and his watchmen, who fear the aristocrats' mockery themselves, assert their own authority through heinous acts of violence against the populace.

Duke Tancred II's reign is nearing its end with no heir apparent to succeed him. Two leading candidates for Quenelles' ducal throne are Tancred's nephews, the cruel Earl Hincmar from Massif Orcal, and the young Lord Therevault. Of the two, Hincmar has the greater support amongst the aristocracy since it's believed that his ruthless ambition would enable them to increase their land holdings if he became duke. So pervasive is the avarice on palace hill that many of Quenelles' nobles have already bargained away their souls to Slaanesh and Tzeentch without even realising it.

Lost Heir of Duke Tancred II: Adventurers hired to rescue Tancred's lost heir might find their efforts sabotaged by corrupt nobles who've cast their lot with Hincmar.

Fay Diplomacy

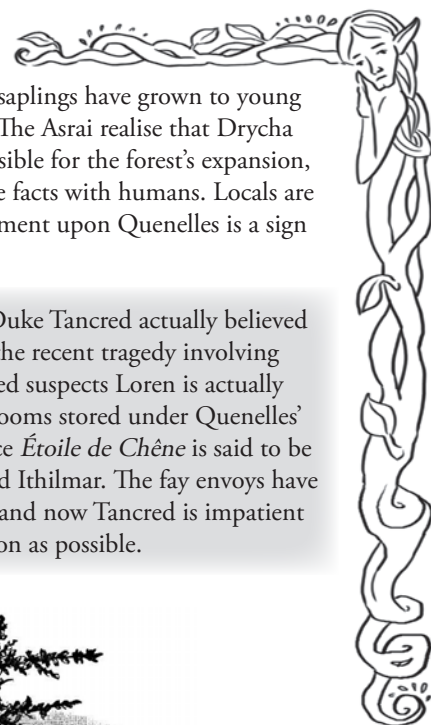
Despite Quenelles' apparent reverence of the fay, the burden of their subservience weighs heavily on the Asrai. Understanding the constant risk of human rebellion, Wood Elf diplomats strive to temper the healthy fear that's perpetuated every autumn by Orion. Envoys of the Fay Enchantress visit Quenelles frequently, obscured by magical glammers making them almost invisible.

Despite their ability to quickly traverse great distances using the Shadow Walk, fay envoys prefer to use Duke Tancred as an intermediary in their diplomacy with Bretonnia. Tancred has at times been accused of "fay appeasement" by political opponents, but the Duke's past accomplishments protect him from serious criticism. On several occasions when Tancred questioned the fay envoys about his son Einhard's fate, they told him that only Loren's spirits know the truth.

Lost Heir of Duke Tancred II: Earl Hincmar's official position is that recovering Einhard's corpse will enable Quenelles to move on. Off the record, however, Hincmar has opined that Einhard's disappearance was an "accident" arranged by the fay to gain leverage over Duke Tancred. In truth, only a few elder Spellweavers have any idea of what might have happened to Einhard.



Chapter VII: The Forest of Athel Loren



Over the past decade, many new saplings have grown to young trees in the nearby Wild Heaths. The Asrai realise that Drycha and her wicked dryads are responsible for the forest's expansion, but fay envoys share none of these facts with humans. Locals are simply told that Loren's encroachment upon Quenelles is a sign of the forest spirit's favour.

Lost Heir of Duke Tancred II: Duke Tancred actually believed this explanation until hearing of the recent tragedy involving Earl Leofric Carrard. Now, Tancred suspects Loren is actually coming to reclaim the ducal heirlooms stored under Quenelles' Fay Chapel. In particular, his lance *Étoile de Chêne* is said to be crafted from the elven metal called Ithilmar. The fay envoys have not visited Quenelles in months, and now Tancred is impatient to return the lance to Loren as soon as possible.



2. The Wild Heath

Navigation: Very Easy (+30)

Forest Disposition: Cold (-10)

Magic: Lore of Necromancy (+1D), Lore of Death (+1)

Kindreds: Alter

Around the Sentinels marking Loren's borders, the tangled forest periodically gives way to heather. Quenelles herbalists seeking rare plants number among the few brave enough to traverse the Wild Heath's verdant hills and dells. Whispers from long-departed ghosts drift around the heath's many burial mounds, and dead spirits still walk amongst the overgrown ruins of eastern Carcassonne. Over the past decade, an increasing number of malevolent Dryads have also begun roaming the Wild Heaths.

Many centuries ago, Elves customarily buried the corpses of defeated invaders on the heath. The pools of dark magic which accumulate around these burial sites have attracted necromancers from across the Old World. Most famous was the Lichmaster Heinrich Kemmler, who invaded Athel Loren in 2495 IC behind a skeleton army raised from the local mounds. At the *Battle of the Cairns*, Kemmler's undead legion was repelled by an alliance of Elves and Duke Tancred's knights. Recently, Loren's spirits have begun interring erstwhile trespassers more... thoroughly...without any need for burial or cremation.

The southern Wild Heath is currently a lawless battleground where Elven Glade Riders engage in running skirmishes against mercenary Tilean tomb robbers and occasional Beastman warbands.



Lost Heir of Duke Tancred II: Investigating Einhard's disappearance will likely begin at the burial cairns on Loren's periphery. By speaking with the ghosts of former trespassers, PCs may learn of historical figures like Duke Melmon and Baron Fulk de Berg. According to legend, Duke Melmon of Quenelles was swept away by Orion's Wild Hunt in 1336 IC only to be found a thousand years later wandering the Wild Heath. The confused duke aged rapidly before assembled witnesses and crumbled to dust before he could finish his story. Baron Fulk de Berg was a foolhardy Glanborien noble who attempted to colonise Loren 1,500 years ago (see Castle Fulk, opposite).

Nine years ago on the Wild Heath, Einhard was enticed to enter Loren after receiving a vision from the Lady of the Lake. At the site where River Brienne passes through the Sentinels, Einhard's squire was slain by hostile dryads and a hasty burial left the squire's ghost fettered to the material realm. Friendly investigators proving allegiance to Tancred are informed by the ghost that Einhard sought a fabled "mirror pool". Einhard and his small retinue were following the river Brienne into the forest towards the ruins of Castle Fulk.

3. Castle Carrard

Population: 280

Garrison: 5a & 10b/40c (see *Sigmar's Heirs*)

Wealth: 2

Source: Agriculture, Rare Herbs

Ruler: Viscount Theodore Carrard (in lieu of Earl Leofric Carrard)

The earldom of Carrard is ruled from a square keep castle located a day's ride from Loren. Between the castle and the forest is a tract of rolling heaths dotted with ancient burial mounds. Because of the earldom's close proximity to Athel Loren, Carrard's populace has a long history of incidents with the fay. A beloved child was abducted from Castle Carrard 80 years ago, so twice every decade Carrard's Earl undertakes a pilgrimage to the nearest Loren waystone in remembrance. Last winter, Earl Leofric of Carrard embarked on the waystone pilgrimage with his wife Helene and a small retinue, but no one returned.

Leofric's loyal steward, Pierre, has vowed that the Earl's toddler son Beren will be raised as a knight in the event of a family tragedy. Pierre is nervous about the gravity of his promise and adventurers willing to brave Loren's depths in search of the Earl will receive accommodations and travelling gear from the steward, with the promise of great wealth should Leofric be found. Even though the Carrard family's claim on their fay-touched fiefdom is unlikely to be contested, Leofric's younger brother Theo is incompetent at politics.

The peasants of Carrard are resigned to their lot in life. Fay sightings are common by foragers gathering roots and herbs on the Wild Heaths. Like many lowborn in the duchy of Quenelles, the peasants believe the children who regularly disappear are destined for a better place. Mothers from neighbouring Parravon

who drive themselves mad waiting to reunite with their lost ones are pitied. Even the Carrard family is privately chided by its own subjects for putting on paranoid airs of self-importance.

Lost Heir of Duke Tancred II: PCs who arrive at Castle Carrard with a mission to find Einhard are greeted warmly by Pierre. The steward tells them what he knows of the Wild Heaths, the Sentinels, Castle Fulk...and of course Leofric's recent pilgrimage. Peasants from the nearby village of Braquiron may serve as guides to the forest's edge.

4. Ruins of Castle Fulk

Navigation: Routine (+10)

Forest Disposition: Neutral (0)

Magic: Normal

Kindreds: Vengeance

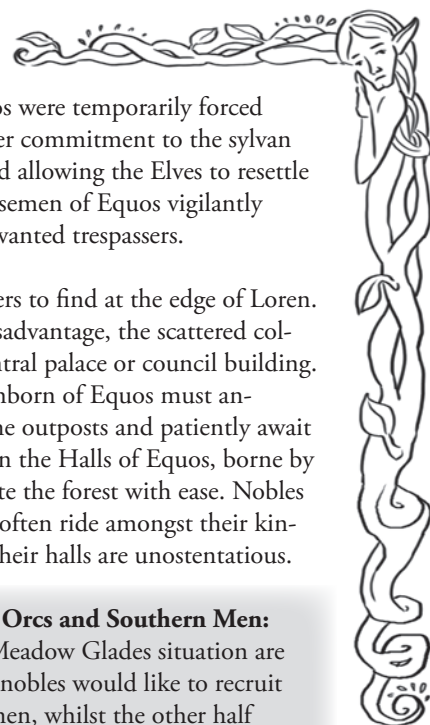
The ambitious Baron Fulk de Berg was a Glanborien noble who ruled lands southwest of Loren prior to Bretonnia's unification 1,500 years ago. Baron Fulk's expedition to build a settlement within Loren was the last endeavor of its kind. Fulk's men had driven off the Elves inhabiting the surrounding woods and begun clearing trees, when according to legend, the living forest turned against the builders and entombed them within their own stonework. Today the tumbled, overgrown ruins of Baron Fulk's unfinished motte-and-bailey castle are all that remains.

Castle Fulk's destruction was ordered by Ariel and Orion as a cautionary lesson to humankind. If Castle Fulk had been allowed to stand, other Bretonnian nobles would surely have followed the Baron's example. Human expansionism is no longer a threat to Loren's survival and Castle Fulk remains a subject of firesides tales across Bretonnia. Trespassers in Loren who venture no deeper than Castle Fulk are sometimes permitted to leave the forest afterwards.

The ruins of Castle Fulk were once believed haunted by ghosts of Fulk de Berg and his retinue. Bretonnian scholars and knights occasionally sought to question these ancient ghosts about their land's history. Nowadays, travellers who locate the ruins are usually disappointed to find a weed-tangled pile of rubble atop a wooded hill. Any ghosts have long since departed and the surrounding woods are now infested with mischievous Spites who make camping near the site a nightmare.

Lost Heir of Duke Tancred II: One noteworthy visitor to Castle Fulk was Einhard, the lone heir of Duke Tancred. Einhard left his shield near the ruins as a vow of respect to the fay. The rusty shield bearing Tancred's family crest (white unicorn above fleur-de-lis on a blue field) still hangs from a nearby tree. An amorous Spite in the form of a tiny, winged knight flits about the shield in playful pursuit of miniature nymphs.





5. Meadow Glades

Navigation: Easy (+20)

Forest Disposition: Neutral (0)

Magic: Normal

Kindreds: Glade Rider, Scout

Loren's south-western expanse gives way to scrubland approaching the Irrana Mountains. Despite being contained within the Sentinels, the Meadow Glades' trees grow only in isolated copses. Elven scholars postulate that the Old Ones were forced to depart the world whilst Loren was still being seeded, so the Meadow Glades were left unfinished. Before the Great Sylvan Council, Wood Elves lived primarily in the Meadow Glades and on the Wild Heath.

Today, the Meadow Glades are a popular riding range for Elven horsemen and charioteers. The region is also a frequent battleground for Elven conflicts against greenskin and human invaders. In 1670 IC, an Imperial army led by Count Ulrich von Schloss tried to attack Quenelles by circumnavigating Loren through the Irrana Mountains. The Count's army found itself ambushed in the Meadow Glades instead. Goblin warlords prefer to engage Elves in the Meadow Glades because its open terrain allows their armies to assemble in large numbers.

Iron Orcs and Southern Men: Tileans migrating northward are usually deposited from Irrana Mountain passes into the Meadow Glades. Until recently, Elves had allowed occasional migrants to camp temporarily in the Glades, but lately these camps have been used as bases by Tilean tomb robbers. Any interference with Wild Heath burial mounds is denounced as vandalism by the Elves. Adventurers travelling through the Meadow Glades might be called upon to mediate a clash between Elves and Tileans, or gain the Elves' trust by apprehending a notorious Tilean tomb robber.

Cyanathair the Corruptor: Cyanathair's Beastmen are currently the Meadow Glades' greatest threat. After being repelled by the elves of Coeth-Mara, Cyanathair ordered his minions to find a weaker point of entry into the forest. Hungry warherds now launch forays into the Meadow Glades from their tainted domain located directly southeast. Elven scout riders have engaged these Beastmen in running battles, attempting to bait them away from Athel Loren. Consequently, misdirected warherds have wandered into the Wild Heaths and even beyond to the Carcassonian fiefdom of Lord Prithard.

6. Halls of Equos

Navigation: Average (0)

Forest Disposition: Congenial (+10)

Magic: Normal

Kindreds: Eternal, Glade Rider, Scout, Spellsinger, Warrior, Waywatcher

The Halls of Equos were amongst the first Asrai settlements established within Loren's borders after the Sylvan Council. When Baron Fulk attempted to expand his realm into Loren nearly

1,600 years ago, the elves of Equos were temporarily forced from their homes. Ariel upheld her commitment to the sylvan pact by destroying Castle Fulk and allowing the Elves to resettle their glades. Today the expert horsemen of Equos vigilantly scour the Meadow Glades for unwanted trespassers.

Equos is relatively easy for outsiders to find at the edge of Loren. To compensate for its strategic disadvantage, the scattered collective of communities lacks a central palace or council building. Visitors wishing to contact a Highborn of Equos must announce their presence at one of the outposts and patiently await a response. Word travels quickly in the Halls of Equos, borne by swift Elven riders who can navigate the forest with ease. Nobles of Equos are proud warriors who often ride amongst their kinfolk wearing common garb, and their halls are unostentatious.

Cyanathair the Corruptor, Iron Orcs and Southern Men:

Opinions on how to resolve the Meadow Glades situation are currently divided. Half of Equos' nobles would like to recruit Bretonnian aid against the Beastmen, whilst the other half worries that human knights would be compelled to cleanse the Wildwood after Cyanathair was defeated. Messengers for Duke Huebald might achieve a compromise: if Huebald stops Tileans from disturbing dark magic in the Meadow Glades, the elves will keep Beastmen out of Carcassonne. Parties who inquire about a solution to the Iron Orcs are directed to Vaul's Anvil, if accompanied by Sir Valaire.

Lost Heir of Duke Tancred II: Duke Tancred's lost heir, Einhard, was seen nine years ago by a Waywatcher of Equos. The knight appeared to have earned the Naiads' favour whilst travelling up the Brienne. Local elves can identify Tancred's magical lance as a strange elven weapon, perhaps crafted by master smith Daith himself.

7. Oak of Ages

Navigation: Easy (+20)

Forest Disposition: Congenial (+10)

Magic: All Lores except Dark Lores (+2)

Kindreds: Eternal, Glamourweave, Waywatcher, Wind Rider

History

The nerve center of Loren's sentience is an oak tree of such unearthly proportions that its uppermost branches disappear amidst the clouds. The Oak of Ages is visible as a distant "beanstalk" from most treetops within Loren, and can even be spotted from the Wild Heaths in clear weather. Elves and interlopers alike have used the oak as a landmark for navigating Loren. According to elven scholars, the Oak of Ages was the very first tree in the Old World, planted by the Old Ones as an umbilical cord for aethyric magic.

During the *Winter of Woe* in -1125 IC, an Orcish horde assaulted Athel Loren with such intensity that the beleaguered elves were pressed back to the Oak of Ages. At that time, the Sylvan Pact was newly formed and most of Loren's spirits slept.



Although Orion had aided the Elves once before, he could not be relied upon to save them again. But when flaming orc arrows struck the Oak of Ages, Ariel stirred within it causing spring to blossom early. Awoken from his winter sleep, Orion then stormed the Orcs' flank leading a host of beasts, and broke the siege. The following winter, Orion immolated himself upon a great pyre and his ashes were carried by Ariel into the Oak of Ages.

Elves re-enact the *Winter of Woe* miracle every vernal equinox as the Ritual of Spring Awakening (see pg. 35). A suitably virile elven huntsman is chosen at King's Glade to serve as Orion's vessel. The huntsman is then brought to the Oak of Ages adorned with ceremonial body paint and floral garlands. He enters the great tree's throne room and surrenders his mortality to Athel Loren. Soon thereafter, Ariel awakens from the oak and Orion's Chosen emerges from the woods, fully transformed. So long as Ariel and Orion hold court at the Oak of Ages, Elves believe their race is welcome in Athel Loren.

Politics

The King and Queen of the Woods are enthroned in a cavernous hall supported by oaken root columns. Ariel usually presides at the Oak of Ages whilst Orion hunts, but the king attends his queen frequently throughout the spring and summer seasons. Ambassadors to Loren rarely receive audiences with Queen Ariel personally. Instead, senior Elves such as the Naieth the Prophetess conduct diplomacy on her behalf. On rare occasions Ariel has accepted Bretonnian messengers or High Elf envoys, but she prefers for elven nobles to manage Athel Loren's everyday politics themselves.

During sensitive negotiations, Ariel's voice of reason normally restrains Orion's volatile temper, but the forest gods are notoriously fickle. Orion has at times spared Loren's trespassers after a furious outburst from Ariel shocked even her own Handmaidens. Both gods are capable of traversing the Shadow Walk at will (see page 33).

Warhawk Riders vigilantly scan for intruders from the oak's high perches meanwhile Waywatchers reconnoitre the forest for miles around. In times of war, the tree is garrisoned by an honour guard of Elven warriors.

Cyanathair the Corruptor: One hundred Eternal Guards are presently camped near the Oak of Ages to protect Ariel from Cyanathair. However, unbeknownst to these warriors Ariel has been absent from the oak since shortly after the spring awakening, and her handmaidens have been instructed not to disclose this fact. The younger Spell singers believe their queen has retreated into hiding, but the wisest Spellweavers understand she is actually waging her own private shadow war against the Corruptor.

Sylvan Diplomacy

The labyrinthine root complex below the Oak of Ages is haunted by apparitions of pure magic. Ariel's handmaidens are the only Elves who regularly brave its depths. However, the surrounding Council Glade is a sacred place where Loren's Treemen and Dryads come to meet peacefully with Elves. Non-Elven visitors are generally excluded from Athel Loren's internal affairs.

Non-Elven visitors who pass a Diplomacy Trial (page 56) might be assigned a quest by Spellweavers at the Oak of Ages. These "quests" are cleverly veiled missions to foil one of Cyanathair's many incursions. In exchange, the Spellweavers may guide travellers home, or reunite them with a lost friend or relative.

Cyanathair the Corruptor, Treachery in the Wildwood: Elves of Loren who visit the Oak of Ages may become embroiled in multiple conflicts. Those wishing to combat Cyanathair's influence through diplomacy may undertake missions to the Pine Craggs or Vaults of Winter, or even to muster Loren's ancient, elusive guardian Durthu. Stealthy Elves may be implored by Ariel's Spellweavers to rescue Sareth from the Wildwood, or spy on Drycha or Cyanathair using the Shadow Walk. Warriors are desperately needed to quell Beastman advances in the Meadow Glades. Spell singers are often sent on divining quests to the Tears of Isha, where no enemy escapes the goddess' eye.

Of all the spirits, only the ancient Treemen Durthu and Adanhu have seen Ariel since the spring awakening, and they are sworn to secrecy. Current rumours circulate the Council Glade concerning the Branchwraith Drycha, who allegedly spoke with Ariel in the Deep Forests of Durthu to negotiate the forest's expansion.



8. Mirror Pools of Ithorien

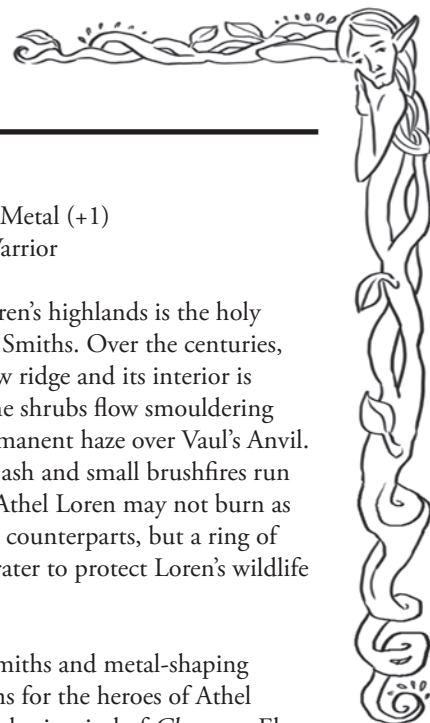
Navigation: Hard (-20)

Forest Disposition: Neutral (0)

Magic: Lore of Shadow (+2), Lore of Heavens (+1)

Kindreds: Eternal, Glamourweave

Hidden amongst the hills separating Loren's two major rivers is a series of magical pools that act as gateways to the Shadow Walk (page 33). For miles around the pools, Elves have magically shaped the beech trees into towering vaults supporting their villages above the foliage. Visitors who become lost in the endless maze of beech-trunk columns might hear disembodied strains of Elven song with an unnerving melody. Those who manage to locate the Mirror Pools must pass judgment by Ithorien's Shadow Watch before entering the water.



Wood Elves who come to the Mirror Pools on errand from Ariel's Spellweavers are granted access to the Shadow Walk without question. Elves wishing to use the Mirror Pools independently must pass a Trial of Ithorien that begins with interrogation by unseen inquisitors. Applicants must then navigate the mists of grey magic (*Ulgû*) which obscure the pools (Perception or Magical Sense) without succumbing to despair (Will Power). Applicants who fail the Trial of Ithorien are deemed too weak for the Shadow Walk, and are escorted away. Non-Elves are never permitted to enter the Mirror Pools unless accompanied by a Spellweaver, and with Ariel's consent.

Most Wood Elf wars are defensive campaigns fought near Athel Loren, making the Mirror Pools vital to Elven military strategies. Although Loren contains countless smaller portals to the Shadow Walk, the Mirror Pools are large enough to accommodate army-sized groups of Elven warriors. Asrai strike forces utilising the pools are capable of ambushing enemy armies on the march toward Loren, capturing their baggage trains, and returning before dawn. Because Ithorien's pools exit to hundreds of different lakes and rivers across the world, Spellweaver guides or Moonstones are required for navigation.

Fay envoys to Bretonnia often emerge from lakes in the forests of Arden or Châlons before continuing overland to their destinations. The Mirror Pools also connect to the Crystal Mere, Waterfall Palace of the Naiad Court, and Tears of Isha.

9. Vaul's Anvil

Navigation: Routine (+10)

Forest Disposition: Neutral (0)

Magic: Lore of Fire (+2), Lore of Metal (+1)

Kindreds: Eternal, Spell singer, Warrior

An ancient volcanic caldera in Loren's highlands is the holy temple of Vaul, the Elven God of Smiths. Over the centuries, the crater's rim has eroded to a low ridge and its interior is blanketed in greenery. Between the shrubs flow smouldering lava streams which generate a permanent haze over Vaul's Anvil. Every leaf is dusted with volcanic ash and small brushfires run their course daily. Vaul's forge in Athel Loren may not burn as hot as its Ulthuan and Naggaroth counterparts, but a ring of magical waystones encircles the crater to protect Loren's wildlife nevertheless.

Vaul's Anvil is where Asrai blacksmiths and metal-shaping Spellweavers craft magical weapons for the heroes of Athel Loren. By channelling the gold aethyric wind of *Chamon*, Elven smith-priests can forge steel at lower temperatures than Dwarf Runesmiths. In addition to magical artifacts, the smithies at Vaul's Anvil produce common items like swords and arrowheads for all of Athel Loren's kinbands. By centralising the realm's metalcrafting around existing natural resources, individual kinbands are spared from felling trees to fuel local forges.

MASTER SMITH DAITH

Athel Loren's master smith is a hot-tempered elder named Daith. Of all the Asrai, only Daith is truly feared by Loren's spirits, for his vocation attunes him to the fiery magic of *Aqshy* and his wrath alone is capable of starting wildfires. In 1703 IC, Lady Findol refused to pay Daith for the allegedly flawed Spirit Sword she had commissioned and fire consumed acres of woodland near Vaul's Anvil in consequence. The entire forest rose against the Halls of Findol to help douse Daith's anger, and no Elf has denied him payment since.

In 1601 IC, High Elf ambassadors delivered a magical lance to Vaul's Anvil, claiming the master smith of Ulthuan had crafted it specifically to help their woodland kin defeat the Corruptor. Daith was much younger then, so the Asur gift was seen as an insult to his own proficiency. The ambassadors were dispatched from Vaul's Anvil without a guide. By the time the High Elves found the Oak of Ages, Daith had already complained to Ariel of their "imperialistic arrogance". Possibly acting on Daith's counsel, Ariel rejected the ambassadors' proposal for diplomatic relations with Ulthuan and sent them away. The magical lance was discovered 800 years later by Duke Tancred II during his campaign against the Lichemaster.

Daith is now a wise elder and often regrets his treatment of the Asur ambassadors. He worries that Cyanathair might one day destroy Athel Loren as a result of his youthful hubris.



Common Asrai citizens consider fire magic anathema to nature and Elves who labour at Vaul's Anvil are considered eccentric. Many are unaware of the smith-priests' lifelong ambition to forge a weapon capable of slaying Cyanathair and wonder why the smiths are so obsessed with their craft. Even fewer know of the historical scandal which compels their master smith, Daith, to pursue this ambition himself.

Lost Heir of Duke Tancred II: If Tancred's lance, *Étoile de Chêne*, is brought to Vaul's Anvil, Daith is visibly moved and thanks the adventurers. The lance is delivered to King's Glade and Daith provides the PCs with a guide home if needed. He regretfully informs the PCs that Einhard is probably lost forever, and cautions them not to interfere with the Naiads' grand designs.

Iron Orcs and Southern Men: PCs who arrive at Vaul's Anvil after conducting diplomacy with the nobles of Equos are told that the Iron Orcs were spawned by a creature known to humans as the Shadow-Gave. Daith is willing to teach Duke Huebald's court prophetess an iron-breaking ritual that will defeat the Shadow-Gave's new creations. Only Ariel's chosen may learn magic of the Asrai. In exchange, Daith requires a rare ingredient (Power Stone of Hysh) to complete an unfinished masterpiece.

THE WRACH AND THE DARK PATHS

In the deepest hollows of Athel Loren, ancient, obsidian waystones form a network of magical pathways called the Dark Paths, which allow travellers to navigate both space and time. The Dark Paths are guarded by a Brúidd spirit called The Wrach, or the "Blind Guardian", who appears as a hooded man surrounded by obscuring mists. Underneath his robes, the Wrach's body is actually formed by hundreds of white snakes that can detach themselves to attack opponents.

The Wrach carries a magical staff topped by a polished black stone which grants him the power to open the Dark Paths. Even the most powerful Spellsingers consider it a privilege to walk the paths of time. Applicants must convince the Wrach that their actions will benefit the Council of Beasts. The Wrach's influence has made him smug and overconfident.

Dark Path Guidelines

The Dark Paths (also called "the Gyre") provide a "4th way" for Elves to navigate Athel Loren. Only Wood Elves may travel the Dark Paths, and only by passing an **Opposed Charm or Intimidate Test** against the Wrach's **Willpower 62%**. Successful applicants may travel backwards in time to any location within Athel Loren, but if they deviate from their declared intentions they might not be allowed to return.

Attempting to navigate the Dark Paths without the Wrach's aid requires a **Very Hard (-30) Common Knowledge (Athel Loren) Test**. Those who fail the test become *Lost in Time and Space!* (pg. 58).

10. Deep Forests of Durthu

Navigation: Hard (-20)

Forest Disposition: Cold (-10)

Magic: Lore of Life (+1D), Lore of Shadow (+2), Lore of Light (+1)

Kindreds: None

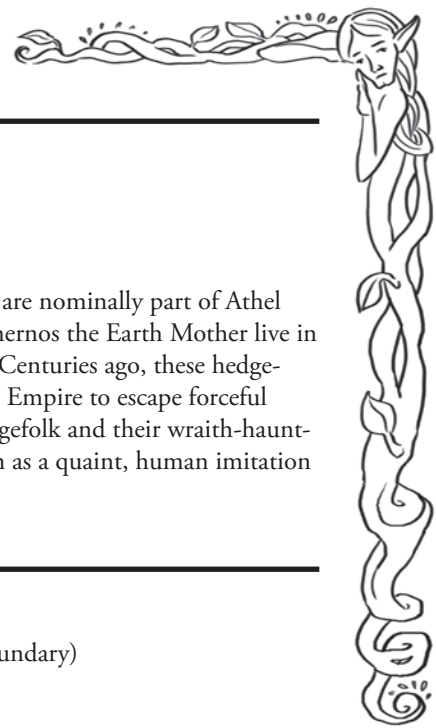
At the heart of Athel Loren is a murky forest of such density that Elves rarely attempt to navigate its depths. Within the Deep Forest dwells one of Loren's oldest guardians; a tree lord named Durthu who is occasionally roused from his demesne by the distant clamour of warfare. Although Durthu has at times allied with Elves, his only true friends are the countless Spites and Treekin that thrive within his sanctum. Elven scholars believe the Old Ones originally channeled green magic (*Ghyran*) to the Deep Forest using arcane obelisks that have since been cocooned in heavy foliage.

To avoid rousing Durthu needlessly, Elves only enter his realm for pilgrimages to the Blessed Grove. The grove is a place of purification where Cyanathair was destroyed by Durthu in 1137 IC, after elven mages had lured the Corruptor from the Forest of Shadows via hidden aethyric pathways. Elven outcasts are sometimes told to purge their souls at the Blessed Grove. In 2202 IC, a reclusive Spellweaver named Railarian was appointed by Durthu as guardian of the Blessed Grove after helping to repel refugee Greenskins who'd found their way into the forest.

Although non-Elves are unwelcome in the Deep Forests, perceptive PCs may uncover Loren's sacred mysteries by observing the Spites. These diminutive spirits sometimes appear as lost travellers, or perform miniature re-enactments of historical encounters that transpired within the forest realm.

Treachery in the Wildwood, Cyanathair the Corruptor: Over the past decade, Branchwraith Drycha has been sowing seeds of rebellion within the Deep Forest. Elves who learn of Drycha's plan might wish to prevent Durthu from joining her uprising. Ill-conceived arguments will raise Durthu's ire, for he does not take kindly to elven manipulation. Only by persuading Durthu of Cyanathair's imminent threat can the tree lord be mustered. Unbeknownst to Durthu, the corrupt Treeman Coeddil is counselling Drycha from his prison glade in the Wildwood, and Coeddil is in turn influenced by Cyanathair himself.

Railarian has overheard discussion between Durthu, Drycha and even Ariel recently. The mage senses a taint creeping into the Deep Forest but has sworn loyalty to Durthu. Elves who undergo purification at the Blessed Grove receive a pointed warning from Railarian, disguised as a cautionary sermon recounting Coeddil's corruption by Cyanathair. Because Railarian's position as Guardian of the Blessed Grove requires the dryads' blessing, he will not accuse Drycha of treachery outright. However, Railarian will name Drycha's most loyal sisters so that others can expose her wicked schemes.



OTHER LOCATIONS

Athel Loren is full of fantastic places. Any of these locations could conceivably be detailed to provide the setting for an entire adventure.

11. Northern Sentinels

Navigation: N/A

Forest Disposition: Hostile (-20)

Magic: Normal (-1D through boundary)

Kindreds: Scout

Loren is feared by most Bretonnians in the region of Parravon, who refer to its Sentinels as the “frontière de terreur”, “knights’ gravestones”, or “watchstones”. A trail leading to the Glade of the Lost is accessible to humans, but locals are still wary of disturbing even a single leaf. See page 58 for Sentinel rules.

12. Glade of the Lost

Navigation: Very Easy (+30)

Forest Disposition: Neutral (0)

Magic: Lore of Death (+1)

Kindreds: Scout

This glade was abandoned by Elves long ago. According to legend, the Lost Kindred migrated east when their magnificent Wythel trees ceased to grow in Loren. Bereaved Parravonian mothers now seek out a clearing called the Glade of Children, where Loren’s fay occasionally release wrongfully abducted youths.



13. Hills of the Dead

Navigation: Easy (+20)

Forest Disposition: Cold (-10)

Magic: Lore of Death (+2)

Kindreds: None

These sparsely-wooded highlands are nominally part of Athel Loren. Human worshippers of Ishernos the Earth Mother live in secret enclaves amongst the hills. Centuries ago, these hedge-folks’ ancestors fled here from the Empire to escape forceful conversion. Asrai tolerate the hedgefolk and their wraith-haunted henges because Ishernos is seen as a quaint, human imitation of the goddess Isha.

14. Western Sentinels

Navigation: N/A

Forest Disposition: Cold (-10)

Magic: Normal (-1D through boundary)

Kindreds: Scout

People of Quenelles fear Loren but they do sometimes have friendly contact with Elves. The Sentinels along Loren’s western border are known locally as the “ligne magie”, “forest’s teeth” or “waystones”. See page 58 for Sentinel rules. The region where the river Brienne emerges from Loren’s borders is patrolled by a Grail Knight serving the Naieth the Prophetess.

Lost Heir of Duke Tancred II: PCs who are ambushed by Dryads while delivering *Étoile de Chêne* might be relieved when the knight arrives to dismiss the spirits after 1d5+3 rounds. The mysterious knight wears a patchwork of archaic armour bearing no heraldry and rides an Elven Steed.

15. Greenskin Monolith of Anghifyl

Navigation: Easy (+20)

Forest Disposition: Cold (-10)

Magic: Normal

Kindreds: None

This region’s largest burial cairn is crowned by a monolith shaped curiously like an Orc. During the second Bretonnian Errantry War, the stone-shaper Anghifyl fought a magical battle here against an Orc shaman named Oddbone. Greenskins who can’t comprehend the warnings inscribed on the Sentinels always pay heed to Anghifyl’s monolith.

16. Tree of Woe

Navigation: Routine (+10)

Forest Disposition: Hostile (-20)

Magic: Lore of Chaos (+1)

Kindreds: None

The gnarled and blackened Tree of Woe is a legacy of Cyanathair’s first assault against Loren, launched in -813 IC. The Treeman Coeddil brought Cyanathair to quarter on the forest’s northwestern edge, where the creature was held in place and destroyed by Ariel’s magic. The Tree of Woe is a charred shell of



Coeddil's own bark-skin that was left behind afterwards. Coeddil eventually succumbed to Cyanathir's corruption necessitating his banishment to the Wildwood.

The Glade of Woe's dense thickets entwine the bones of past trespassers to Loren who were lured here for ambush. Spellcasters use moss, plants and blood-red berries from the glade to mix their potions.

Cyanathair the Corruptor: The tree's pitch black hollow contains a deep void into the earth, and is haunted by a soul-chilling apparition that appears as a warped reflection of the visitor – as if corrupted by Cyanathair. Oftentimes, the apparition is a Beastman that morphs to resemble the visitor's likeness after it's been slain. Elves sometimes send their wayward younglings here as a cautionary lesson. Pure-hearted visitors who succeed in their personal trial may glean a secret to Cyanathair's weakness.

17. Tower of the Eternal Wood

Navigation: Routine (+10)

Forest Disposition: Neutral (0)

Magic: Lore of Shadow (+1)

Kindreds: Eternal, Glamourweave, Spellcaster

This multi-spire tower of white marble was constructed in -400 IC by an eccentric Spellweaver named Ranu. When the tower was completed, Ranu withdrew to its inner sanctum and magically sealed the doors behind him. No other Elf could enter the tower until the year 1400 IC, when the doors finally opened by themselves. No trace of Ranu was found within.

Elven mages believe that Ranu discovered forbidden secrets of the Shadow Walk. Ranu had once proven his mastery of the aethyric pathways by besting a daemon in a bet, and then banishing it to Naggaroth as a condition of its defeat. Perhaps Ranu will one day return when Athel Loren needs him most.

18. Glade of Eternal Moonlight

Navigation: Average (0)

Forest Disposition: Congenial (+10)

Magic: Lore of Heavens (+2), Lore of Life (+1)

Kindreds: Eternal, Glamourweave, Spellcaster

Female devotees of Isha's cult guard this sacred glade of ash trees. Males are not permitted to enter the inner glade unless invited by Ariel herself. Warrior Elves from the region are expected to serve a season's term each year in Ariel's honour guard at the Oak of Ages. The surrounding forest has been shaped into labyrinthine halls and passages.



19. Halls of Anaereth

Navigation: Average (0)

Forest Disposition: Neutral (0)

Magic: Lore of Life (+1), Lore of Shadow (+1)

Kindreds: Eternal, Glamourweave, Scout, Spellcaster, Wardancer, Warrior, Waywatcher

The enchanted yew trees of Athel Loren's westernmost hall are held sacred by Elven mages. At the Halls of Anaereth, magically gifted Bretonnian girls are trained in prophetic magic so they can eventually return to their lands as Damsels of the Lady. Damsels-in-training are taken to the nearby Mirror Pools, where they learn to scry across great distances through the element of water. Exceptionally beautiful (or astute) damsels are sometimes pulled into the water by jealous Naiads, and confined to an aquatic Otherworld realm. The secret of aquatic translocation is withheld from Damsels.

20. Feast Halls of the Wardance

Navigation: Challenging (-10)

Forest Disposition: Neutral (0)

Magic: Lore of Life (+1), Lore of Shadow (+1)

Kindreds: Wardancer, Warrior

This region is the center of Loec's cult in Athel Loren. Every summer, Wardancers from around the forest come to participate in prestigious dancing ceremonies. The feast halls' ancient yew trees are saturated with magic that imbues Loec's dances with a natural grace and purpose. Mages, pilgrims and students often visit these groves on their travels, either to learn from the dances or channel magic from the yews.



21. Waterfall Palace of the Naiad Court

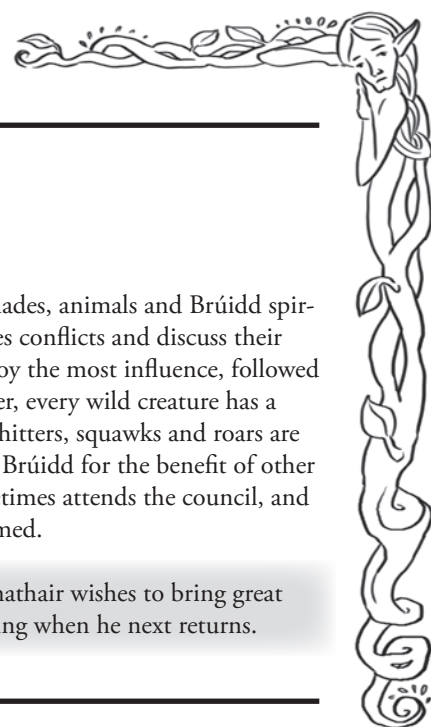
Navigation: Average (0), Magical Sense only

Forest Disposition: Congenial (+10)

Magic: Lore of Heavens (+1), Lore of Light (+1), Lore of Shadow (+1)

Kindreds: None

Bridging the river Grismerie is a majestic crystalline palace that houses the Naiad Queen and her court. Although Naiads usually manifest as deadly water elementals when defending Loren's rivers, here they appear as nymphs of captivating beauty. Crystal walls refract airborne celestial magic through waterborne Azyr, making the Waterfall Palace invisible from a distance to those without magesight. Below the cataract, Isha's magic solidifies in the form of Moonstones (page 39).



Lost Heir of Dukae Tancred II: Einhard has been lost within the Naiads' watery realm for eight years. Einhard's grail quest required him to locate a peasant girl named Giselle whom he had loved as a boy. Class differences had forced the children to meet secretly at the river where Giselle washed laundry. One day, Einhard arrived to find Giselle's laundry lying neatly folded on the riverbank but the girl was nowhere to be found. Einhard never forgot his childhood sweetheart, and fifteen years later the Lady of the Lake beckoned him to find her.

When Einhard finally discovered the elusive Waterfall Palace, its Naiads informed him that Giselle had become a talented proph-
etess. Since her ability would be wasted as a court damsel in modern Bretonnia when more troubled times lay ahead, Giselle had chosen to enter the Cascade of Destiny. Einhard was offered a choice: join Giselle in the Cascade of Destiny, or return to Quenelles with no memory of either her or the Waterfall Palace. Einhard chose to follow Giselle.

PCs may only rescue the couple by becoming *Lost in Time and Space!* (page 58) or entering the Cascade of Destiny (see *Otherworld Portals*, pg. 28). In the Naiads' Otherworld realm, Einhard and Giselle manifest as a talking fish and a mermaid. Giselle will not leave unless persuaded that the fate of Bretonnia is at stake, and Einhard will remain by her side. Naiads will counter any attempt to remove the fated heroes against their will – using force if necessary.



22. Council of Beasts

Navigation: Challenging (-10)

Forest Disposition: Neutral (0)

Magic: Lore of Beasts (+1)

Kindreds: Alter

Among the *Ghur*-infused birch glades, animals and Brúidd spir-
its assemble to resolve inter-species conflicts and discuss their
relations with the Asrai. Stags enjoy the most influence, followed
by owls, eagles and bears. However, every wild creature has a
voice at the Council of Beasts. Chitters, squawks and roars are
translated by talking animals and Brúidd for the benefit of other
species. King Orion himself sometimes attends the council, and
Elven Beastfriends are also welcomed.

Cyanathair the Corruptor: Cyanathair wishes to bring great
corruption upon the furry gathering when he next returns.

23. The Bridge of Birds

Navigation: Challenging (-10)

Forest Disposition: Cold (-10)

Magic: Lore of Life (+1), Lore of Heavens (+1), Lore of Beasts
(+1)

Kindreds: Alter, Wild Rider, Wind Rider

At a nexus of arcane confluence between earthbound, water-
borne and wild magic, the river Grismerie is spanned by a great
suspension bridge. Thousands of birds circle above the site,
borne aloft by powerful updrafts. Several hundred more avian
visitors loiter atop the bridge's elegant white towers. The Bridge
of Birds predates Elven memory, leading scholars to conclude
that its origins date back to the Old Ones.

By climbing the aethyric currents, winged creatures can attain
incredible altitudes. Warhawks can even soar to the edge of the
celestial realm above the clouds, although Great Eagles are the
only beasts capable of carrying a rider to that dizzying height.
Most of the airborne magic that rises from the Bridge of Birds
returns to earth miles away infused in raindrops.

24. King's Glade

Navigation: Challenging (-10)

Forest Disposition: Neutral (0)

Magic: Lore of Beasts (+1), Lore of Life (+1)

Kindreds: Eternal, Glamourweave, Scout, Spellsinger, Warrior,
Waywatcher, Wild Rider

The massive oaks of King's Glade have been magically trans-
formed by Treesingers into a hidden city. Camouflaged walk-
ways connect dwellings high above the forest floor, and earthen
chambers exist amongst the roots below. The city surrounds a
wide clearing from which the settlement originally earned its
name. This clearing was where Orion burned himself to ashes
and became immortalised as the first King of the Woods. Today,
the clearing is a sacred ritual ground, and also a council glade
where Ariel and Orion often hold court.



Each spring solstice, a great festival is held at King's Glade where the Wild Riders of Kurnous elect a vessel for Orion's rebirth. In -625 IC, the corrupt Treeman Coeddil sought to end Orion's reign by slaying the Wild Riders before the choosing could occur. Fortunately, the violence awakened Ariel before the last Wild Rider was killed, and she banished Coeddil to the Wildwood. Ever since Coeddil's betrayal, councils involving Loren's spirits are not held at King's Glade but at the nearby Oak of Ages instead.

Treachery in the Wildwood: Some elves suspect that Coeddil still whispers to the Wild Riders from his magical prison. These elves blame Coeddil and his corruptor Cyanathair when Orion's Wild Hunt becomes a destructive autumn storm that sweeps westward across Bretonnia and beyond.

25. Crystal Mere

Navigation: Challenging (-10)

Forest Disposition: Friendly (+20)

Magic: Lore of Life (+1), Lore of Beasts (+1)

Kindreds: Glamourweave, Spellsinger

The River Brienne's waters are suffused with magic after coursing from the Wildwood. Several leagues west of the Wildwood are a series of cascading rapids and a healing pool called the Crystal Mere (recover 1d5 Wounds per hour of bathing). The Crystal Mere's magic occasionally solidifies in the form of Moonstones which are highly prized for their enchantments (see page 40).



Elves of nearby Coeth-Mara designate a Spellweaver to serve as the Warden of Crystal Mere. Most famous was Lady Elynnett, who thwarted Drycha's first attempt to free Coeddil from the Wildwood in 1697 IC.

Lost Heir of Duke Tancred II: The duke was told of this sacred "fountain of youth" by fay envoys to Quenelles.

26. Coeth-Mara

Navigation: Average (0)

Forest Disposition: Congenial (+10)

Magic: Normal

Kindreds: Eternal, Glade Rider, Scout, Spellsinger, Warrior, Waywatcher

The Elven halls of this region are ruled by Lord Aldaeld, to whom the wise prophetess Naieth often provides counsel. Last winter, it was the Elves of Coeth-Mara who mustered the force that halted Cyanathair's initial foray into Loren. Lord Aldaeld's elite bodyguards have remained on alert ever since last year's assassination attempt by the Laithu kinband from the Vaults of Winter.

A human knight, Earl Leofric Carrard, is alive and well as a guest at Coeth-Mara, having recently aided the Elves against Cyanathair. The knight gained Lord Aldaeld's trust by entreaty from the prophetess Naieth, who sought human allies after witnessing the Death of the Forest in a vision. The local elves' recent experiences with Leofric have improved their disposition towards humans.

27. The Wildwood

Navigation: Routine (+10)

Forest Disposition: Enemy (-30)

Magic: Lore of Beasts (+1D), Lore of Chaos (+1)

Kindreds: Alter, Wild Rider

Loren's southernmost region is saturated with brown magic (*Ghur*) which imbues the entire forest with a fierce vitality. Some elves believe the Wildwood's twisted trees were planted by the Old Ones as a sanctuary for animal species that faced extinction after the Coming of Chaos. If the trees are indeed siphons of *Ghur* from the Warp, the Wildwood will never be tamed without axes and fire.

In -625 IC, Ariel banished the traitorous treeman Coeddil to the Wildwood after his corruption by Cyanathair. Ariel erected a boundary of magical waystones to contain Coeddil, much like the Sentinels that contain Loren itself. The shackled rage of Coeddil and his Dryad handmaidens occasionally causes the Wildwood's *Ghur* to coalesce into Chaos magic.





Treachery in the Wildwood: Last year, an Elven Treesinger named Sareth was lured into Coeddil's prison by the dark fay. Sareth has been tortured for information that might allow Coeddil to escape through the Shadow Walk. Naieth the Prophetess is confident that Coeddil will not escape, but she fears Sareth might reveal information that can be used by the Branchwraith Drycha, who visits Coeddil on occasion. If Sareth is rescued, he will reveal Drycha and Coeddil's plan to subvert the enigmatic tree lord Durthu against the Elves.

Cyanathair the Corruptor: Sareth's keen magical perception could also be exploited by Cyanathair to locate and destroy Ariel.

28. Pine Crag

Navigation: Routine (+10)

Forest Disposition: Cold (-10)

Magic: Lore of Beasts (+2)

Kindreds: Alter, Scout

The region where Loren borders the Grey Mountains is known as the Glade of Pines for its massive redwood trees. Long ago, Dwarfs regularly harvested timber from its southern reaches at Pine Crag, but since the Great Sylvan Council they have returned only once. In 1350 IC, Grugni Goldfinder's army of Karak Norn slayers violated Pine Crag whilst searching for lost artefacts. The throng was killed to the last Dwarf, and today their bones decorate Elven mountain eyries. Grugni himself was slain by the Twilight Sisters Naestra and Araham. Since the



Chapter VII: The Forest of Athel Loren

Battle of Pine Crag (or "Karaz-Zan" in dwarven), race relations have improved marginally.

Amphion

A cult of Elves in the secluded Vale of Fincara worship a Brúidd spirit known as Amphion. The four-winged phoenix is trapped in the Otherworld and can only return to the Forest by receiving sacrifices in his name. The cult's leader is a winged Elf named Lord Cyanos who persuades followers to enter a huge, bird-shaped cage, where they are burnt alive.

Cyanathair the Corruptor: The Pine Crag is home to Loren's greatest beasts. Bears, lions and goats of incomparable size populate the wooded highlands. Their close proximity to the Wildwood gives these animals a primal ferocity which Cyanathair intends to harness for his own purposes. By traversing the Shadow Walk, Cyanathair could create an army of Chaos beasts like the Elves have never seen before.

29. Tears of Isha

Navigation: Very Hard (-30), Magical Sense only

Forest Disposition: Friendly (+20)

Magic: Lore of Heavens (+1D), Lore of Life (+2), Lore of Beasts (+1)

Kindreds: None

This massive, mist-shrouded waterfall in the Glade of Pines contributes a significant portion of Loren's celestial magic (*Azyr*). The waterfall also feeds the river Grismerie which flows through Loren and Bretonnia. Isha's magical mists refract sunlight into thousands of dizzying rainbows, and even by moonlight the waterfall is bathed in colours. Elves have speculated that the Old Ones channelled Isha's celestial magic from here to fuel their marvellous devices. Allegedly the waterfall flows not from solid rock, but from the Warp itself.

At the waterfall's base is a glassy lake of unknown depth that reflects eternal starlight. Pilgrimages to the Tears of Isha are usually undertaken for the purpose of divining from this star pool. However, locating the pool is nearly impossible, because its disorienting mists permeate the forest canopy for miles around. Although mountaineers have tried to reach the waterfall's true source, none have ever returned.

Cyanathair the Corruptor, Treachery in the Wildwood: Adventurers tracking Cyanathair might see images of the Beastlord reflected in the water, and those trying to rescue Sareth from the Wildwood may discover where he is being held captive.

30. Crag Halls of Findol

Navigation: Challenging (-10)

Forest Disposition: Congenial (+10)

Magic: Lore of Beasts (+1)

Kindreds: Alter, Scout, Spellsinger, Warrior

Loren turned against the Halls of Findol 800 years ago during a feud between the ruling highborn and Master Smith Daith.



The surviving Elves made peace with all wild beasts and vowed to never again anger the forest. Today, most of Findol's Elves live in lichen-draped caverns of magically shaped stone. Many of Findol's Elves are beastfriends who can shapechange into wild animals. Beastfriends of Findol consider the Wildwood to be Loren's most sacred place.

31. Eyries of the Hawk Lords

Navigation: Average (0)

Forest Disposition: Average (0)

Magic: Lore of Beasts (+1), Lore of Metal (+1)

Kindreds: Eternal, Glamourweave, Scout, Spellsinger, Warrior, Wind Rider

The Glade of Pines is an ideal habitat for great birds of prey such as Warhawks and Great Eagles. Many Elves of this region ride soul-bonded giant hawks as mounts. The Elves' eyries are magically shaped from rock, and decorated with weathered skulls of Dwarf Trollslayers. The Eyrie of Twilight is where the famous warrior-twins Naestra and Araham reside. These twins were once a single woman who became lost in Loren and eventually emerged as two.

Cyanathair the Corruptor: When Cyanathair sweeps through the Glade of Pines, he will target the dark sister Araham for corruption, along with the Great Eagle and Forest Dragon upon which the twins ride.

32. Vaults of Winter

Navigation: Average (0)

Forest Disposition: Cold (-10)

Magic: Lore of Metal (+1), Lore of Chaos (+1)

Kindreds: Eternal, Glade Rider, Scout, Spellsinger, Vengeance, Wardancer, Warrior

In the foothills of the Grey Mountains, a jagged, curved ridge looms over the tree tops. The slopes of Drúne Fell (also known

as "Lost Mountain") are riddled with caves. Elves who inhabit the surrounding woodlands are prone to nocturnal habits and vindictiveness. The Laithu Kinband in particular has become notorious for assassinating Elven nobles who fail to meet their demands.

The Vaults, nestled among Drúne Fell's northern slopes, are known for their icy caverns. In 1203 IC, a proud Wardancer named Cirenivel recovered the Casket of Dreams from one of these caverns despite Naieth's prior warnings. The artefact that she thought would contain the power of Loec instead resulted in King's Glade being overrun by daemons of Slaanesh.

Cyanathair the Corruptor: Cyanathair is aware of the local Elves' susceptibility to corruption. After tainting the beasts of Pine Crag, Cyanathair will turn his attention to the Vaults of Winter.

33. Chasm Glade of Beithir Seun

Navigation: Hard (-20)

Forest Disposition: Cold (-10)

Magic: Lore of Life (+1), Lore of Beasts (+1)

Kindreds: None

One of Loren's oldest guardians is a Forest Dragon named Beithir Seun who dwells within a hidden valley in the Grey Mountains. The chasm glade is only accessible by a labyrinth of craggy pathways that are too narrow for horses. See page 100 for additional information on Beithir Seun.

Cyanathair the Corruptor: It was Beithir Seun who recovered the stolen waystone from Cyanathair and returned it to Athel Loren. However, the dragon's old wounds were reopened during the battle and they are still healing (reduce Wounds by 25%). Appeals to Beithir Seun for further aid are denied unless Cyanathair threatens the Oak of Ages.

THE SNAKE AND THE HAWK

The rhythms and rhymes of the Elven song-cycles are considered practically untranslatable into the less sophisticated and mellifluous Human tongues, but some scholar-poets have tried – this selection from the anonymous Bretonnian "Chrestomathie of Faysong" being a classic example.

*The Snake once yearned to cross a river
But icy waters made him shiver;
Looking for passage in the sky
A Hawk of Pine Crag did he spy.
"I beg you for a boon," he cried,
"Please carry me and be my guide!"*

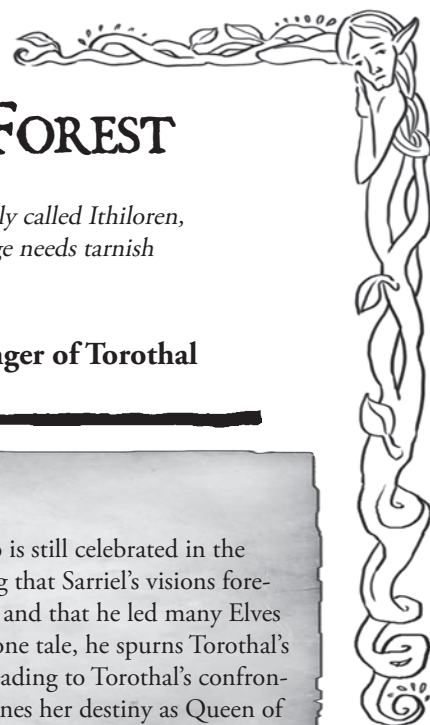
*The mighty Hawk swooped down beside him
Considering the plea to ride him.
"I'll gladly take you o'er the deep
And safely in my talons keep;
But can you promise not to bite
If I should grasp your coils too tight?"*

*The Snake heard what the Hawk was saying
And answered him while slyly swaying:
"How can you think I'd be your doom?
Cold waters would my flesh entomb!"
Thus did the creeping Snake persuade
The mighty Hawk to give him aid.*

*The wind of Grismerie was gusting--
And soon an end came to their trusting:
The Hawk did pinch, the Snake did bite,
Its fangs cut short the Hawk's last flight.
"Why did you bite, and break your oath?
Your venom will have doomed us both!"*

*"Your promises I should have doubted,"
"Lies are your nature," the Hawk shouted.
"To bite in fear's my nature's flaw,"
Hissed back the Snake, "and nature's law."
Tumbling, the Hawk fell to his grave;
The Snake yet sought himself to save.*

*"If Radiant Phoenix in his aerie
Takes mercy, all birds will I carry!"
Bracing himself with all his strength
From bank to bank he stretched his length,
Where still he hangs -- The Bridge of Birds
Dreaming that we may mind his words.*



CHAPTER VIII: THE LAURËLORN FOREST

"The first Men my distant kin encountered debased her name as Laurëlor, but she is truly called Ithiloren, which means the Silver Wood in your unsilvered tongue. So you see, your brazen language needs tarnish even her, howsoever she transcends all hard measure of metal."

Rilielle Tendersong, Spellsinger of Torothal

HISTORY AND BACKGROUND

In the years following the alliance between Elf and Dwarf, the elder races endeavoured to restore and extend the network of menhirs and obelisks crossing the Old World. In revitalising the ancient geo-celestial grid, the Elves came upon a forested region they believed was instrumental to the Old Ones' design and built an outpost there. Situated beneath the majestic boughs of the lornalim trees, the outpost was soon counted amongst the Elves' foremost places to study and perform magical experiments. The Elves named the forest *Ithiloren* or 'Silver Wood', after the silvery sheen of the lornalim's bark, a unique attribute allowing it to refract magic back into its component colours.

And while the Laurëlor was far removed from Ulthuan and its raging civil war, the cataclysmic result of that war was felt in Silver Wood. In an event now known as *The Sundering*, torrents of magical energy pulsed along the leyline network, tearing rents in the fabric of reality and allowing Chaos magic to seep into the world. The forest outpost at *Ithiloren* grew into a teeming settlement called Tor Lithanel as Elven refugees fled inland from the coastal cities before they sank beneath massive waves ravaging the northern coastline.

It was almost six hundred years before the white sails of Ulthuan would reappear on the horizon. Trade between the Elves and Dwarfs was re-established at last; however peace and prosperity was to be short-lived as a skein of Dark Elf subterfuge worked to pit Elven arrogance against Dwarfish stubbornness. The resulting *War of the Beard* lasted almost four hundred years and forced most Elves to withdraw from the Old World once again.

THE QUEEN OF THE WOOD

While the Tor Lithanel outpost remained hidden behind a veil of illusions, Dwarf war parties scoured the forest for Elven holdouts, felling pristine woodland as they went. The beardlings enslaved tree spirits and bound them into magical rune weapons, infuriating the spirits who were too few in number to confront the Dwarfs directly. Instead, the forest spirits bided their time and nurtured a growing resentment towards the Elves for hiding within their glades instead of defending them. A secret council was convened, at which Laurëlor's spirits formulated a deception that would leave the Elves with no other course but to fight.

SARRIEL THE SEER

Sarriel was a legendary figure who is still celebrated in the fable songs of Laurëlor. It is sung that Sarriel's visions foretold the events of *The Sundering*, and that he led many Elves to the sanctuary of the forest. In one tale, he spurns Torothal's advances in favour of a Naiad's, leading to Torothal's confrontation with Niseag which determines her destiny as Queen of Laurëlor. It is sung that Sarriel was exiled from Tor Lithanel, and nowadays his name is forbidden from being uttered within its walls. Some Elves believe that the vengeful Sarriel still stalks Laurëlor's paths, passing judgement on others.

Torothal, a prophetess and appointed steward of Tor Lithanel, was lured into a confrontation with the river spirit Niseag. Although it appeared outwardly that Torothal won the contest of wills and banished the waterhorse spirit, the opposite was true. While Torothal appeared to defeat Niseag, the river spirit's essence had actually become fused with her own. Under Niseag's influence, Torothal charged her people with defending the forest. Much to their wonder and amazement, the forest moved in concert with her words and the spirits revealed themselves.

Under Niseag and Torothal's leadership, the Elves now realised that they were in a partnership with the forest spirits: a partnership to defend their mutual interests; a partnership they were neglecting. Torothal was crowned Queen of the Wood and the forest spirits have lived in relative harmony with the Elves since that day. Although Niseag's essence has made Torothal immortal over time, her sometimes contradictory personality makes the demigod a fickle Queen.



OF RATS AND MEN

In the age of Sigmar Heldenhammer, a group of human nomads called the Belthani came to worship a nature deity called Ishernos, and learned the ways of the forest. While the Laurëlor Elves tolerated the Belthani outwardly, in private they looked upon them as pawns to be manipulated. Unfortunately, as more aggressive and warlike tribes displaced the Belthani, the Elves' influence diminished in the world of Man.



Centuries later, after assisting in the relief of the siege of Middenheim during the Skaven scourge of 1122 IC, the Laurëlor Elves seized an opportunity to re-establish their influence. After the siege was broken, the Elves were granted honorary status in the city. This enabled the Asrai to plant agents within the courts of Men. Today, the most widely-known Wood Elves in the Empire are Middenheim court minstrel Rallane Laffarel, and master of the hunt Allavendrel Fanmaris.

KING ARTUR OF THE TEUTOGENS

Back in the age of Sigmar, Elves of the Laurëlor attempted to exert their influence on the warlike Teutogen tribe. Myths tell of Bavian the Druid and a young man called Artur who entered a forest of silver trees. After concluding a series of epic adventures, Bavian and Artur returned home triumphant carrying the Dragon Sword, Caledfwlch. Under the guidance and counsel of his Druid friend and mentor, young Artur became King of the Teutogens. But as Artur's power grew, so did his arrogance. Before long, Bavian was forced to abandon Artur's court and return to the forest. In the end, Sigmar himself was called upon to challenge Artur for his misrule. In a trial of combat, Sigmar shattered Artur's sword, Caledfwlch, into a thousand pieces.

NAVIGATION AND FOREST DISPOSITION

The Laurëlor is for the most part a normal forest subject to standard Navigation rules (see *WFRP* pg. 940). However, there are regions throughout the forest that are considered to be sentient (indicated by shading on the map). Sentient regions or Spirit Territories (called *Rhanbarths* in Elvish) use the same Navigation, Magic and Forest Disposition rules as Athel Loren (see pg. 53).

MAGIC OF THE LAURËLORN FOREST

The primary sources of magic in Laurëlor are the leylines crossing the forest, and the rifts in the fabric of reality. Ever since The Sundering, entire regions of forest have been saturated with Earthbound magic and are highly unstable. Fluxes in Earthbound magic are highly variable according to celestial alignments. Regions saturated with magic are shaded on the map, though GMs can expand or reduce these areas as they see fit.

LORNALIM TREES

The rare lornalim trees exclusive to Laurëlor are believed to protect the forest from corruption. Lornalim have also come to signify the spiritual link between the forest and the Elves.

FOES OF THE FOREST

The most persistent threats faced by the Elves come from beyond their borders. In the north, Norsemen and Dark Elves raid coastal human villages, depleting the defensive buffer and opening the possibility for Dragonships to sail up the River Demst into the heart of the forest. The eastern borders are threatened with deforestation by humans, despite a standing agreement to limit the number of new settlements. South is the Drakwald forest and the never-ending struggle with invading Beastmen and Forest Goblins. To the west is the Wasteland and its countless ruins inhabited by mutants and bandits. Fortunately, the dangers of the Schadensumpf marsh are buffered by the Misty Hills.

Within the boundaries of the forest itself, there are no spirit-nemeses comparable to Coeddil or Drycha. The greatest threat from within the forest is the raw magic leaking through holes in the fabric of reality. As a result, the majority of Elven settlements are located near groves of lornalim trees that ward off Chaos taint. Although certain spirits view the Elves with mistrust, they all respect the Elf Queen Torothal's otherworldly persona, the waterhorse Niseag. Over time, Niseag has begun resenting the other spirits who impelled him to sacrifice his autonomy for the sylvan pact.

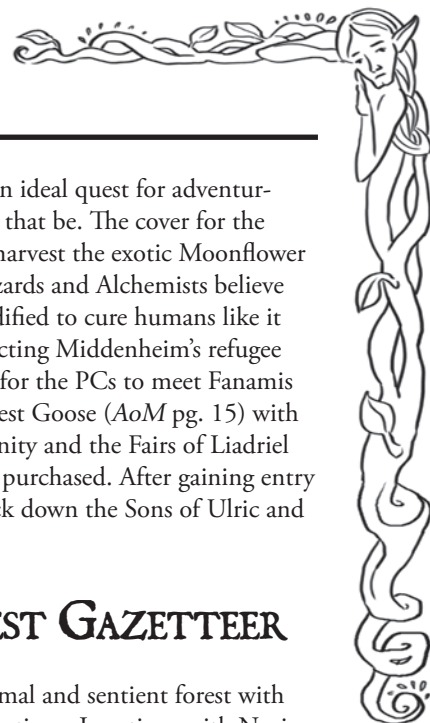
Though Asrai consider it sacrilege to fell the sacred tree, its fibres contain amazing qualities of strength, and Elven Treesingers can beseech the trees to yield their wood voluntarily. A bow made of 'silverwood' would give any arrows loosed from it the Impact Quality.

Tor Lithanel's Library of Hoeth (pg. 80) contains many of the Asrai's most ancient secrets. Scrolls within share the knowledge of the first Elves to discover Laurëlor, and their belief that lornalim were seeded by the mythical Old Ones to filter Chaos magic as it entered the world. They believed that through a type of magical 'photosynthesis', raw magic was converted into *Ghyran* (green magic) and channelled along the leylines.

SOURCES OF MAGIC

Although the true origins of Laurëlor's Earthbound magic remain a mystery, several theories have been posited:

- **Primordial nexuses of the Earth Mother** are sacred sites on the geo-celestial grid that both release and attract magical energy.
- **Failed Old One experiments** on the world grid, or simply malfunctioning technology after several millennia without maintenance. Old One technology remains a mystery to the Asrai.
- **Elven tampering** with the Old Ones' experiments on the world grid might have overloaded the network in certain regions of the forest.



CELESTIAL STORMS

Unlike Athel Loren where Earthbound magic fluctuates gradually with the seasons, Laurëlor's magic is in a constant state of flux determined by the moon, sun and planetary positions. In sentient zones, there is a 25% chance of celestial events occurring every day. When an event occurs, roll 1d10:

1-3: Asuryan's Rage interferes with Casting Rolls (-1), Magical Sense (-10), and counts as the *Summer's Heat* spell in sentient regions of the forest at mid-day (see RoS pg. 154).

4-6: Morrslieb Waxing can double Sanity Points received, and those touched by its light are also more prone to mutations (-10 to resist). Confers a bonus to Casting Rolls (+1) but also worsens Tzeentch's Curse results (increase by one category).

7-9: Astral Conjunctions enhance Magical Sense (+10) and confer a 1d10 bonus to all Casting Rolls for Rituals.

10: Storms of Magic can enhance spell effects like the Magic Focus ability (see RoS pg. 191), but lightning wracks the skies and magic users are more prone to Tzeentch's Curse (extra Chaos Die). Characters in a sentient region could be involuntarily teleported to another sentient region, at the GM's discretion.

ADVENTURE SEED

This plot thread can be expanded into a full adventure or combined with other adventure seeds to make a full Laurëlor campaign.

THE BLADE REFORGED

The Sons of Ulric, a radical splinter group of the Cult of Ulric, have infiltrated the main order's current leadership. Through hidden agents, a charismatic leader has orchestrated the theft of the shards of Caledfwlch, the fabled Dragon Sword of Artur, from the vaults beneath the Temple of Ulric. Claiming to be born of the blood of Artur, the sect's leader believes that the wielder of the reformed blade will unify the divided Sons of Ulric and become both High Priest and Graf of Middenheim by divine right.



Now the Sons of Ulric carry the shards to the settlement of Glassenberry, believing only the Elves of Laurëlor can reforge the blade. But with Middenland's forces still depleted from the Storm of Chaos and unchecked deforestation encroaching on Laurëlor's border, Graf Todbringer correctly concludes that an armed expedition into the woodland realm would risk sparking a wider conflict. Therefore, Ulrich Schutzmann, Midden Marshall in charge of Middenheim in the Graf's absence, has decided to assemble a smaller party to avoid undue attention.



Enter the Heroes

Recovering the blade of Artur is an ideal quest for adventurers wishing to impress the powers that be. The cover for the expedition is an innocent trip to harvest the exotic Moonflower moss (pg. 111). The Guild of Wizards and Alchemists believe the moss can be alchemically modified to cure humans like it does Elves, and cure a plague afflicting Middenheim's refugee camps. An intermediary arranges for the PCs to meet Fanamis Shassarán, proprietor of the Harvest Goose (AoM pg. 15) with contacts in the Wood Elf community and the Fairs of Liadriel from whom the rare herbs can be purchased. After gaining entry into Laurëlor, the PCs must track down the Sons of Ulric and reclaim the Dragon Sword.

LAURËLORN FOREST GAZETTEER

The Laurëlor is a mixture of normal and sentient forest with both magical and non-magical locations. Locations with Navigation, Forest Disposition and Magic capsule entries can be considered sentient.

POSITIONS OF INTEREST

The following are locations that can be found scattered throughout the region.

A. Hill-Forts

Scattered across the Enchanted Hills, Human hedgefolk descended from the ancient Belthani tribe guard the forest from a series of hill-forts. Travellers seeking entrance to the forest are guided to a Stone of Kern in the forest, where a feather token can be left for the Asrai in the hope they return contact. Different types of feathers signify different messages (e.g. offers of friendship, warnings, requests for aid). An owl's feather is a request for counsel from the Asrai; a raven's feather signifies possible danger to the forest; an eagle's is a call to arms. The locals never reveal the location of a Wood Elf settlement.

B. Tree-Bridges

Scattered throughout the forest are a number of tree-bridges crossing rivers or gorges that would otherwise be impassable. These bridges are not constructed from timber; instead trees are magically sung to bend and fuse with trees on the opposite bank.

C. Stones of Kern

Ancient megaliths indicate the boundary of the Wood Elves' domain in the Laurëlor. Asrai mythology claims the stones were placed by Kern, the son of Torothal. Stones located near a Human settlement serve the humans as places to venerate the forest spirits and placate them with offerings of flowers, figurines or food.



D. Animal and Spirit Totems

Throughout the forest are a number of totem poles magically sung from saplings into images sacred to the Asrai. The majority of totems are located in hidden glades and decorated with items associated with the local spirit or animal protector. An Elf praying at a totem has a 2% chance (+1% per hour spent) of awakening the totem and communicating with a Brúidd spirit (see pg. 17). The most famous lornalim totem is located at Glas-senberry, near the ruins of an Elven temple. It is sung that the legendary human druid Bavian shaped the Glassenberry totem using Elven magic.

E. Fairs of Liadriel

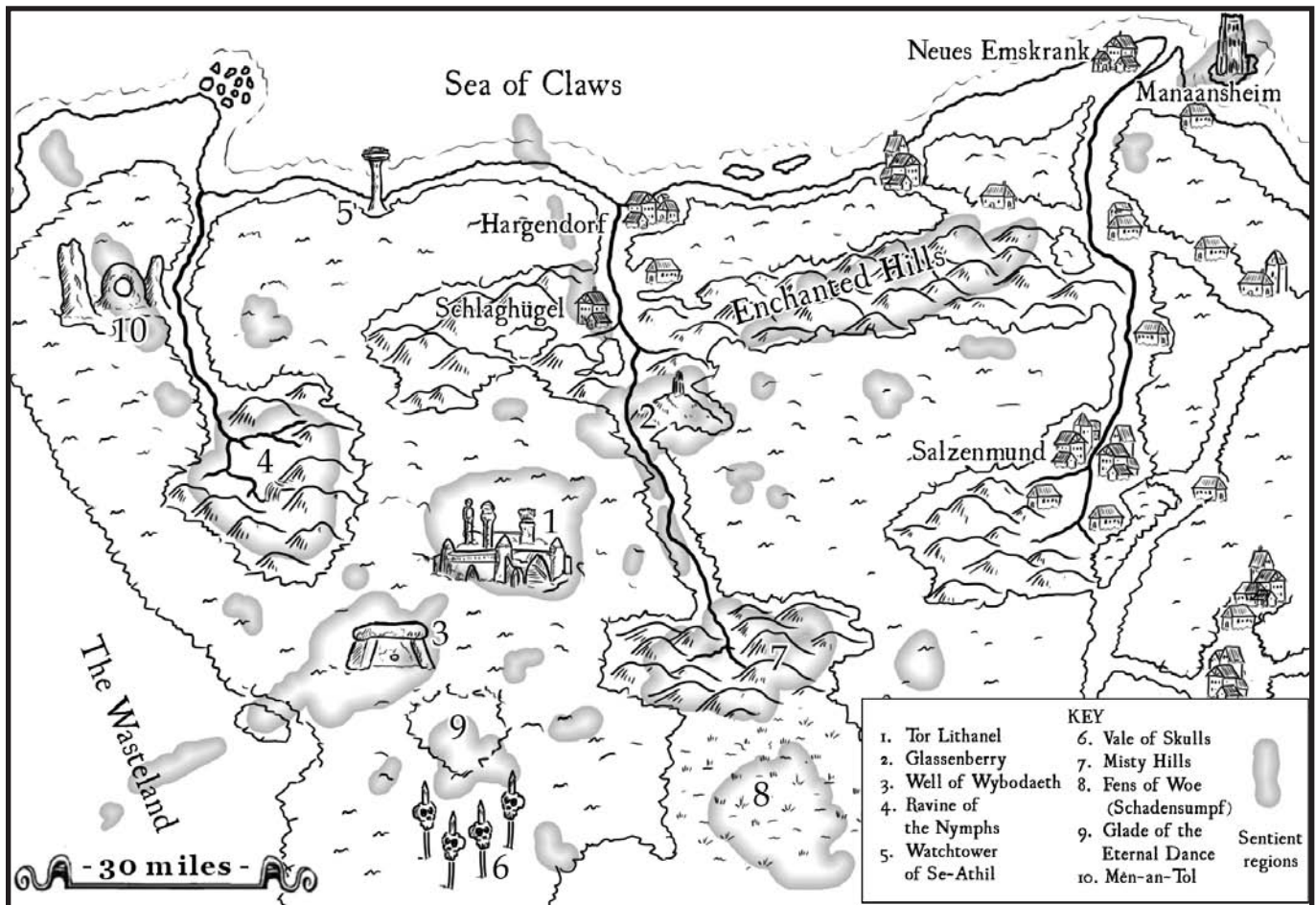
Elven fairs travel unpredictably throughout the provinces of Nordland and Middenland. An empty field at night could be home to a bustling market the next morning. To the Wood Elves, these travelling fairs are festivals of life, or ceremonies to Liadriel the goddess of Song and Wine. The grounds are filled with the song and dance of Elven entertainers, who thrill the crowd as vendors sell exotic Elven wares.

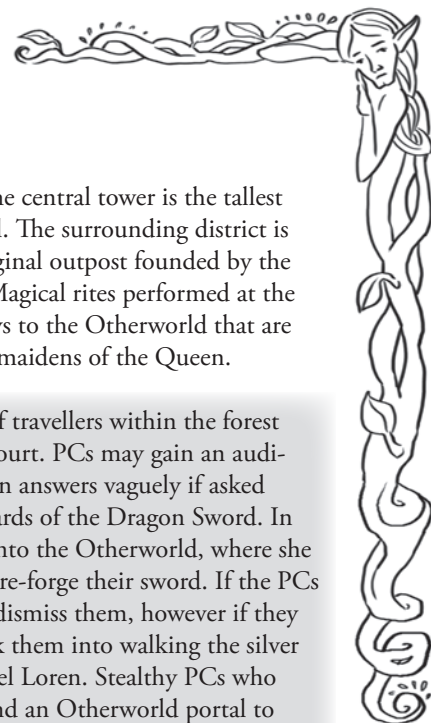
Asrai bartering is confusing to humans, which causes many customers to walk away wondering if they were fleeced or found a bargain (see pg. 37). The increasing number of human settlers

east of the forest has caused the Asrai to adopt currency for some things (e.g. bribery, information, raw goods like metal that aren't available in the forest). The fairs have led humans to believe that the goddess Liadriel is a major Elven deity, although in truth she is a minor one, despite her popularity.

Market vendors sell a variety of products including wood carvings, musical instruments, herbal remedies, food, jewellery, clothing, wine, and trinkets (dream-catchers, love-spoons, etc). A few vendors also provide magical services such as blessings and fortune-telling. The Gnomes who oversee the running of the market often prey upon human gullibility, selling items made of 'genuine' Elf maiden hair, magical Spites in bottles or herbal 'enhancement' potions.

The Blade Reforged: Fanamis's contacts within the fairs are the *bare romas*, or elder Gnomes in charge of gathering supplies and moving a fair between locations. Moonflower is unfortunately not reaching the fairs and the Elves whisper of problems around Glassenberry. The fairs do offer numerous items with allegedly magical properties that could assist in tracking the Sons of Ulric, such as bottled spites. If the PCs mention Fanamis Shassaran, the Gnomes provide them with tokens allowing them to travel the forest paths.





GNOMES

The mysterious beings known as Gnomes help to move Elven fairs from one village to another and mediate monetary transactions. While they are similar in appearance to Dwarfs, they are slightly smaller, less stocky and have better tempers. Some scholars speculate that Gnomes are related to Dwarfs, others believe they are nature spirits unique to Laurëlor.

Wood Elves refuse to comment on the heritage of their industrious little friends, but appear to trust them fully in all trade-related matters. The Gnomes are also habitual practical jokers, which often causes friction with the gullible humans who buy their trinkets under false pretences.

SITES OF IMPORTANCE

Following are the primary locations within the Laurëlor Forest. GMs should feel free to create their own exciting areas for PCs to explore.

I. Tor Lithanel

Navigation: Challenging (-10)

Forest Disposition: Neutral (0)

Magic: Lore of Light (+2), Lore of Life (+1), Lore of Heavens (+1), Lore of Death (+1)

Kindreds: Eternal, Spell singer, Wardancer, Warrior

Over the years, the forest has encroached upon Tor Lithanel. The outer walls are now covered with vines and trees grow through cracks in the streets and courtyards. Residue from all the refracted magic gives the walls and pavement a watery sheen, so that the city appears to be made of glass when viewed in moonlight or at a distance.

To visitors of the city, Tor Lithanel appears abandoned, when in fact keen eyes are watching from darkened windows and shadowy parapets. Those seeking an audience with the Queen will be interrogated by an Elven court that is as callous and unforgiving as the Phoenix King of Ulthuan's.

Back at the time of the *War of the Beard*, Elves created a magical illusion to mask the city which endures still. All non-Elves must pass an **Intelligence Test** to see through the illusion. Dwarfs suffer a -10% penalty to the test.

THE AGORA

A single lornalim tree standing in a pool of still water dominates the largest open-aired assembly space in the city. Wardancers from across the forest visit the Agora to perform, seeking prestige at the Elven court before attending the yearly games at the Glade of the Eternal Dance.

THE SILVER TOWER

Located at the heart of the city, the central tower is the tallest and most majestic in Tor Lithanel. The surrounding district is the oldest part of the city, the original outpost founded by the first Elves to settle in the forest. Magical rites performed at the Silver Tower have created gateways to the Otherworld that are guarded by the powerful warrior-maidens of the Queen.

The Blade Reforged: Rumours of travellers within the forest realm have reached the Queen's court. PCs may gain an audience with Torothal, but the Queen answers vaguely if asked about the Sons of Ulric or the shards of the Dragon Sword. In fact, Torothal opened a gateway into the Otherworld, where she told the Sons of Ulric they could re-forge their sword. If the PCs are lucky, the Queen will simply dismiss them, however if they manage to insult her she will trick them into walking the silver paths of the Shadow Walk to Athel Loren. Stealthy PCs who explore the Silver Tower might find an Otherworld portal to shadow-Tor Lithanel.

Should Kaia Stormwitch accompany the PCs, the Queen will refute her former Handmaiden's interpretation of the prophecy. However, after the audience with Torothal, Kaia will inform the PCs of a menhir portal that can lead them to the Realm of the White Wolf (see Location 10).

OTHERWORLD: REALM OF THE WATERHORSE

Travellers to this Otherworld realm emerge in the city of Tor Lithanel (Location 1) as it exists in the shadow-verse. In this parallel reality, the deserted streets are haunted by the trapped ghosts of Elves who couldn't reincarnate as animals or trees, such was the disharmony of their *Yenlui*. Stuck eternally in this purgatory, many of these Elven spirits have gone mad. The realm has been ruled by the waterhorse Niseag ever since his fusion with Torothal (see pg. 25). Niseag is hostile to both Elves and Brúidd of the Laurëlor alike, believing he was tricked into languishing forever in the Otherworld.

The Blade Reforged: Niseag has longed for the prophecy of Caledfwlch to come to pass. The spirit believes the merging of reality with the Otherworld could undo his fusion with Torothal. To this end, Niseag lured the Priest of Vault responsible for originally crafting the Dragon sword to its parallel shadow-city and imprisoned him until the prophecy can be fulfilled.

Recently, the Sons of Ulric have entered Niseag's dark city bearing the shards of Caledfwlch. In this realm, the Sons adopt avatars which make them appear as a pack of wolves led by a man with the head of a white wolf. PCs can discover that the shards are being re-forged in this realm's version of the Dragon Tower. If they are still intent on recovering the Dragon Sword, the PCs



will need to locate the forge, secure the shards and then escape the realm while being pursued through the haunted Otherworld by the Sons of Ulric.

It's up to GMs whether the Sons of Ulric are scheming usurpers as the PCs have been led to believe, or harbingers of a glorious new epoch. Additionally, the PCs might discover that they've been manipulated by Elves to retrieve Caledfwlch for their shadow war against Cyanathair (pg. 117), just as Artur unwittingly served the Asrai centuries before. Priests of Isha can Moonshift (pg. 20) between the two Cities of Glass, allowing NPCs from one reality to help (or hinder) PCs in the other.

TEMPLE OF ASURYAN

The oldest High Elf tradition maintained by Tor Lithanel's Elves is the Flame of Asuryan. Despite their dwindling numbers, the sun god's sect keeps the flame burning. Every three years, the Elven court leaves their Silver Tower and congregates at the temple to receive the Queen's new champion, who magically appears through the flames in a ceremony reminiscent of the Phoenix King of Ulthuan's coronation (see Glade of the Eternal Dance pg. 83).

HIPPOCRENE TOWER

The former refuge of Sarriel the Seer is now a place of solitude. Although Elves sometimes come here to reflect and seek

inspiration, the Queen has forbidden anyone from entering the tower. Those who risk the wrath of the Queen and spend a night within the Hippocrene Tower must pass a successful **Will Power Test** or gain an Insanity Point, however they also gain an extra Fortune Point for a period of 24 hours.

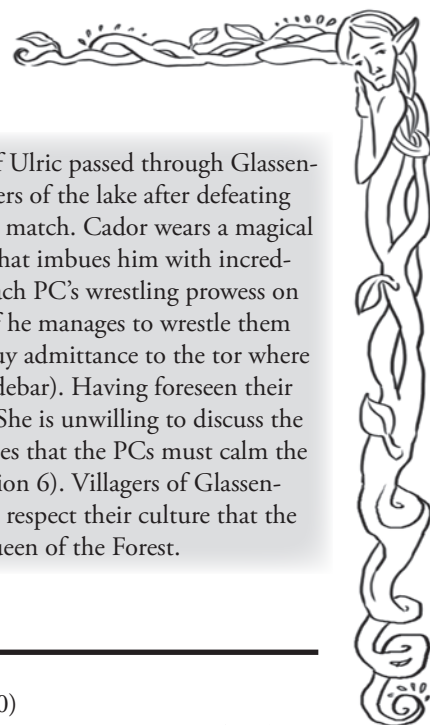
LIBRARY OF HOETH

The facade of this imposing building is a row of marble columns. Contained within is a wealth of knowledge scribed in tomes and on scrolls of perfectly composed high Elthárin. PCs studying here for 1d10 days and passing an **Intelligence Test** may learn an Academic Knowledge skill for half the normal XP cost. It is believed that the library's vaults contain ancient scrolls and tomes written in Arcane Elven (or *Anoqeyân*) concerning the fabled Old Ones.

DRAGON TOWER

Tor Lithanel's second largest tower is connected by an ornate bridge to the Silver Tower. The Dragon Tower's blackened, scorched interior provides some clue to its history as a rookery for mounts of visiting Dragon Riders. Priests of Vaul once used the fiery breath of dragons to forge magical weapons within the tower. Still residing inside the tower is a slumbering Dragon who returned wounded and riderless during the *War of the Beard*, carrying the fabled sword Caledfwlch (see King Artur of the Teutogens pg. 76).





2. Glassenberry

Navigation: N/A

Forest Disposition: Neutral (0)

Magic: Lore of Life (+1), Lore of Heavens (+1)

Kindreds: None

The Glassenberry region is located around a large oxbow lake on the river Demst. Rising from the mist-shrouded lake is a grassy, stepped tor. Glassenberry Tor is considered sacred to both Asrai and humans alike. Legends speak of a hidden chamber under the tor containing untold riches.

The inhabitants of this region are Humans called the Noneldar, or ‘half-Elves’ by Asrai. The settlement of Glassenberry itself consists of round, thatched huts built on artificial islands of earth, stone and wood called “crannogs”. Glassenberry can only be accessed via a winding, wooden causeway that criss-crosses the surrounding wetlands. Cadon, the chieftain of the settlement, is a powerful bare-chested warrior. Elves call Glassenberry the “Glistening Island” because of the water their Noneldar neighbours gather from dewdrops on berries. Berry dew is believed to be an ingredient in Elven Wine and is gifted as tribute to the Elves.

In the woods to the south are the ruins of an ancient temple combining Asur architecture with a much older design, situated over a natural hot spring. Outsiders undertake pilgrimages to the spring for its rumoured healing properties. Noneldar avoid the ruins themselves, believing them to be haunted.

NONELDAR

To outsiders, Noneldar culture appears to harken back to the age of Sigmar and entering their villages feels like travelling through time. Although the majority of Noneldar are descendants of the Belthani people, their customs are actually similar to those of the modern Asrai and the human inhabitants of distant Albion.

Living atop Glassenberry Tor is the spiritual leader of the Noneldar, a young Druidess called Covetina, who directs her people to leave offerings of silver coins in the lake surrounding the Tor. Covetina considers her position temporary, and plans to relinquish leadership to her mentor, the aged Druid Lailoken, when he returns from his spirit-quest.

The Noneldar druids belong to the ancient cult of the Old Faith. Although they are now more akin to Hedgefolk than the druids of yore, their ancestors were said to have been capable of using treeshaping magic (see SoE pg. 55 for details on Hedgefolk). At the GM’s discretion, PCs who spend time at Glassenberry can purchase the Extra Spell Talent to learn spells from the Lore of Life with a Casting Number of 15 or less.

The Blade Reforged: The Sons of Ulric passed through Glassenberry, leaving a tribute in the waters of the lake after defeating the chieftain Cadon in a wrestling match. Cadon wears a magical “torc” neck-ring of braided gold that imbues him with incredible endurance, and he will test each PC’s wrestling prowess on a small crannog. However, even if he manages to wrestle them into the lake, a gift of gold will buy admittance to the tor where Covetina resides (see Noneldar sidebar). Having foreseen their arrival, Covetina awaits the PCs. She is unwilling to discuss the fate of the Sons, but instead divines that the PCs must calm the storm at the Vale of Skulls (Location 6). Villagers of Glassenberry might reveal to visitors who respect their culture that the Sons were travelling to see the Queen of the Forest.

3. Well of Wybodaeth

Navigation: Very Hard (-30)

Forest Disposition: Friendly (+20)

Magic: Lore of Life (+1), Lore of Heavens (+1), Lore of Light (+1)

Kindreds: None

Within a small clearing is a sealed, stone burial chamber called a “dolmen”, which consists of four upright stones and a capstone. A trickle of water emerges from the base of the stones to form a stream. The water is said to have mystical properties and lornalim grow in the vicinity, causing the Elves to believe ancient magic is at the heart of the dolmen. Noneldar myths suggest that the legendary druid Bavian’s physical body resides within the dolmen, magically preserved and awaiting his spirit’s return. It is believed that by drinking water from the stream, a measure of Bavian’s wisdom can be inherited.

4. Ravine of the Nymphs

Navigation: Challenging (-10)

Forest Disposition: Cold (-10)

Magic: Lore of Life (+2), Lore of Heavens (+1)

Kindreds: None

The source of the river Schaukel is a deep gorge in the forest’s north-western hills. At the top of a series of waterfalls is a cave from which the headwaters flow. The cave opens into a vast cavern containing a still pool that feeds the river and provides a lair for Naiads. The pool is also a fulcrum for the Shadow Walk that allows passage to the Waterfall Palace of the Naiad Court in Athel Loren (see pg. 70).

The whimsical Naiads guarding the portal use travellers as playthings, or pit them against other forest spirits to assert their dominance. It was here that Torothal confronted the Brúidd spirit Niseag long ago. Whenever Torothal visits the Otherworld (through Niseag’s body), a ghostly reflection of her Elven form can be seen here.



5. Watchtower of Se-Athil

Navigation: N/A

Forest Disposition: N/A

Magic: N/A

Kindreds: Wind Rider

Located on the coastline of the Sea of Claws is an ancient Elven watchtower called Se-Athil, or 'The Needle'. Se-Athil is now a nesting perch for Warhawks, and a nearby Kinband of hawk-riders patrols the skies over the Sea of Claws scouting for Druchii and Norse raiding ships. Strewn about the base of Se-Athil are the bones of shipwrecked mariners who had the poor fortune to spy The Needle rising above the trees and mistakenly thought they would find shelter there.

The tower is residence to a former handmaiden of Torothal called Kaia Stormwitch. Plagued by visions of the forest's destruction, the young handmaiden sought out this remote location from which to observe the strange storms over Albion to the west. By channelling Mathlann's magic during these storms, Kaia has been able to increase the clarity of her divinations. Kaia can also often be found in the Vale of Skulls with her ex-lover Skarloc, leading the Cult of Kern (see Religion, pg. 21).

Se-Athil's slender, tapered structure is topped by a disk-shaped eyrie which can only be reached by scaling the sheer walls. Visitors who reach the eyrie must bond successfully with a Warhawk (see pg. 94) or be thrown from the top.

6. Vale of Skulls

Navigation: N/A

Forest Disposition: N/A

Magic: N/A

Kindreds: Warrior, Wardancer, Scout, Waywatcher, Eternal, Spellsinger, Vengeance

A wide river valley known as "The Vale of Skulls" stretches between the Misty Hills and the western edge of the forest. This densely-wooded stretch of wilderness is one of the main battlefields in the ongoing war against the Forest Goblins and Beastmen from the Drakwald. The vale is littered with cairns made from the skulls of fallen warriors from all sides.

The Vale is also contested between highborn Elven families. Several nobles have claimed custodianship, but so far none have shouldered the responsibility for its defence. Frustrated by their leaders' inaction, the lowborn warriors of the region have chosen to follow a leader of their own caste instead.

Skarloc is a lowborn champion who's proven his expertise as a war-leader and beast-hunter many times over. Although Skarloc's command is unsponsored by any noble, his popularity amongst the lowborn affords him the protection of both the current Lord of the Dance, Glam the Laughing Warrior, and his ex-lover Kaia Stormwitch, leader of the Cult of Kern (see Watchtower of Se-Athil, above).

The ever-shifting frontline outposts are defended with expertly hidden traps and sharpened stakes. Without a local guide, PCs suffer a -10% penalty to **Perception Tests** to spot traps.

The Blade Reforged: The 'Storm of the Vale' is a moniker given to Kaia Stormwitch by the Elves. When the PCs track her down in the valley after finding her absent from her tower at Se-Athil (Location 5), Kaia is most unwelcoming, until the Dragon Sword is mentioned. She tells them of an ancient prophecy that says Caledfwlch will one day unite the worlds. Some interpret this to mean the worlds of Man and Elf will unify to herald a new golden age. Others fear that the Otherworld will collapse upon reality. Kaia insists that the PCs seek out the Queen of Laurëlor and warn her of the prophecy's dual interpretation. She will guide them to Tor Lithanel herself if they assist in a battle against an oncoming warband.

7. The Misty Hills

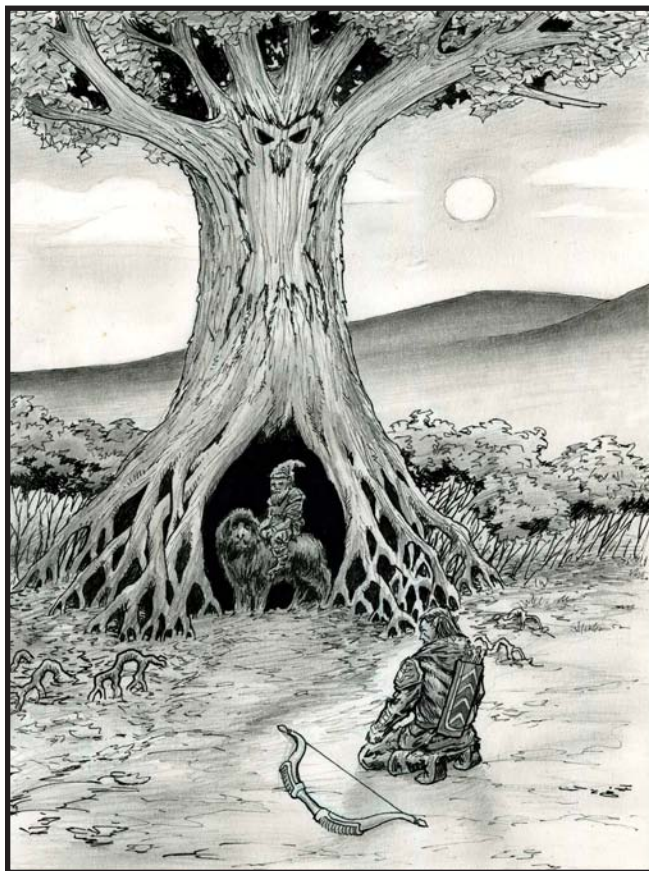
Navigation: Routine (+10)

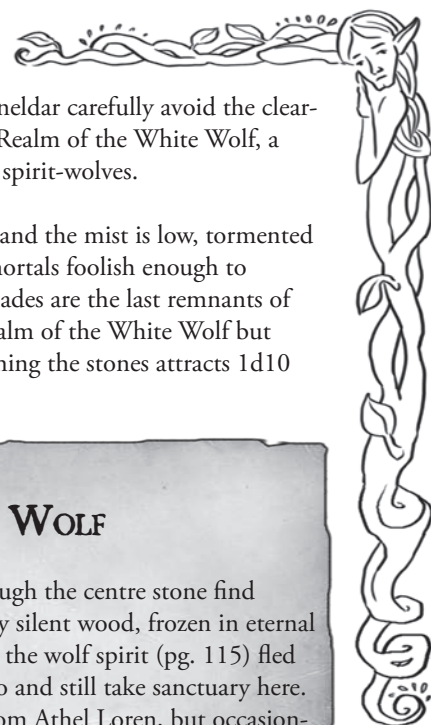
Forest Disposition: Average (0)

Magic: Lore of Shadows (+2)

Kindreds: None

The Misty Hills are shrouded in a dense, magical mist. Elves believe the mist originates from a mountain fissure created long ago by the flaming wheels of Asuryan's chariot. After *The Sundering*, the region became even more dangerous. A Dwarf throng that attempted to approach Tor Lithanel from the south during the *War of the Beard* was never seen again.





An army of Ghosts has been sighted marching in the glow of Mannslieb's light on certain nights. Elves do not fear the hills themselves, but they are worried about pockets of magical mist that have materialised elsewhere in Laurëlor. The leyline that crosses the Misty Hills from Schlaghügel has been especially active recently.

Travellers in the hills must pass a **Will Power Test** every 4 hours or suffer the effects of the *Bewilder* spell (RoS pg. 162). Those who venture too near the original warp rift may become Lost in *Time and Space* (pg. 58).

8. Fens of Woe

Navigation: Routine (+10)

Forest Disposition: N/A

Magic: Lore of Death (+1), Lore of Necromancy (+1), Lore of Chaos (+1)

Kindreds: None

Also called the Schadensumpf, this dark, forbidding bog is said to be haunted by one-eyed daemons hiding in the fog. Elves are wary of entering the region, believing it to have been tainted by *Dhar*. Legends hold that the ghost of a powerful seer wanders the paths of the Fens of Woe.

9. Glade of the Eternal Dance

Navigation: Challenging (-10)

Forest Disposition: Neutral (0)

Magic: Lore of Life (+1), Lore of Shadows (+1)

Kindreds: Wardancer, Warrior

A grassy depression called the Emerald Bowl forms the arena wherein Laurëlor's Wardancers compete for the honour of becoming the Lord of the Dance. The winner of the festive contest is led by a procession from the Glade of the Eternal Dance to become the Queen's champion. Though the current Lord of the Dance is male, most of Torothal's recent champions have been female.

At the glade's centre, two entwined trees grapple in an eternal struggle for dominance. Legend suggests that they encase the Queen's first champion, Adamnan-na-Brionha, in his eternal fight against a terrible Otherworld foe. Every new Lord of the Dance passes between these sacred trees to a chorus of voices, and then follows the songlines to the Temple of Asuryan in Tor Lithanel.

10. Mên-an-Tol

Navigation: Hard (-20)

Forest Disposition: Hostile (-20)

Magic: Lore of Death (+1), Lore of Chaos (+1)

Kindreds: None

In a small clearing stands a row of three white stones, erected upon a leyline. The centre stone is wider than the others, with a circular hole large enough for an average human to squeeze through. While Druids suggest the hole is a gateway to the

spirit-world, Wood Elves and Noneldar carefully avoid the clearing. In fact, the hole leads to the Realm of the White Wolf, a frigid Otherworld realm ruled by spirit-wolves.

On nights when the moon is full and the mist is low, tormented soul-shadows arise to harry any mortals foolish enough to violate the glade. These hateful shades are the last remnants of those who sought to enter the Realm of the White Wolf but were deemed unworthy. Approaching the stones attracts 1d10 Spectres (OWB pg. 110).

OTHERWORLD:

REALM OF THE WHITE WOLF

Those crawling into the hole through the centre stone find themselves emerging into an eerily silent wood, frozen in eternal winter. The pack-mates of Usnarr the wolf spirit (pg. 115) fled to this Otherworld realm long ago and still take sanctuary here. Usnarr continues serving Ulric from Athel Loren, but occasionally returns to visit his weaker brethren in Laurëlor.

In the early years of the Empire, Usnarr's pack understood that Ulric had chosen Sigmar to unite the human tribes. However, the spirit-wolves have always suspected Dwarf influence behind the Sigmmites' zeal to tame and deforest the land. The Cult of Ulric's failure to save the forest is considered a black mark upon the human priests leading it, and the time to address this grievous wrong is finally nigh.

According to the heretical Sons of Ulric, true scions of their god do not enter Morr's realm after death. They believe that as true Sons, they had lived in the 'before time' as free roaming spirit-wolves who were then reborn as men to perform a task in the worldly realm. It is only by the completion of this sacred charge that they may return to run and hunt with their pack in the wintery afterlife.

Failure by a true Son to complete his task results in his soul's inability to return home. Consequently, the gate to the Realm of the White Wolf is surrounded by forlorn spirits of those who failed at their mission and cannot cross the threshold.

The Blade Reforged: In his role as divine messenger for the God of Winter, it was Usnarr who counselled the Sons of Ulric to reforge the Dragon Sword of Artur (pg. 40). PCs who come here on the advice of Kaia Stormwitch after being sent away from Tor Lithanel (Location 1) discover the wolf spirits are gaunt creatures that only circle cautiously without attacking. By swearing to return with Caledfwlch, the PCs might receive aid from the wolf spirits. The bearer of the fabled sword can invest the wolves with the authority to return to Middenheim and judge the coming challenge for position of Ar-Ulric. If the PCs agree to their terms, the wolves form a circle around them and howl to summon a portal to the Silver Tower in the Otherworld Realm of the Waterhorse (pg. 79).



SAMPLE LAURËLORN SETTLEMENT

Most Asrai glades are centred on a natural feature of mystical or spiritual significance. In Laurëlor, this is typically a stand of rare lornalim trees called 'The Wood'. The lornalim are sacred to Laurëlor Elves, and provide the source of their Elfbows and the powerful healing moss called Moonflower. Most of the population, however, lives among surrounding trees like oak, elm, birch, yew and ash, in an area referred to as 'The Garden'. A zone of natural and magical defences called 'The Hedge' separates the glade from 'The Forest' beyond.

THE WOOD

Like the glade as a whole, The Wood can be divided into three levels: branches, bole and roots. The mischievous Spites that dwell here are never truly dangerous – except in times of war.

BRANCHES

The lornalim stand harbours the military and political centre of the glade. In the topmost branches, look-outs sit in **Perches** and dispatch messenger birds from aviaries to signal other glades. Different patterns of flocking birds indicate different dangers or summons.

Further down, the strongest branches of the largest trees are shaped by a Treesinger into the **High Hall** (1). The High Hall is a place where political decisions are reached, audiences are granted and major feasts are held in honour of the Highborn. Only in winter, when the foliage is insufficient to keep the Hall covered, is it abandoned in favour of the forest floor. The Hall's spring regrowth is a festive and sacred occasion.

Other lornalim branches are woven into **Bowers**. These chambers are dedicated to meditation and the ritual of Bran-Wa-Shin. Hollow Lornalim trunks also contain stores for the winter, and cunningly hidden bridges allow Elven defenders to move quickly between trees without ever touching the ground.

BOLE

The Wood's floor is called 'the Bole' after the boles of lornalim trunks. It encompasses the glade's spiritual centre, where the growth magic *Ghyran* is strongest.

The **Allor** or **Misneach** (2) is the closest a glade comes to having a temple. Whether it's a sacred pool, standing stone, altar or shrubbery, this site is dedicated to the glade's favoured god. Rituals performed here may include weddings, libations to Li-adriel, or sacrifices to Kurnous in gratitude for a successful hunt.

A building woven from the lowest branches of the youngest lornalim serves as the glade's **Sanctuary** (3), where the sick and melancholy can recover. Much of the Bole is dedicated to a plant nursery, the **Kailyard** (4), where magic concentrated by the lornalim is put to service growing medicinal herbs and spiritually revivifying flowers. The most notable plant is Moonflower, a moss which grows directly on the lornalim (see pg. 111).

ROOTS

Whereas other Asrai are lain in Burial Glades upon death, those of Laurëlor are buried in the Wood so their sleeping spirits might nourish the lornalim roots to grow deep, wide and strong, just as those trees nourish the spirits of living Elves. Thus, every settlement contains a **Hollow** (5) excavated from the earth between the roots of the oldest, biggest lornalim.

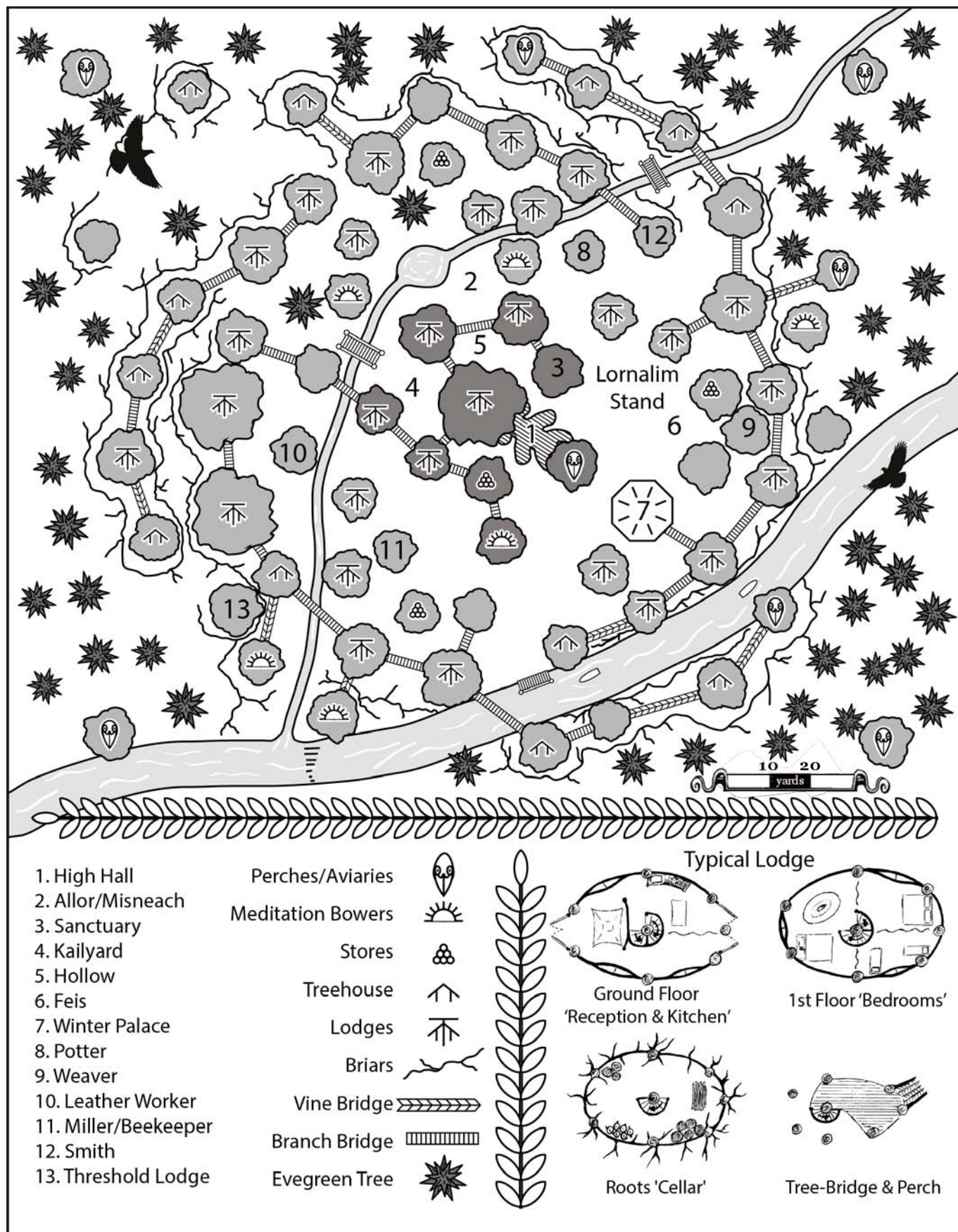
Dedicated to Morai-heg, the Hollow's dark and claustrophobic interior requires a Fear Test from any Elf wishing to enter. Here the Asrai come to mourn, remember, and prepare themselves spiritually for perilous duties through harsh ascetic rituals. The Hollow is thus a counterpart to the Bowers above, where Asrai gather to forget and rejuvenate themselves.

THE GARDEN

Asrai glades have no streets or set plan; instead their houses nestle amongst trees and plants following the natural contours of the landscape. There is no standard layout for a Garden, although Highborns generally live closer to the Wood while the lower-caste Elves live nearer to the Hedge.

Every glade has a **Feis** (6), a meadow or clearing which serves as its communal centre. By day children play and learn here, while adults practice sports or simply meet to talk. At night, the Feis becomes a feasting place for the lowborn. Communal dinners and dances are held under the open sky, accompanied by music, lights and laughter. In winter, large social events are replaced by smaller, more intimate gatherings in the homes of kith and kin.

Stone houses are rare, found only in glades built among the ruins of old Elven towns. Timber is only used as a building material in small quantities. The famous Elven **Treehouses** can be found everywhere, sung from the branches of the strongest trees, but they constitute a minority of residences and only a few remain usable in winter.





More common are single-storey, ground-level **Lodges** (called *Bwthyns* in Elvish) built under and around 'home trees' that form the natural hearts of the dwellings. Usually grown and nurtured over several decades, lodges are constantly remodelled and extended with additional chambers sung from living plants. Lodges are never finished, but instead change with the seasons and the whims of their owners. Much of the dwelling is considered public space that's open to visitors, including the dining, cooking, storage and workshop areas, as well as the household garden, a domestic version of the Kailyard (see The Bole). The quarters adjoining the home tree are more private, containing just sleeping arrangements (often a loft bed, shaped from the home tree's lowest branches), a study area and sometimes a *Misneach* dedicated to resident nature spirits.

The glade's biggest construction is the **Winter Palace or Hall** (7), often situated adjacent to the Feis. This building serves as the glade's political centre when the High Hall is abandoned for winter. Either a single, large building or a complex of smaller ones, the Winter Palace contains an audience chamber, private apartments and bower ('the Cloister'), library, guardroom and armoury. The name is somewhat misleading, since the Winter Palace is used year round as a meeting place where decisions are made on matters considered too trivial to bother the highborn in the High Hall.

A glade's economy is based on hunting, gardening and handicrafts. Visiting Asrai always bring and receive gifts, resulting in regular circulation of goods. While most Asrai can turn their hands to basic crafts, advanced works require specialists, and every glade has a **Potter** (8), **Weaver** (9) and **Leatherworker** (10).

The glade's **Miller** (11) produces flour and makes Elf-bread, cakes and honeyed sweets. The millstone is generally hardwood, treated for centuries year after year in special seed and nut oils, and washed in blessed water, so that it seems the grains willingly spring apart at its touch. The miller is often married to the beekeeper, who doubles as the glade's brewer of mead, ciders and fruit wines. In this case, the couple's apiary can often fulfil the role of ciderhouse, wine bar and pub, as well as bakery and confectionery all at once.

Most crafts are practised from home, but some have special status. The healer is generally resident in the Sanctuary, and the **Smith** (12) occupies a specially constructed building set apart from other houses. The Asrai of Laurëlor accept the need for smiths only with reluctance. Fire is considered a tool of Humans and Dwarfs and is therefore unclean. To save on wood and charcoal, the forge is never left to cool completely, and does double duty as the miller's oven.

Water is a different matter. The Asrai rarely dig wells, preferring to build their settlements near a stream. In settlements where the lornalim do not grow near water, the Elves build complex systems of channels shaped from branches and leaves to collect rainwater from the treetops and store it in cisterns. Known as

'Moisture Farms', these complex systems are ingenious but fragile and demand constant maintenance.

The Asrai share their glades and homes with friendly animals. It's quite common, in fact, for a glade to exchange food and aid with local animals for special services that only the creatures can provide. Bees might swarm attackers, wolves patrol the surrounding forest, wildcats stand guard at night and squirrels help the Elves find nuts and berries. A few animals can even speak *Malla-room-ba-larin* and participate in the glade's decision-making.

THE HEDGE

The Hedge is not a barrier like a stockade or wall, but a zone of various defences cunningly crafted from the forest itself. To the lost and the ignorant, the Hedge is relatively forgiving. Briars, brambles, subtle illusions and circuitous paths divert unguided trespassers around the glade without even betraying its presence. But attackers soon discover its darker purpose and find themselves funnelled clockwise into spiral killing zones for Elven arrows, towards pits and deadfalls, or into thickets of bloodsedge and glade-widow. The Spites infesting this area are viciously dangerous, even to Elves who stray from the path. Only by staying close to their guide do visitors have any chance of reaching the glade safely.

At the other side of the Hedge, often gaoled in by briars, nestles **The Threshold** (13), a simple cottage or hut comfortably furnished and kept warm through winter. This is where travellers and guests stay before the decision is made whether they shall be admitted into the settlement or not. For non-Elves, the Threshold is usually the furthest they get and it may also be a trap, offering apparent shelter and rest while the Elves arrange for the unwelcome guests' sleepy demise. Very occasionally, innocents like children reach this far by accident to find a seemingly miraculous wonderland of shelter – and sometimes death.

THE FOREST

Each settlement takes responsibility for the surrounding forest. Elves cultivate wild orchards where apple, pear, plum and aolym trees thrive, as well as maintaining pastures for wild sheep and Stable Glades for Elven Steeds. Fields of flax, rye or barley are grown in forest clearings. Kithbands foster relations with local spirits by keeping a watchful eye on waystones, rivers and springs, monitoring for any signs of poison, disease or corruption.



CHAPTER IX: THE HINTERGLADES

The large influxes of Elven colonists and refugees that founded the woodland realms of Athel Loren and Laurëlorlorn ensured that they would become the largest Wood Elf enclaves. However, scattered throughout the Old World's forests are remnants of smaller colonies that once flourished along trade routes. These "hinterglades" were formed by Elves who withdrew into the relative safety of the forests when advancing Dwarf throngs sacked their colonies during the War of the Beard. A few Hinterglades were also founded by subsequent migrations from the larger woodland realms.

Hinterglade cultures are similar to the Asrai of the two major woodland realms, but they also provide GMs with an opportunity to develop unique differences informed by local experiences.

DESIGNING A HINTERGLADE

When creating a Hinterglade, the GM should consider its location within the Old World and answer the following questions:

HISTORY AND ORIGINS

- Where did the Elves come from originally?
- What compelled them to settle this Hinterglade?
- Are there other Hinterglades like this one, or is it unique?

CULTURE AND CUSTOMS

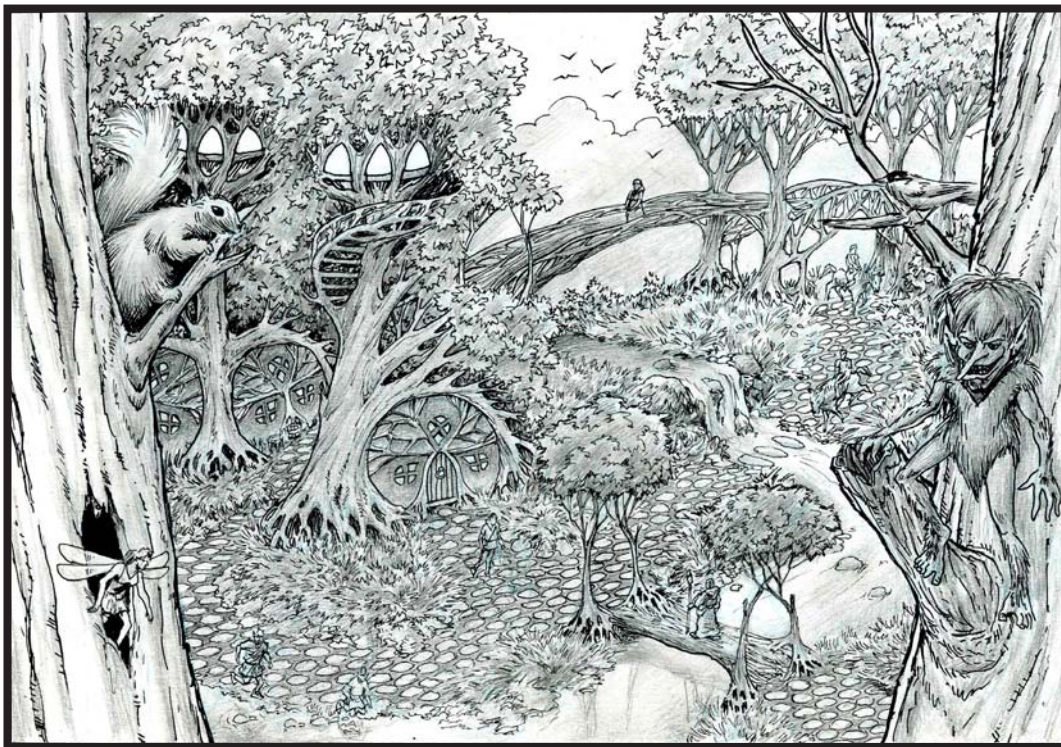
- How did the Hinterglade's history shape its culture?
- Have the Elves maintained contact with Athel Loren or the Laurëlorlorn Forest?
- Which Kindreds are dominant, and how do they differ from the other woodland realms?
- Do the Elves have a unique approach to the worship of Asrai gods and Brúidd spirits?

FRIENDS AND FOES

- Who are the Elves' main enemies, and why are they in conflict?
- Who are the Elves' main allies, and why do they cooperate?
- What is the Hinterglade's relationship with local forest spirits?
- Is the surrounding forest generally safe for Elves, or is there an element of danger?

PLAYER CHARACTERS

- What would compel an Elf PC to leave the Hinterglade?
- Which Kindreds may PCs from this Hinterglade join?
- Which magical traditions are available to Treesingers and Spell singers?
- Are there any restrictions upon the starting Careers available from the default Hinterglade Career table (pg. 5)?



HINTERGLADE I: LOST KINDRED OF THE WYTHEL TREE

The Asrai known as the Lost Kindred are descended from Athel Loren Elves, but no longer remain loyal to their ancestral realm. Instead, they live in scattered woodland communities established around the rare and sacred species of conifers known as Wythel trees. The exact location of their Wythel groves remains a secret, even to most other Wood Elves.

The Lost Kindred isolate themselves from the civilizations of Man and maintain infrequent contact with their Elven kin. GMs therefore have the flexibility to situate the Lost Kindreds' Hinterglades in whichever Old World forest best suits their campaign.

HISTORY AND ORIGINS

Long ago a species of tree called the Wythel pine grew in Athel Loren's northeastern glades. The Asrai who dwelt amongst the Wythels grew fond of the tree since its large cones, needles and bark fulfilled nearly all of their material needs. Those resourceful Elves were known as the Kindred of the Wythel.

In -1000 IC Bretonni horse tribes migrated across the Grey Mountains and settled in the lands surrounding the Loren. The barbarian tribes felled many trees and waged devastating battles against the greenskins. Elders claimed that these destructive campaigns altered the delicate balance of green and purple magic beneath the Wythel groves and lead to their extinction within the forest.

At first, the Wythels merely sprouted fewer saplings and yielded smaller harvests, but then Cyanathair's arrival and defeat at the Battle of Anguish in -830 IC wrought drastic changes upon the forest ecosystem. As the surviving Wythel trees began to sicken and die, the Kindred of the Wythel dispatched explorers and Warhawk riders to scout faraway lands for healthy groves.

By -700 IC barely any Wythels remained in Athel Loren, but messengers returned with tidings of a glade many leagues east of the Grey Mountains. Upon receiving this news, several hundred of the Wythel Kindred departed Athel Loren forever. Today, Elves of Athel Loren refer to the emigrants' scattered descendants as the "Lost Kindred".

CULTURE AND CUSTOMS

Although the Wythel trees never returned to Athel Loren, the winds of magic at certain locations within the forests of the Empire, Tilea and Border Princes provide suitable habitat for small groves to flourish. Of course the Lost Kindred who inhabit these groves do not consider themselves to be lost at all. In fact, they claim that Ariel appointed their people to the sacred task of preserving the surviving Wythels. As a result, their culture and religion is based upon a strange hybrid of tree worship, ancestor spirit worship and reincarnation.

The cycle of life, according to the Lost Kindred, is a process of renewal and evolution. They believe that the first Elves were born from the oldest Wythels, each of which has a distinct name, so infants are named after the specific tree from which

they were presumed to have been seeded. Spirits of deceased kin are said to dwell eternally within the Wythels, also known as "spirit trees". In Lost Kindred lore, the birth seed germinates from the spirit tree and is consumed by husband and wife to enable procreation. By this means, each new generation inherits the wisdom of its predecessors.

Clothing, tools and weapons of the Lost Kindred are primitive by many standards. Loincloths are fashioned from leather, Wythel bark or spider silk, and are adorned with beads, Wythel needles and hawk feathers. Flint or bone is often substituted for metal, and the largest Wythel cones are fashioned into maces.



FRIENDS AND FOES

Wythel trees are regarded as more than just spirit vessels by the Lost Kindred – each one also has its own unique name and identity. In times of crisis, certain Wythels are awakened as Treekin (pg. 76) to impart sage advice to the Lost Kindred and fight when the grove is threatened. The Lost Kindred also maintain strong friendships with descendants of the Warhawks who once carried their forebears across the world.

The Lost Kindred oppose all who threaten the flow of green and purple magic upon which their sacred trees depend. Spellingers soar high above the forest on Warhawks, surveying the magical winds for signs of tampering. Their greatest threats are Beastmen who taint the wind of *Ghyran* with herdstones, and Human necromancers who turn *Shyish* to *Dhar* by defiling burial sites and waystones. In the southern forests, Goblins and Giant Spiders are sometimes known to compete with Elves for the delicious Wythel nut.

PLAYER CHARACTERS

Although most Lost Kindred remain close to their home glades, they do sometimes venture into the wider world to plant new Wythel groves. When a Spellsinger observes disturbances in nearby magic leylines, Elven warriors are always dispatched to investigate. Occasionally, young adults will seek out eligible marriage partners from distant Kinbands if their home glade's population is dwindling. Children of these couplings are later encouraged to embark on 'coming-of-age' pilgrimages back to the visiting parent's birth glade.

KINDREDS

Characters from the Lost Kindred may belong to one of the following Kinbands: Alter, Eternal, Glamourweave, Scout, Spellsinger, Warrior, Waywatcher or Wind Rider.

MAGIC

Spellsingers of the Lost Kindred may learn the Treesinger or Guardian schools from the Lore of the Forest. The advanced Lore of Athel Loren can only be learned by receiving personal tutelage from one of Ariel's Spellweavers.

GAZETTEER: ATHEL SIAN'NARA

The Lost Kindred glade of Athel Sian'nara can be located somewhere in the southern Empire, Border Princes or Tilea. To modify it for northern forests, change Arachnatak to Cyanathair the Corruptor (pg. 117), replace Forest Goblins with Beastmen (pg. 118), spiders with warhounds or Tuskhors (pg. 119), and change the Webbed Wood to the Tainted Wood.

1. Wythel Grove

The Sian'nara Kinband is settled around a grove of second generation Wythels and numbers less than a hundred Elves. Their camouflaged dens are spaced apart to facilitate guardianship over every sacred tree. Sian'nara was a Treesinger who departed Athel Loren over 3,000 years ago; her spirit is still believed to inhabit a 200-foot lichen-covered Wythel at the grove's center.

Elves of Sian'nara deeply mistrust Human rangers and adventurers because they believe the great spider Arachnatak is capable of assuming human form. Every spring, the forest around the grove is rigged with traps and pitfalls to prepare for Arachnatak's spawning season. The grove itself is patrolled tirelessly by scouts who kill Goblins on sight.

Wythel pinecones contain the Wythel nut, which the Lost Kindred believe to be the birth seed of their people. So as long as Arachnatak aids the goblins in stealing Wythel pinecones, the Elves of Sian'nara believe their people are threatened. Many Elves have already left the glade to seek their ancestors' birth

trees after their own Wythels were stripped of pinecones by marauding Goblins.

2. Spider Ravine

This forested ravine is a nesting ground for the great spider known as Arachnatak. Her brood grows fat eating small animals before moving on to larger prey above. The ravine is full of criss-crossing spiderwebs and swirling mists, making it difficult to navigate.

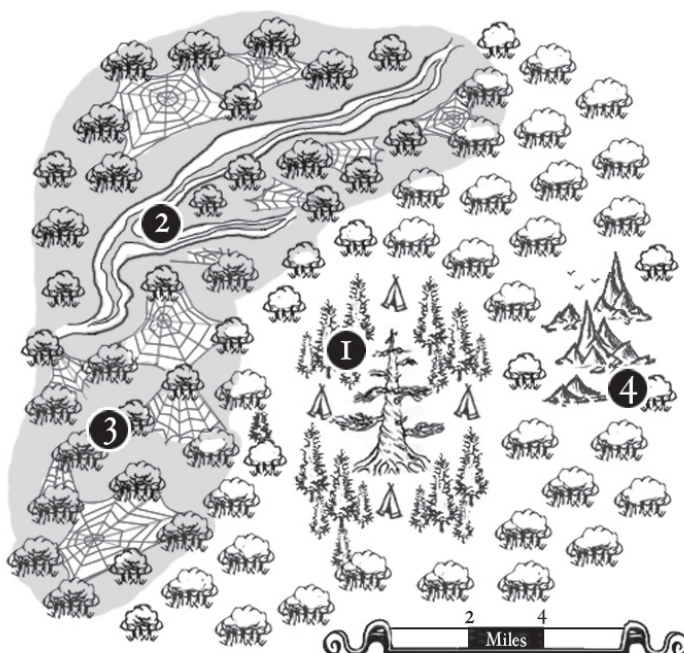
Arachnatak herself is rarely encountered in the ravine. Every spring, she emerges from an impossibly small fissure in the rock wall to lay eggs and terrorize the Elves before returning to her distant lair. Although Forest Goblins believe Arachnatak is a god, the Asrai understand she is merely capable of travelling vast distances using the Shadow Walk (see Warp Spiders, pg. 121).

3. Webbed Wood

The trees in this region are draped with sticky webs. Several hundred primitive Forest Goblins live in apparent harmony with the spiders, and even worship Arachnatak as their god. The Forest Goblins often steal pinecones from the Wythel Grove, but they're fearful of Elves and will only fight when Arachnatak is present.

4. Whistling Crag

These crags were once inhabited by Goblins, but the Elves' arrival in -678 IC drove them into the forest. Today the eyries of the Lost Kindreds' Warhawks are perched among the crags. These deadly predators circle over the Webbed Wood, snatching any Goblins or spiders that expose themselves.



HINTERGLADE 2: INDIGENOUS KINBANDS OF THE REIKWALD FOREST

The Kinbands of the Reikwald Forest are the descendants of High Elf settlements along the River Reik – or Anurein as it was known in ancient times. Now the Reikwald Kinbands are threatened by the encroachment of civilisation, which they resist by force if necessary. The exact locations of the Elves' settlements remains secret, but human woodsmen are aware of the areas best avoided.

HISTORY AND ORIGINS

Before the rise of Man, Elves colonised the River Reik and traded freely with Dwarfs of the World's Edge Mountains. But the *War of the Beard* ended their alliance as the Dwarfs marched on the Elven settlements, driving their inhabitants towards the coastlines. Several hundred Elves retreated from their homes on River Anurein and slipped into the forests where they took refuge in their Highborns' fortified villas.

The Elven refugees established a colony within the Reikwald Forest which remained hidden until the rise of the Empire. Although people feared the woodland fey, commerce between the human tribes caused the nearby settlement of Reikdorf (now Altdorf) to expand rapidly, and vast swathes of woodland were needed for new buildings.

Over time, the forest's edges have receded with the proliferation of humanity. Despite repeated negotiation between the races to limit deforestation, the damage has accelerated. In recent years, many trees have been cleared for the construction of new signal towers. Emboldened by their dominion over nature, the Reikland humans' fear of the fay has all but disappeared. The recent opening of the Weissbruck Canal linking the River Bögen to the River Reik has cut the Reikwald Forest in two, dividing the remaining Kinbands.

CULTURE AND CUSTOMS

The rivers Bögen and Reik have inspired the Indigenous Kinbands to retain more of the High Elf cultural traditions than other Asrai. To these Elves, the cycle of life is much like the cycle of water. They believe that the first Elves descended from the heavens inside raindrops, and that the great river Anurein spirits their departed souls away to the halls of their ancestors to be reborn at the end of time.

These spiritual beliefs originate in the Asur legend of the World Dragon. In ancient times, the bodies of deceased Highborns were returned to the lands of Ulthuan aboard trade ships. These funeral voyages symbolised a passage through the World Dragon's body, tail, and finally back into its mouth. Today, the deceased are interred within burial mounds marked with talismans from the river, such as fishbone wind-chimes. Elves

make regular pilgrimages to the rivers bounding the Reikwald, to honour the passing of kin. Material offerings are often cast into the river.

Wood Elves who live at the forest's edge have learned to trade with humans and even take payment in exchange for their services as trackers and scouts. Deforestation and over-hunting have forced the more secluded Indigenous Kinbands to exchange staple items with these "suburban" Elves who even dress themselves in human garb.

FRIENDS AND FOES

The Weissbruck Canal has encouraged new human enterprise, and pristine woodland north of the river is now threatened as loggers clear large swathes of woodland to open up sightlines for the signal towers. In retaliation, local Elves have ambushed teams of woodsmen and sabotaged signal tower construction.

If hostilities continue to escalate, rumour has it that Emperor Karl-Franz may decree a reservation be established, to which the Elves would be relocated. The last relocation occurred 12 years ago when the canal was excavated. Elves of the region remember the crime as though it happened yesterday. The forced march from their homes is bitterly referred to as the 'March of Sorrow'.



PLAYER CHARACTERS

While most indigenous Elves remain close to their home glades, a growing number believe the future of their people is at risk. The more aggressive ones adopt human lifestyles in order to infiltrate those responsible for the deforestation and take revenge upon them. Others cope by learning trade and commerce, claiming that interaction with humans is inevitable and that adaptation is the only solution. Unfortunately, some Elves are left homeless with no prospects, and turn to thievery or worse in order to survive.

KINDREDS

Characters from the Indigenous Kinbands may belong to one of the following Kindreds: Eternal, Scout, Spellsinger, Warrior, Waywatcher, Younger or Vengeance.

MAGIC

Spellsingers of the Indigenous Kinbands may learn the Prophet or Guardian schools from the Lore of the Forest. The advanced Lore of Athel Loren can only be learned if personal tutelage is received from one of Ariel's Spellweavers.

GAZETTEER: ATHEL SARATHLUI

The Indigenous Kinband of Athel Sarathlui is situated in the northwest region of the Reikwald Forest. The land has effectively become an island since the Weissbruck Canal was excavated. The Sarathlui Kinband numbers around three hundred Elves, about a third of whom are immigrants from the southern portion of the forest.

1. Tor Sarathlui

Situated in the heart of the island forest is the Tower of Tor Sarathlui. Built by the House of Goldenleaf, the ancestral woodland retreat became a refuge for Elves fleeing the *War of the Beard* thousands of years ago. The Tower is overgrown with vines, and in several places trees grow from the buildings themselves. The surrounding glade is inhabited by tree-dwelling Elves who owe allegiance to Lord Goldenleaf.

Approaches to Tor Sarathlui are patrolled by Waywatchers and trapped, giving the Elves ample warning of unwelcome guests. However, the recent influx of refugees from the Storm of Chaos has strained the Elves' ability to monitor traffic, and many fear that the secrecy of their location could become compromised. With the encroachment of humanity, Elves of Sarathlui believe their cause is lost without direct intervention from the King and Queen of the Woods. In the meantime, a campaign of guerilla warfare can only delay the inevitable expansion into their woodland home.

2. Rottefach

The village of Rottefach was once a peaceful settlement with just a few vineyards. This changed with the construction of the

first signal tower, and now the village has become the base of operations for southward expansion. A growing population of engineers, woodsmen and scouts have moved in as well as a small contingent of soldiers brought in to deal with Elven saboteurs and the usual hucksters looking to make a quick profit. Sadly included in this motley assembly are several young Wood Elves attempting to ingratiate themselves with the humans.

3. Semaphore Machine

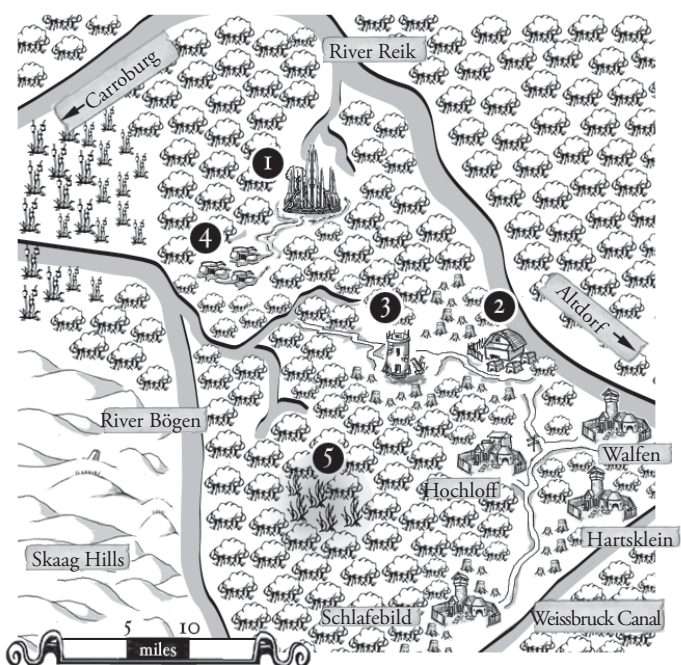
A rutted road leads to a small hill, cleared entirely of trees and scarred by the remains of a recently mined quarry. Upon the hill is an encampment littered with tools, timber, and stone blocks from which a team of Dwarfs builds the foundation of a signal tower. The site remains highly contentious and local Elves now believe that Dwarfs are the true villains behind the deforestation.

4. Sacred Burial Grounds

Traditionally, the Indigenous Kinbands' sacred burial mounds are located on hills with a view of the river. This particular hill, designated #875, has been selected by the Imperial Survey Kom-mision as the next site where trees must be felled in order to open up sightlines for the signal tower development program connecting Altdorf with Carroburg. However, none of the survey groups have returned, and rumours persist that Hill 875 is haunted.

5. Grove of Boars

In the darkest part of the Reikwald is the Grove of Boars. This sacred glade is the location of a magical fulcrum that seeps Wild Chaos into the surrounding area (see pg. 115). The Wood Elves have long guarded the grove against intruders (including animals of the forest) to reduce the risk of corruption. The first animal to be corrupted here was Blacktusk the Boar, who according to the legends of Sigmar was the size of a pony. Since Sigmar's time boars have been drawn to the region, and with the decline of the Indigenous Kinbands they are slipping past the protective wards with greater frequency.



HINTERGLADE 3: DOOMED KINDRED OF THE FOREST OF SPIRITS

The Doomed Kindred, or Senathraii, are descendants of Asrai who escaped the destruction of their woodland realm and settled in the eastern oblast of Kislev. Ungol humans of the region tell of the haunted 'Forest of Spirits', where Hags leave strange offerings.

Over the centuries since their migration, the Doomed Kindred have grown obsessed with becoming one with nature through the union of Elf and beast. These days, the Doomed Kindred look upon other Wood Elves as soft and far too compromising.

HISTORY AND ORIGINS

Minstrels of Laurëlor sing a tragic song called *Doom of the Elder Wood of Ithlis*. While the location of Ithlis is long since forgotten, verses of the song describe a battle fought between Elves and the pestilential legions of a Chaos Champion called Khul the Grotesque. After the battle was over, late-arriving reinforcements discovered that every single Elf had perished. *Doom of the Elder Wood* is a fable song of sorrow, sung to inspire hatred of the Plague Lord and teach young Elves the importance of helping friends in need.

In actuality, a few Elves survived the battle and fled eastward. Their descendants sing a different tale, in which the elders of Ithlis sacrificed themselves so their young could escape. The refugees found themselves in the Kislevite oblast, frozen, sick and starving. A mysterious, whispering voice beckoned them eastward with promises of salvation.

Finally, the survivors reached Dukhlys Forest, a great pine woodland near the northern World's Edge Mountains. The whisperer revealed itself to be a Brúidd spirit called Lensün, who appeared to them as an Elf with azure skin, hair of living grass and emerald-green eyes. Lensün claimed the refugees' elders had failed them by making pacts with selfish Brúidd spirits. If the survivors abandoned their elders' teachings and followed only Lensün's ways, he would dedicate himself to their wellbeing.

CULTURE AND CUSTOMS

Unknowingly, the survivors of the Ithlis Asrai had entered a pact with a daemon of Slaanesh masquerading as a nature spirit. Lensün (or Leshii, in Kislevite) persuaded the Elves with its silken voice to abandon the spiritual pursuit of Yenlui. Instead, he compelled them to dominate animals and spirits of the forest using dark magic. As a result, the hearts and souls of the Elves have become as cold as the winters they now endure.

The Doomed Kindred do not realise they are damned. Lensün has convinced them that only by embracing the cruelty of the natural world can their people hope to survive when the great reckoning comes. The most extreme converts of Lensün reject metal tools and weapons, relying on horns and claws instead.

Under the daemon's guidance, ancient Asrai fertility rites have become twisted into animalistic rituals involving sexual congress between Elf and beast. Most of the Doomed Kindred bear decorative scars upon their faces as a means of tallying sexual conquests.

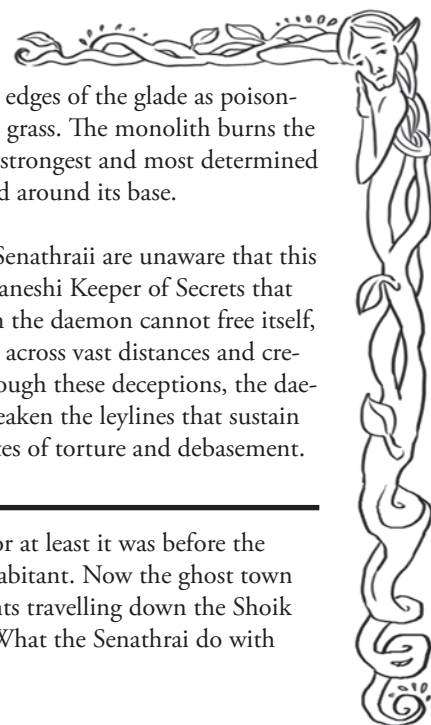


FRIENDS AND FOES

The Doomed Kindred have no allies, believing that deals with outsiders only weaken the kindred. The spirits originally inhabiting Dukhlys Forest were long since destroyed, imprisoned or driven away when the original Elven settlers accepted Lensün's bargain. Today, the nature spirits still residing in nearby Spitehaunt are bitter enemies of the Doomed Kindred. The daemon Lensün impersonates members of the Kislevite Brúidd pantheon in order to stir animosity and perpetuate the hatred between Elves and nature spirits.

The Doomed Kindred loathe humans, believing them to be responsible for spawning the corrupted hordes that destroyed their home so long ago. Woodsmen and other interlopers are diverted from safe paths onto side-trails rigged with traps and other perils. Ensnared victims are taken captive and tortured in ritual glades to attract the foul magic of Dhar. But despite the Doomed Kindreds' hatred of humans, the 'Children of Leshii', as they are known, have a barter arrangement with Ungol Hags to bring them young women from local Gospodar tribes in exchange for secrets of dark magic. See *Realms of the Ice Queen* for additional background on Gospodars, Ungols and Hags.

Elves from other Kinbands who encounter the Doomed Kindred are not usually attacked. Instead, the Doomed Kindred take a perverted pleasure in slowly seducing them to the ways of Lensün. At first, their rituals seem exotic, thrilling and even



harmless. However, Elven outsiders who participate will eventually be introduced to the Beast-elves sired by these unwholesome unions in the deepest hollows of Dukhlys Forest.

PLAYER CHARACTERS

Most of the Doomed Kindred are fiercely protective of their home glade and will never leave its boundaries. Those who venture into human lands do so only at night, usually to exact revenge for some perceived wrongdoing, or to steal Kislevite warhorses. The oily tongue of Lensün goads Spell singers of the Doomed Kindred to venture forth and corrupt the ley lines that flow through other woodland realms. He whispers that only by severing their source of magic can the false Brúidds' hold on the Asrai be released. All members of the Doomed Kindred have the Isha's Orphan insanity (pg. 7).

KINBANDS

Characters from the Doomed Kindred may belong to one of the following Kinbands: Scout, Warrior, Vengeance, or Younger.

MAGIC

Spell singers of the Doomed Kindred may learn the Guardian school from the Lore of the Forest. The advanced Lore of Athel Loren cannot be learned, however the Lore of the Hags (see *RotIQ* pg. 108 & 115) may be learned in its place.

GAZETTEER: ATHEL SENATHRAI

The Doomed Kindred live in the southern part of the Dukhlys Forest in Kislev, at the foot of the World's Edge Mountains, in a region between the rivers Shoik and South Lynsk called Athel Senathrai by Elves and the 'Forest of Spirits' by Kislevites.

1. The Winter Boughs

The Senathraii are a dwindling Kinband numbering only a few hundred Elves scattered throughout the woods. Deep within the forest is a grove called the Winter Boughs, which contains the largest concentration of Elves. Nearly a hundred Doomed Kindred live here amongst the snow-covered evergreens. Observant visitors might notice decorative artwork with phallic motifs, or statuettes depicting animal hybrids that look outlandish even by Asrai standards.

The approach to the Winter Boughs is precarious, for every path is rigged with snares and deadfall traps to catch victims for the torture glades. Within several miles of the Winter Boughs are a few small colonies of Beast-elves that were spawned by Chaos rituals.

2. The Obelisk

Standing within a clearing is a black, rough-hewn obsidian obelisk radiating an unnatural warmth. Multi-hued birds of

colourful plumage flit around the edges of the glade as poisonous snakes slither through the tall grass. The monolith burns the eyes to look at, allowing only the strongest and most determined to read the ancient runes inscribed around its base.

Blinded by their corruption, the Senathraii are unaware that this site is actually a prison for the Slaaneshi Keeper of Secrets that masquerades as Lensün. Although the daemon cannot free itself, it can project its whispering voice across vast distances and create illusions of nature spirits. Through these deceptions, the daemon compels the Senathraii to weaken the ley lines that sustain its magical prison and perform rites of torture and debasement.

3. Moraveny

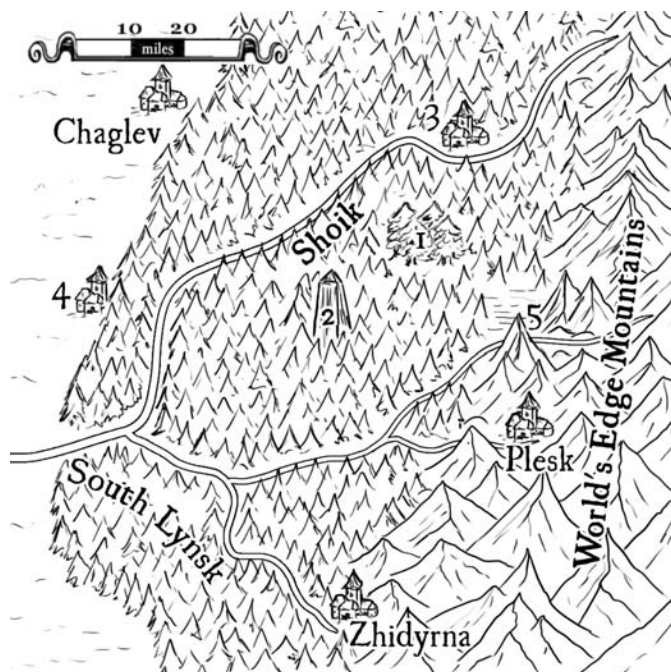
Moraveny is a Gospodar village, or at least it was before the Senathrai killed every human inhabitant. Now the ghost town is used as a decoy to lure merchants travelling down the Shoik River or through the High Pass. What the Senathrai do with their captives is best left unsaid.

4. Sanyza

Sanyza is an Ungol settlement in decline as old trade routes have shifted away to the rivers. The rare traveller passing through Sanyza receives a warm welcome. Visitors might overhear locals speaking of strange customs to honour the malicious creatures that haunt the Forest of Spirits.

5. Spitehaunt

This steep-sided valley is lined with ancient, twisted trees and is guarded by savage Spites and feral Dryads. The untainted spirits of Dukhlys Forest have retreated here to continue the fight against the Doomed Kindred. They are aided by Baba Mochir, a Hag who lives in a dilapidated cottage, and the Kislevite Brúidd spirit Domovoi, who adopts the aspect of Mochir's pet cat.



CHAPTER X: FRIENDS OF THE FOREST

"The forest is neither friend nor foe; it is simply the wild forest. My great grandfather, whom I am named after, was taken by the forest, but I still follow the family tradition and honour Athel Loren. It is said that the fey venerate the oldest trees and they are the true Lords of the Forest. Still it is rumoured that older creatures still inhabit its darkest depths."

Earl Leofric Carrard, Knight of Bretonnia

ANIMAL BONDING

The Asrai view all creatures in the animal kingdom as equals and therefore refuse to capture or train them as Humans do. Instead, Wood Elves attempt to form spiritual links, called *Sen'aythoi* (literally meaning "the bond" in Elvish), which allow Elves and beasts to sense each other's emotions and impulses. *Sen'aythoi* is part of the Wood Elves' sacred pact with the forest, so abusing an animal's trust is a serious breach of that accord.

The Asrai are the only Elves who perform this bonding ritual; their kin in Ulthuan use charisma and willpower to command and control animals, while the Naggarothe Elves break creatures' wills to their bidding.

THE BONDING

In order to form a bond of *Sen'aythoi*, the Elf in question must first present an animal with a gift, such as food or a shiny trinket to adorn its nest or cave. While presenting the gift, the Elf must pass a **Charm Animal Test** or risk offending the creature. The gift is not part of the bonding process, but is required in order to gain the animal's trust and enable the Elf to approach safely. Offending the animal during initial contact may result in the Elf being attacked or rejected.

If the gift is well-received, the Elf may approach the animal and begin the bonding process. The Elf must have a clear and calm mind to become attuned with the animal; therefore counting as Surprised and Unaware if attacked during the ritual. Attunement takes about a minute before a successful **Fellowship Test** allows the Elf to bond with the animal. An unsuccessful bonding attempt has the same result as a rejected gift (see above).

Should the Elf wish to use the bonded animal as a mount, they must immediately attempt to ride the creature. A successful **Ride Test** is required to confirm the bond and enable the Elf to ride the creature at will. If unsuccessful, the Elf is thrown from the prospective mount (see *WFRP* pg. 138, **Table 6-10: Falling Damage**). Those who survive being thrown (Warhawk Riders often do not) may attempt to remount the animal 1d10 times before the creature permanently rejects them (as with the gift-giving, rejection can be fatal for the Elf if the animal is hungry).

An Elf can be bonded with more than one animal, but only one of each species, so for example a Elven Steed and Warhawk, but not two Warhawks.

Special Rules

Elves who bond successfully with an Animal Companion observe the following special rules:

- **Broken-hearted:** Upon the death of your beloved animal-friend, you must pass a **Will Power Test** or gain 1 Insanity Point.
- **Kindred:** You share a kindred spirit, and on a successful **Fellowship Test**, your animal-friend is able to read your emotions and perform more advanced tasks than anyone with the Animal Training Skill could hope to.
- **Sixth Sense:** Your animal-friend senses your needs instinctively, giving you an extra Fortune Point that can be used for any **Ride Skill Test**.
- **The Calling:** On a successful Opposed **Will Power Test**, you may call your animal-friend to your side. The GM may apply modifiers for distance and past experiences between the Elf and animal.



BEFRIENDING FOREST SPIRITS

Forest Spirits are not evil by nature; nevertheless outsiders often find themselves on the wrong end of the stick, both figuratively and literally. As civilisation encroaches upon the woodland realms, trespassers are greeted as hostile or exploitive forces unless proven otherwise.

In highly magical forests like Athel Loren, travellers must appease the forest spirits for the simple privilege of entering the woods (see *Trials of the Forest*, pg. 56-57). Elven travellers are not exempt from the forest's judgment either, however the elder race has honoured its sylvan pacts over many generations and the forest spirits are more positively disposed toward them.



The pure of heart are allowed to wander freely amongst the trees, and may even reach their destinations quicker than expected. Kind souls who perform favours for spirits may become Spirit-Friends (see below). Typical favours might entail defending the forest against marauders, helping an animal in distress, or magically restoring a despoiled grove. Travellers who do not take care to placate the forest spirits find themselves misdirected, intimidated or attacked by vengeful woodland creatures.

Forest Spirits include: Dryads, Naiads, Shadow Beasts, Spites, Treekin and Treemen

FOREST SPIRIT DISPOSITION

Forest Spirits are fickle and quick to judge when encountered. A Forest Disposition rating is applied to all **Fellowship**-based tests for interaction with local fey. Consult the gazetteer capsule if applicable, and note the region's Forest Disposition rating. If no gazetteer is being used, a woodland's default Disposition rating is **Cold (-10)**. Then consult the Creature Disposition rating indicated on **Table 10.3: The Marvellous Magical Ecosystem**. Situational modifiers can be applied cumulatively with Gazetteer Disposition and Creature Disposition ratings:

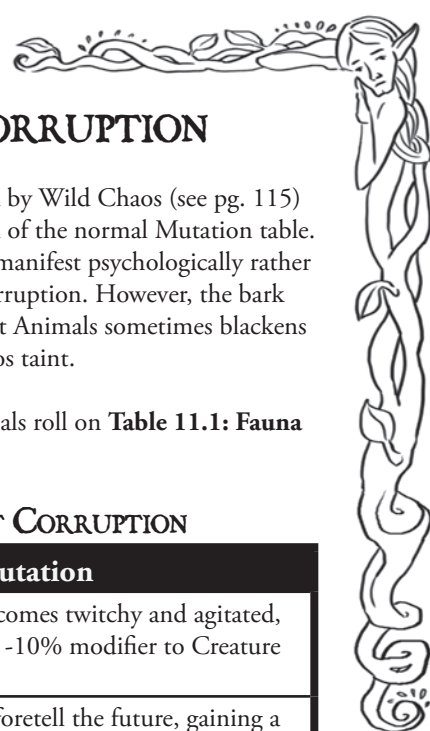
TABLE 10.1: SPIRIT DISPOSITION MODIFIERS

Condition	Modifier
Travellers harm the forest	-20
Travellers carry axes or fire	-10
Travellers are Elves	+10
Travellers are native to the forest	+10

SPIRIT-FRIENDS

Travellers who succeed at a **Charm Test** and provide a favour to a Forest Spirit may become Spirit-Friends. Spirit-Friend status can also be applied to characters passing their Charm Test by 3 or more Degrees of Success, in lieu of a favour. In addition to being accepted by the forest, Spirit-Friends also receive a boon. Typical boons include aid in battle, timely assistance with a difficult task, or guidance to a sacred grove. Many Spirit-Friends are unable to communicate with their fey allies; the befriended spirits simply trust their hearts are pure.

Spirit-Friends are not normally "Bonded" to the fey in the same manner as Elven riders to their animal companions. Spirits cannot survive outside the forest for more than a few days, and must return to their natural environment before long. The exceptions are Spites (pg. 102) who will occasionally bond with mortals for unknown reasons. Other Forest Spirits will only form lasting relationships with Elven Treefriends.



FOREST SPIRIT CORRUPTION

Forest Spirits that become tainted by Wild Chaos (see pg. 115) roll on the following table instead of the normal Mutation table. Forest Spirit corruption tends to manifest psychologically rather than physically, just like Elven corruption. However, the bark (or fur) of Forest Spirits and Spirit Animals sometimes blackens or whitens as a side-effect of Chaos taint.

Spirit Animals and Magical Animals roll on **Table 11.1: Fauna Corruption** (pg. 114) instead.

TABLE 10.2: FOREST SPIRIT CORRUPTION

1d10	Mutation
1	Agitated: The spirit becomes twitchy and agitated, incurring an additional -10% modifier to Creature Disposition.
2	Oracle: The spirit can foretell the future, gaining a Fortune Point (see <i>WFRP</i> pg. 135). PCs who interact with the Oracle may gain a single-use Fortune Point if they pass a Fellowship Test .
3	Malign: The spirit is ill-disposed towards all mortals, including the Asrai, and attempts to lead them to their deaths through trickery and deception. Creature Disposition is secretly Enemy (-30), although higher Dispositions can be feigned.
4	Ethereal: The spirit warps between one reality and the next, gaining the Ethereal Talent (see <i>OWA</i> pg. 77).
5	Obsessive: The spirit slavishly follows a favoured animal or Wood Elf (or even another spirit), mimicking its every movement and sound.
6	Indifferent: The spirit lacks the will to show interest in anything or anyone. It does not interact with characters, and only fights in self-defence.
7	Erratic: The spirit has an unpredictable personality causing it to vacillate randomly between friendly and hostile. Every time the spirit is spoken to, the GM must roll 1d10: 1-5 indicates a friendly response and 6-10 indicates a hostile reaction. Ignore the listed Creature Disposition.
8	Sleepy: The spirit is overcome with malaise, and must pass a Will Power Test every day or spend the whole day in a half slumber (-20% to all stats).
9	Thorny: The spirit is covered with spikes and barbs. All successful Grapple attacks and subsequent Strength Tests inflict damage at SB-1, in addition to the normal grappling rules.
10	Woodwalker: The spirit can travel through the Shadow Walk using elemental entry and exit fulcrums made of Wood (see pg. 33).



TABLE 10.3: THE MARVELLOUS MAGICAL ECOSYSTEM

Creature Name	Type	Role in the Magical Ecosystem	Bonding Difficulty	Creature Disposition	Corruption Frequency
Dryad	Forest Spirit	Harvests soul blood from mortals to nourish the forest.	NA	Cold (-10)	Common (-10)
Elven Steed	Magical Animal	Travels swiftly along flows of earthbound magic without harming flora.	Routine (+10)	Congenial (+10)	Scarce (+10)
Forest Dragon	Magical Animal	Consumes tainted flora to prevent corruption from spreading.	Hard (-20)	Hostile (-20)	Scarce (+10)
Great Eagle	Spirit Animal	Surveys forest for corruption; monitors the Evertree's many extensions into celestial realm.	Hard (-20)	Neutral (+0)	Very Rare (+30)
Great Stag	Spirit Animal	Communicates with magically-attuned mortals on behalf of forest's animals.	Hard (-20)	Neutral (+0)	Very Rare (+30)
Naiad	Forest Spirit	Disperses waterborne <i>Azyr</i> into forest from rivers; sequesters mortal spirit-friends in temporal stasis.	NA	Neutral (+0)	Plentiful (-20)
Shadow Beast	Forest Spirit	Culls trespassers in space between worlds; prevents shadow-walkers from spreading corruption.	NA	Enemy (-30)	Very Rare (+30)
Spite	Forest Spirit	Befuddles unworthy travellers who pass near the sacred glades.	Routine (+10)	Congenial (+10)	Common (-10)
	Forest Spirit	Slays corrupted animals to prevent their taint from spreading.	Average (+0)	Congenial (+10)	Average (+0)
	Forest Spirit	Inspires fear in travellers to enrage fading ethereal spirits.	Challenge (-10)	Neutral (+0)	Plentiful (-20)
	Forest Spirit	Puts travellers to sleep so the forest can absorb their souls non-violently.	Average (+0)	Neutral (+0)	Abundant (-30)
	Forest Spirit	Ensnarers corrupted animals for Shrikes to deal with.	Average (+0)	Congenial (+10)	Average (+0)
	Forest Spirit	Repels other spirits from magically imbalanced or sensitive groves.	Average (+0)	Congenial (+10)	Rare (+20)
	Forest Spirit	Inspires fear in Wood Elves to make them respect the Sylvan Pact.	Challenge (-10)	Cold (-10)	Common (-10)
	Forest Spirit	Soaks up excess magic to prevent it from pooling as dark magic (<i>Dhar</i>).	NA	Cold (-10)	Rare (+20)
Tree Kin	Forest Spirit	A vessel in which ethereal forest spirits can achieve magical equilibrium by expelling energy.	NA	Cold (-10)	Plentiful (-20)
Treeman	Forest Spirit	Attracts other spirits to magic-rich areas. Draws earthborne <i>Ghytran</i> through roots and exhales as pure aethyr.	NA	Neutral (+0)	Scarce (+10)
Unicorn	Spirit Animal	Communicates forest's will to magically-attuned mortals.	Challenge (-10)	Congenial (+10)	Very Rare (+30)
Warhawk	Magical Animal	Apex predator. Controls animal populations in areas of abundant <i>Ghur</i> .	Average (+0)	Congenial (+10)	Average (+0)
Zoat	Spirit Animal	Cleanses corruption from sacred glades.	NA	Neutral (+0)	Very Rare (+30)

Type:

- **Forest Spirits:** These creatures are interdependent extensions of a larger supernatural entity known to the Wood Elves as Isha.
 - **Spirit Animals:** Animals of flesh-and-blood can be spirit-bound to Isha making them prescient and virtually immortal.
 - **Magical Animals:** Animals that are not spirit-bound to Isha can nevertheless be magically attuned to her natural cycles.
- Role in the Magical Ecosystem:** Every creature that is connected to Isha will fight, if necessary, to defend her against

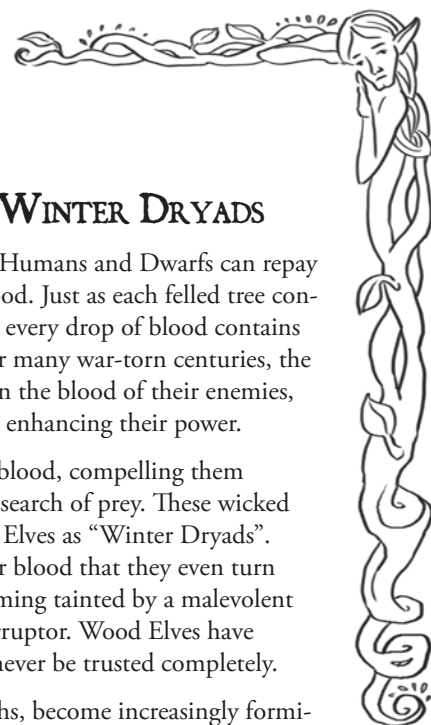
despoilers. In addition, most magical and spirit creatures play a role in sustaining the natural and aethyric harmony of the forest.

Bonding Difficulty: Some animals are more easily bonded with than others (see Animal Bonding, pg. 94). Only Spirit Animals and Magical Animals can be bonded – Forest Spirits do not bond with Wood Elves (exception: Spites).

Creature Disposition: Although all forest creatures have unique personalities, their roles in Isha's ecosystem influence their attitudes towards travellers. Creature Disposition modifiers are applied to all **Fellowship**-based tests made by characters encountering them. This modifier stacks with general modifiers

(see Befriending Forest Spirits, pg. 94) and regional Forest Disposition gazetteer modifiers, if applicable.

Corruption Frequency: Certain forest creatures are susceptible to Wild Corruption (see pg. 115), whilst others are virtually impervious to taint. Corruptibility is expressed as a simple modifier to **Toughness** or **Will Power** tests against mutation or Chaotic subversion. Spirit Animals and Magical Animals use **Table 11.2: Fauna Corruption** (pg. 86) to determine mutations. Forest Spirits use **Table 10.2: Forest Spirit Corruption** (pg. 95).



DRYADS

Source: *Old World Bestiary*, pg. 30 and 92.

COMBAT TACTICS

Small groups of Dryads use ambush tactics to catch their prey unawares. In larger battles, the whole forest seems to come alive as Dryads fall swiftly and relentlessly upon invading armies.

1	Limbs of Wood: with unusual restraint, the Dryad uses her hard limbs to block attacks as she seeks out her opponent's weaknesses. Melee combat: Parrying Stance plus Aim
2-3	Deadly Embrace: the Dryad ensnares a foe with cord-like vines and offers up the helpless victim to one of her younger sisters, or sinks her own claws into its flesh. Melee combat: Grapple plus Manoeuvre or Damage
4-8	Slashing Branches: the Dryad reaps the soul blood of her foes with scything branch-claws. Melee combat: Swift Attack
9-10	Forest's Fury: overcome with a lust for vengeance, the Dryad attempts to bisect her opponent with a single, powerful blow. Melee combat: All-Out Attack

MAIDEN AND TREE FORMS

Dryads are physical manifestations of the forest's hatred for those who would exploit or defile their domains. In their natural forms, Dryads resemble supple tree creatures with long swaying limbs and clawed fingers. At times they can also appear as young Elven maidens with greenish (or brownish) complexions and leafy hair. This Maiden form is often used in their dealings with the Asrai, but is more typically employed as a seductive lure for human transgressors.

Special Rules:

• **Beguiling Song:** In Maiden form, Dryads succeeding at a **Fellowship Test** can lure trespassers into ambushes with their alluring voices. Humans and Dwarfs within earshot of the Dryad must pass a **Will Power Test** or move toward the enchanting sound. Beguiled targets may attempt a **Perception Test** to notice something "different" about the maidens' appearances. Once beguiled targets arrive within Charge distance, Dryads morph into War Form (OWB pg. 93), triggering immediate **Fear Tests**. To beguile female trespassers, Dryads disguise themselves as young girls, knowing that women cannot ignore the sound of a weeping child.

• **Hide in Plain Sight:** In Tree form, Dryads are able to blend into the forest by standing motionless. Dryads may use their normal **Concealment** (Ag +10%) at any time, without need for cover in a woodland environment.

BRANCHWRAITHS AND WINTER DRYADS

Dryads believe that the only way Humans and Dwarfs can repay their debt to the forest is with blood. Just as each felled tree contains a part of the forest's essence, every drop of blood contains a portion of the mortal soul. Over many war-torn centuries, the Dryads' roots have been steeped in the blood of their enemies, providing them nourishment and enhancing their power.

Many Dryads develop a taste for blood, compelling them beyond the forest's boundaries in search of prey. These wicked creatures are known to the Wood Elves as "Winter Dryads". Some Dryads thirst so greedily for blood that they even turn upon their Elven allies after becoming tainted by a malevolent entity such as Cyanathair the Corruptor. Wood Elves have therefore learnt that Dryads can never be trusted completely.

Elder Dryads, called Branchwraiths, become increasingly formidable with age until they achieve demi-god status (see Drycha sidebar). The accumulated soul energy consumed by Branchwraiths and Winter Dryads enables them to mimic Humans and Dwarfs with near perfect accuracy. They often disguise themselves as lone maidens or children while younger Dryads hide nearby in tree form waiting to ambush erstwhile rescuers.

DRYCHA

The world's oldest and most formidable Dryad is a Branchwraith named Drycha, who dwelled in the Loren long before the Elves arrived and witnessed the virgin forest in its full splendour. Drycha spoke against the original sylvan pact, and now blames every incursion into the Loren on that ill-conceived agreement. These days, Drycha pursues her own agenda independently of the Asrai and is considered to be a "rogue" Dryad.

Before the beastlord Cyanathair was first defeated in -813 IC, Drycha was bound within the Glade of Woe. Powerful magicks unleashed that night freed Drycha to roam at will, and today she ranges beyond the Loren to terrorise rural villages across Bretonnia and the Empire. The majority of Loren's Winter Dryads are handmaidens to Drycha. Otherwise, Drycha's closest ally is the tainted Treeman Coeddil, who also inhabited the Glade of Woe before Cyanathair's defeat. Although Coeddil has stood dormant for centuries, Drycha communes with him privately in his Wildwood prison.

The Asrai suspect Drycha is trying to draw Loren into a larger war, but they do not fully understand the Dryad's motives. With the help of an awakened Coeddil, Drycha could oust the Wood Elves from Athel Loren and march the entire forest against the kingdoms of Man. If this uprising came to pass, the earth would be steeped in blood.





Special Rules:

- **Branchwraiths:** apply the Brute template (*WFRP* pg. 227) to the base Dryad profile.
- **Soul Drinker:** Branchwraiths and Winter Dryads are capable of mimicking Elves, Humans and Dwarfs with near perfect accuracy. **Perception Tests** to spot their disguises are **Hard (-20)**.

HANDMAIDENS

The majority of Dryads serve Treemen as guardians, marching with the Lord of the Forest into battle against intruders (see *Shepherds of the Forest* pg. 104). When a Treeman is in the long sleep, the Dryads watch over his dormant form and tend to his every need. The term Handmaiden is often given to Dryads in this role, as they will fetch water for the sleeping Treeman in times of drought, or awaken their lord should the need arise. When a Treeman is destroyed, its Handmaidens become cold of heart and vengeful. While some are able to serve another Lord of the Forest, the majority turn into Winter Dryads and Branchwraiths.

ROLEPLAY TIP: ISHA'S SECRETS

Most Asrai know something about their spirit-neighbours. GMs can provide basic information about magical forest creatures to Wood Elf players who pass a **Common Knowledge (Woodland Realm) Test**. However, Elves do not trust other races to respect the woodlands as they do. When asked questions about the Forest Spirits by their non-Elven colleagues, Wood Elves usually respond cryptically, change the topic, or lie outright.

ELVEN STEEDS

Source: *Old World Bestiary*, pg. 122.

ELVEN STEED COMPANIONS

While the warhorses of Brettonia and the Empire are bred for strength and fidelity, the horses of the Asrai are encouraged from birth to be agile and cunning. Elven riders work in close partnership with their steeds, forgoing the need for mounts to be broken or dominated as in human custom. Elven riders do not view horses as subservient beasts or property.

The bond between rider and steed develops over many years and is often deeper than ties of friendship or family. This bond allows Elven Steeds to form an empathetic link with their riders and receive directions without the need for bit or bridle. Eventually, the cooperation between horse and rider evolves to the point where they act as one. The silent interaction between an experienced mount and rider is impossible to detect by the untrained eye.

Even those Elves who are not bonded to an Elven Steed gain a **+10%** bonus on **Ride Tests** because the superior Asrai stock can sense a rider's intentions intuitively. However, Elven steeds are also empathetic enough to sense a rider's motives and may therefore refuse to carry "evil" riders (enemies of Elves, anyone aligned to the Ruinous Powers, the Restless Dead, etc.). Elven Steeds gain a **+20%** bonus to **Fear** and **Terror** tests while carrying their companions, representing increased trust and confidence in the face of danger. Saddles are almost never employed although an Elven Steed might consent to wearing one for an ailing or disabled rider.

STABLE GLADES

When an Elven Steed is not needed by its rider, it returns to a special Stable Glade where the most delicious and nutrient-rich grasses grow. Glade locations are carefully selected to provide fresh water, freedom of movement and protection from marauders, horse thieves and the elements. Supposedly, even carnivorous animals do not attack steeds within their Stable Glades.





Paths leading to Stable Glades are very well hidden; some can only be reached from the Elven halls themselves. An Elven Steed will answer its companion's call when summoned, although response time is dependent on distance to the Stable Glade.

COMBAT TACTICS

Elven Steeds are brave and graceful like no other cavalry mount. They can make bold charges, but are intelligent enough to avoid hopeless engagements. The following table should only be used when Steeds are encountered riderless.

1-2	Avoid Combat: Elven Steed decides to avoid combat. Melee combat: Disengage
3-4	Reckless Charge: Elven Steed makes full charge. Melee combat: All Out Attack
5-8	Graceful Charge: Elven Steed makes normal attack Melee combat: Charge Attack
9-10	Watchful Grace: Elven Steed decides to evade the enemies swiftly running around them. Melee combat: Defensive Stance



FOREST DRAGONS

Source: *Old World Bestiary*, pg. 52-54 and 91-92.

FOREST DRAGON COMPANIONS

According to Asrai legend, Forest Dragons are descended from great Wyrms driven into hiding after losing a battle of supremacy against their larger and more aggressive Wurm-kin. The fleeing Wyrms found sanctuary beneath the expansive canopy of ancient Loren and quickly attuned themselves to the forest. Now, the great forest Wyrms are counted amongst the woodland realms' fiercest protectors and are called upon to vanquish foes that prove too mighty for even the powerful Tree Lords.

The few Asrai who bond with Forest Dragons are said to be as hot-tempered as the volatile Wyrms themselves. These "Dragon riders" as they are known, gain 1 Insanity Point after Bonding and suffer a -5% penalty to their Fellowship Characteristic representing their fiery dispositions. And while Dragon-riders are allied with one of the forest's most powerful creatures, Forest Dragons are reluctant to obey orders from lesser beings. Dragon riders' 'calling' ability is performed with a -20% penalty, so companions usually travel to the Wurm's lair and offer a gift in exchange for aid.

Special Rules:

- **Snake-like:** Forest Dragons are more serpentine than their mountain kin, having evolved for life under the trees. Their Agility Characteristic is increased by +10% and Movement Characteristic by +1. However, both their Strength and Toughness Characteristics are reduced by -10%.
- **Green Fuming Breath:** Forest Dragons no longer Breathe Fire. Instead, they belch corrosive green fumes, using the cone template. Anything caught within the plume of gas must pass a **Challenging (-10) Toughness Test** or suffer a Damage 6 hit that ignores armour and Toughness Bonus.

NESTING GROUNDS

The Chasm Glade of Beithir Seun in Athel Loren (see pg. 74) occupies an entire vale and is the largest of the Forest Dragons' nesting grounds. In other forests, dragons tend to conceal their lairs within foliage, behind a waterfall or a submerged entrance at the bottom of a pond, stream or lake. The majority of Forest Dragons have evolved away from a carnivorous diet. Instead, they subsist on what nourishment the forest provides, including leaves, branches and roots of trees. Although this transition to a herbivore diet makes them slightly more placid than their mountainous kin, Forest Dragons are happy to dine on the flesh of those foolish enough to raise their ire.



Forest spirits often serve as guardians of a Dragon's lair, misdirecting or attacking intruders who neglect to appease them before entering. As with all Wyrms, Forest Dragons love shiny baubles, coins and other treasures. Visitors who approach peacefully and bear valuable gifts will often be welcomed. If a favour is required of the Wurm, the gift must be especially

BEITHIR SEUN

The most ancient and powerful of all Forest Dragons is Beithir Seun, who has made his home in the Chasm Glades since the dawn of time. The elder Wurm's one remaining eye is a mass of poorly healed scar tissue, but Beithir Seun is still considered the Lord of Forest Dragons and a formidable foe.

When called upon, Beithir Seun rises up against Cyanathair the Corruptor to defend Athel Loren. His Chasm Glade must be approached with caution, because the eldest of the Wyrms still remembers the taste of meat and relishes the chance to feast

valuable (GM's determination). Their attunement to the Winds of Magic makes Forest Dragons particularly fond of magical objects (they gain the **Children of the Gods Talent**, pg. 6). However, when roused prematurely from hibernation, no tribute will suffice and the Forest Dragon's wrath will be nearly unquenchable.

upon those who threaten him or his forest. The bones of Dwarf Slayers and Bretonnian Knights litter his Chasm Glade, scattered amongst the treasure hoards of the long-departed Dragons.

TANOS AND TAMARIX

Two great drakes of Athel Loren, Tanos and Tamarix, once participated in the Council of Beasts alongside the Brúidd spirits. The drakes' wisdom was respected, and their judgments were considered fair and impartial. However, over time Tanos and Tamarix grew weary of the Brúidds' selfish, petty agendas and retreated into the forest's deepest glades for peace of mind.

GREAT EAGLES

Source: *Old World Bestiary*, pg. 50-51 and 98

GREAT EAGLE COMPANIONS

Great Eagles are a proud and independent species who have shared a unique kinship with the Elves since the original Elven pact. Despite this close relationship, Great Eagles rarely bond with a rider. Instead, they are more often found communing with the Spellsingers to bring news of impending strife or invasions.

Great Eagles are attuned to the Winds of Magic (see **Optional Rule: Children of the Gods** pg. 6) and are therefore able to sense the taint of corruption. On the rare occasion when a Great Eagle bears a rider, it is considered a great honour and the bond is so strong that the Great Eagle's spirit is believed to watch over the rider even after death, providing its former rider with the **Sixth Sense Talent** (see *WFRP* pg. 100).

THE EAGLE'S NEST

The Great Eagles' nests are situated in the most remote and unattainable crags in the Grey Mountains. Sought by adventurers and scholars alike, the nests are littered with trinkets and treasure, some of which may be magical. It is also rumoured that drinking the yolk of a Great Eagle's egg imparts the drinker with a measure of the bird's resistance to corruption. Alchemists have apparently mixed the yolk into an elixir that grants permanent immunity against Chaos. However, reaching the Eagle's nest is an extremely dangerous affair. The keen-sighted Great Eagles are ever watchful for intruders and defend their nests to the death. Not even a Wood Elf would dare to approach the sacred nesting grounds for fear of breaching the ancient covenant.

Special Rules:

- **Eagle Eggs:** An Eagle's Egg is a little larger than a human baby. Its shell contains 10 +1d10 doses of magical yolk that confers the **Resistance to Chaos Talent** for 1d10 days if swallowed. Once the egg is broken, the yolk will spoil after 2 weeks. Characters who drink a spoiled yolk still gain Chaos resistance, but must pass a **Toughness Test** or be stricken with the Galloping Trots (see *WFRP* pg. 136).



GWANDOR THE BLACK

The Great Eagle Gwandor was known amongst the Wood Elves as the "bringer of hope to those besieged by greater number". A Spellweaver called Thalador, also known as "Doom Star", was the honoured rider of Gwandor the Black. The pair could often be seen flying high above Athel Loren, watching for intruders attempting to breach the forest by stealth. Thalador was a powerful spellcaster who carried the Talisman of Qwarr and the Spear of Daith (see pg. 40). However, the pair mysteriously vanished and only the spear was recovered.



GREAT STAG (New)

Wood Elves revere the Great Stag above all other creatures of the forest including the Unicorn. Sightings of the antlered behemoths occur once or twice every generation, during portentous times or grand celebrations. To be blessed with the sighting of a Stag is a great honour, but becoming a Stag Companion is a blessing above all others.

Only in the direst of circumstances does a Great Stag attend a particularly valiant or courageous Wood Elf and consent to be ridden into battle. The very presence of a Great Stag inspires nearby Elves to bravery. In combat, a Great Stag and its rider often stand aside inspiring allies with their mere presence, before charging into the fray at a pivotal moment to tip the balance in favour of the Wood Elves.

– Great Stag Statistics –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55%	0%	50%	46%	38%	32%	65%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	24	5	4	8	0	0	0

NAIADS

Source: *WFRP Companion*, pg. 115 and 123

DAUGHTERS OF RETRIBUTION

Asrai legends say that the Naiads are the daughters of a beautiful maiden who captured the love of Mathlann, the God of the Sea. But when Mathlann's tempestuous and often violent ways forced the maiden to flee inland to escape his wrath, the spurned Sea Lord cursed the maiden and all of her line to be forever bound to the water. The legends go on to say that in return, the maiden vowed an eternal hatred of men.

Whether the tales are true or not, the Naiads undoubtedly share a common temperament with the Lord of the Tides. When an attractive male traveller catches their eye, Naiads appear as playful, seductive water elves to lure their prey into a sensuous embrace. While these encounters are not typically violent, partings are another matter. A young man wishing to leave the Naiad's company best have good reason if he wants to avoid her wrath. The beautiful nymphs are jealous creatures who loathe being spurned for any reason.

ROLEPLAY GUIDELINES

All males approaching a Naiad must roll a **Challenging (-10) Fellowship Test**. Those who pass this test are considered attractive by the Naiads. Males who are considered attractive in



Chapter X: Friends of the Forest

Skills: Dodge Blow, Follow Trail +10%, Perception +20%, Swim.

Talents: Acute Hearing, Fearless, Keen Senses, Natural Weapons, Night Vision.

Special Rules:

- **Antlers:** The Great Stag's antlers count as a magic weapon. Furthermore, if the Great Stag makes a Guarded Attack, the antlers count as having the Snare Quality.
- **Inspirational:** The sight of a Great Stag's antlers inspires bravery. All Wood Elves gain the **Stout-Hearted Talent** (see *WFRP* pg. 101) within sight of the Great Stag.

Armour: None

Weapons: Antlers

THE WHITE HART OF ATHEL LOREN

The White Hart of Athel Loren is a Great Stag of unsurpassed nobility and grace, a noble spirit that is considered to be an immortal aspect of the forest which neither grows old nor dies. An appearance by the White Hart is rarer still than the Great Stags, and those who see it are said to be blessed by the forest itself.

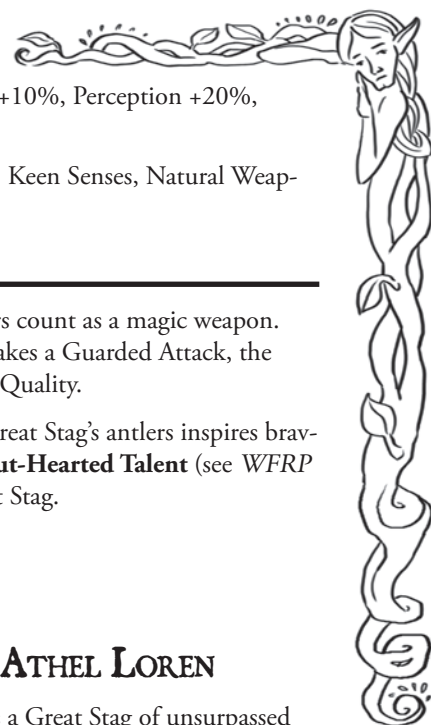
- **White Hart:** The rare sight of this spirit animal is portentous indeed, giving you the use of two bonus Fortune Points anytime within the next two days.

this way will see the Naiads as beautiful maidens bathing or sitting idly on the riverbank. Naiads do not participate in deep conversation; instead they coyly attempt to seduce the men who they consider to be attractive. Human males with extraordinarily high **Fellowship** characteristics (60+) and Elves may be offered information in exchange for a kiss (see below).

If no one in the party is considered attractive, the Naiads will ignore them unless the group continues to approach the Naiads' position. If this happens, the Naiads disappear beneath the water, assume *War Form*, and then resurface to intimidate the unwelcome companions. Rejected suitors, who stand at the water's edge without invitation, risk being dragged to a watery death. Female party members are teased and tempted into a watery kiss, so the jealous Naiads can seduce the attractive males without competition.

Special Rules:

- **Female Form:** The Naiad's body appears very attractive. She seems to wear a thin, wet veil over the curves of her body, which confers a +10 bonus to her **Fellowship** Characteristic.
- **Seductive Kiss:** The recipient of a Naiad's kiss must pass an **Opposed Will Power Test** or be sucked into the space between worlds where they are *Lost in Time and Space!* (pg. 58), until a silver path is located and they exit into The Waterfall Palace of the Naiad Court (see pg. 70) to await the arrival of their covetous mistress.



SHADOW BEASTS (New)

Shadow Beasts are dark forest spirits that haunt the magical pathways between worlds (see Shadow Walk, pg. 33). These hateful entities appear as shapeless, spectral figures who attempt to draw travellers into the Shadow Mires where they can slowly feast upon their souls. Human Amethyst wizards believe Shadow Beasts are the aethyric echoes of souls once claimed by Chaos daemons. Elven Spellsingers sometimes refer to them as “Isha’s scavengers”; their goddess’ cruellest creations.

Shadow Beasts mimic people’s fears and passions, weaving personalised illusions of pain and suffering to lure victims in. Individual Shadow Beasts are weak, so they attack in groups to overwhelm victims with despair. If countered with magic, they will retreat after several of them have been defeated.

– Shadow Beast Statistics –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	22%	24%	37%	18%	31%	18%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	18	2	2	6	0	0	0

Skills: Concealment, Disguise, Dodge Blow, Perception, Shadowing

Talents: Contortionist, Ethereal, Frightening, Mimic, Night Vision

Special Rules:

• **Siphon Memory:** Shadow Beasts can read the memories of travellers who fail their Shadow Walk tests (pg. 33) by 0-2 Degrees of Failure. The Shadow Beasts utilise these memories to impersonate loved ones (dead or alive) in distressing or torturous scenarios. When travellers stray from the silver path to rescue their illusory loved ones, the Shadow Beasts attack.

• **Clutches of Despair:** Shadow Beasts use special Grappling attacks. To-hit rolls are made against WS as normal, but instead of Strength, the victim must pass an **Opposed Will Power Test** to break the grapple. Grappled targets are not immobilised. Instead, every Round the grapple is sustained, the target must pass a **Very Easy (+30) Will Power Test**, or gain an Insanity Point (for each additional Shadow Beast that grapples, modify this test by -10%). Targets who gain an Insanity by this method automatically acquire *Heart of Despair* (WFRP pg. 205). Unless another traveller intervenes within 4 Rounds, victims who acquire *Heart of Despair* sink into the Shadow Mires forever.

Armour: None (Ethereal)

Weapons: None (Grapple)

SPITES

Source: WFRP Companion, pg. 118 and 125

SPITE COMPANIONS

Spites (or “sprites” as they’re called by humans) are the most engaging of forest spirits, owing mainly to their insatiable curiosities. Some scholars believe the Spites’ empathy towards mortals suggests that the diminutive creatures were once mortals themselves.

Wood Elves may bond with Spite Companions as if they were animals (see Animal Bonding, pg. 94). Spite Companions follow their patron around providing aid and protection – so long as their patron provides ongoing entertainment! Bonded Spites sometimes hide within their patron’s cloak or backpack, but their irrepressible curiosity prevents them from remaining concealed for very long. Spite Companions are attracted in groups of 1d5+1, and can also be taken as Wizard Familiars (see *Realms of Sorcery*, pg. 183).

On rare occasions, Spites have even been attracted to Human companions of pure heart. Most Wood Elves assume the wee spirits find humans comical rather than interesting in their own right. However, Spellweavers have sometimes granted Humans special status on the basis of being “Spite friends”. Spite Companions are highly unpredictable. If their patron acts against the forest’s well-being, or proves too boring after the initial meeting, Spites can turn suddenly...spiteful.

ADDITIONAL SUBTYPES

In addition to Mischiefs, Shrikes and Terrors (WFRP Companion pg. 125) many other varieties of Spites have been observed. Spites are shape-changers, so their physical appearance is not necessarily consistent by subtype; only their special abilities are catalogued according to subtype.

• **Malevolents:** These aggressive Spites engage their enemies at range using tiny poisoned darts or arrows (Damage SB-1, Range 6/-, Reload Half, Poison). Targets injured by a Malevolent’s missile must pass a **Routine (+10) Toughness Test** or fall into a deep sleep (2d10 hours). If the test is failed by 3 Degrees or more, the victim can only be awakened with healing magic. If not awakened, the victim will slowly die of starvation. Slumbering victims experience terrible nightmares.

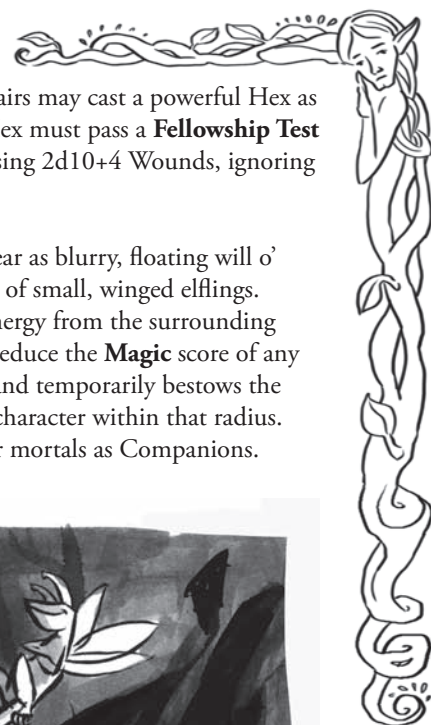
• **Netlings:** These jumping arachnid-like Spites come in a variety of shapes, but most have insect legs and leave trails of gossamer fibre wherever they go. Instead of attacking to cause damage, Netlings entangle enemies in their sticky webs. After three successful Entanglement attacks (using the Netling’s Ballistic Skill), the target counts as Stunned (see the **Snare** quality, WFRP pg. 106). Entanglement attacks can be combined between several Netlings cumulatively, over multiple Rounds, until three hits are scored to Stun their target.



- **Luminescents:** These odd Spites normally appear as gently bouncing, multi-coloured will o' wisps. Wherever Luminescents come in contact with the ground, they leave small puddles of phosphorescent residue. Their excretions are poisonous to magical creatures; those coming into contact with it must pass a **Will Power Test** or suffer 1d10 Wounds. Other spirits therefore prefer to leave Luminescents alone. Weapons coated in the substance count as Magical but the residue evaporates within 5+ 1d10 minutes.

- **Despairs:** The most feared of all Spites are the Despairs. These spirits always appear as a trio but can take on different forms: old crones, red-eyed ravens, or a triad consisting of a hag, a

Chapter X: Friends of the Forest



woman and a girl. A trio of Despairs may cast a powerful Hex as a Full Action. The target of the Hex must pass a **Fellowship Test** or suffer a severe heart attack causing 2d10+4 Wounds, ignoring Toughness and armour.

- **Radiants:** These shy Spites appear as blurry, floating will o' wisps, but can also take the shape of small, winged elflings. Radiants absorb excess magical energy from the surrounding forest. A cluster of Radiants will reduce the **Magic** score of any spellcaster within 20 yards by 1, and temporarily bestows the Resistance to Magic trait on any character within that radius. Radiants never join Elves or other mortals as Companions.



TREE KIN

Source: *WFRP Companion*, pg. 119 and 126.

THE SPIRITS WITHIN

All forests are inhabited by spirits born of pure magic. These beings can take the form of dancing Spites, or inhabit trees and animals. Virtually every tree is a spirit host in magical forests like the Loren, but Forest spirits are less common in civilised areas. Forest spirits can dwell within living trees for a full season, causing them to bear magical fruit or even relocate (albeit very slowly) to another part of the forest.

Dead trees can only serve as spirit hosts for short periods of time. However, their old, rotted husks are less firmly rooted, en-

abling spirits to animate them like wooden golems (called "Tree Kin" by the Elves). Whilst living trees are usually inhabited by benign spirits, Tree Kin are animated by vindictive entities seeking vengeance against the forest's intruders.

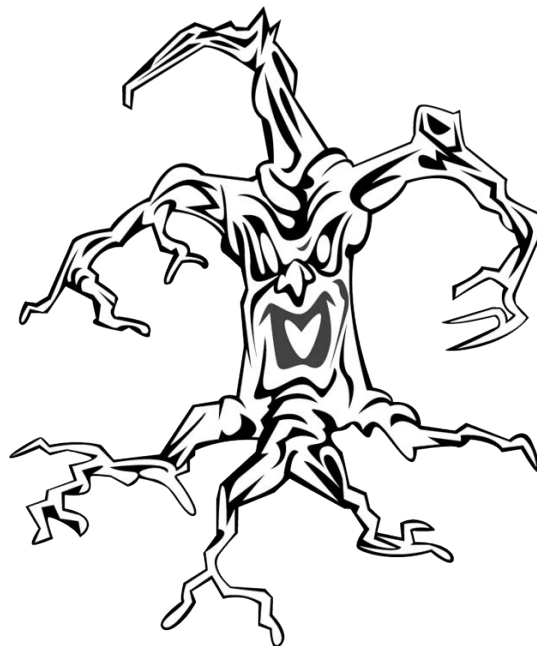
Forest spirits often manifest as reflections of emotions expressed by those who've perished in the forest. In peaceful forests like the mystical Avelorn, Tree Kin rarely manifest and those that do are proud and noble creatures. Embattled forests like Athel Loren produce Tree Kin with more violent and vindictive temperaments, while those stalking the Empire's forests are nightmarish creatures with glowing eyes and gaping maws.



COMBAT TACTICS

Tree Kin often catch their enemies unawares by coming to life very suddenly. They usually fight to the death, unless the inhabiting spirit is threatened by magical attacks.

1-2	Unbreakable Boughs: the Tree Kin sweeps aside incoming attacks with its solid limbs and attempts to wear its opponent down with steady blows. Melee combat: Standard Attack plus Parrying Stance
3-5	Crushing Grip: wrapping its massive limbs around the target, the Tree Kin attempts to crush bones or pull the helpless victim into its hollow interior. Melee combat: Grapple plus Damage
6-9	Fearsome Onslaught: the Tree Kin sweeps left and right with terrible branches, striking at anyone who stands nearby. Melee combat: Swift Attack
10	Tangled Roots: the inhabiting spirit has trouble motivating its host to move, causing the Tree Kin to hesitate momentarily. Melee combat: Delay



TREEMEN

Source: *Old World Bestiary*, pg. 31-32 and 110.

SHEPHERDS OF THE FOREST

The greatest of all forest spirits are able to anchor their essence to a living tree, becoming permanently merged. These mighty Treemen care for the forests and are attended by a small group of Dryads who watch over them as they sleep through the centuries (1d10 are present at all times). These Dryad harems, as they are called by the Asrai, wake the Treeman when the forest is threatened. At first the Dryads will attempt to rouse the sleeping spirit with gentle caresses. If the Treeman doesn't awaken easily, its Dryad harem will pull bark, bend branches and dig up roots in their desperation to wake the spirit.

Special Rules:

- **Swarm of Spites:** Treemen are often infested with innumerable smaller spirits who can swarm out in defence of their host. Instead of making an attack, Treemen may choose to release a swarm of Spites upon its foes. This counts as a Half Action. Center the large template on the Treeman, or use the cone template. All enemies affected suffer a Damage 1 hit and incur a -10% penalty to their next test, as they are distracted by the Spites.

ROLEPLAY GUIDELINES

Approaching a Treeman is risky at best. Its attendant Dryads are ever watchful and suspicious, and often refuse audiences even to those favoured by the Treeman. If the Dryads can somehow be bypassed, petitioners are still faced with the task of awakening the spirit. Although awakening rites performed by a Spellsinger are normally required to rouse the slumbering spirit, a Treemen will sometimes hear desperate pleas concerning the forest's wellbeing. Non-aggressive encounters with a Treeman can be painfully slow. Introductions alone can last for several hours, and negotiations can take days or even weeks.

Treemen are normally awakened using song and personal willpower. The Degree of Success or Failure on a **Performer (Singer)** Test is used to modify a following **Opposed Willpower Test**, so a well sung verse that succeeds by 2 DoS confers a bonus of +20%, for example. If a Treeman cannot be awakened on the first try, petitioners must succeed a **Fellowship Test** in order to convince the attendant Dryads to let them perform again. Once the Treeman has been awakened, any dealings are modified by the result of the original **Performer (Singer)** Test, as described above. Nobody likes to be awoken by bad singing.



THE FOREST LORDS

The most ancient of Treemen can still remember a time before the footsteps of Elves left their mark upon the world. There are Treemen in Athel Loren who spoke on behalf of the forest when the pact with the Elves was made. These mighty spirit Lords take turns slumbering so that at least one is awake to watch over the forest at all times.

Adanhu

Adanhu is the eldest and wisest of all Treemen. His ancient knowledge and experience is keenly sought by Elves. Until a few centuries ago, Adanhu's travels were well known because the forest bloomed wherever he walked. His current whereabouts, however, are unknown. Wood Elves fear he may have slipped into such a deep slumber that he may never awaken. If this is true, the Elves will have lost their greatest ally and most outspoken supporter of the old alliance.

Durthu

Durthu resembles a wizened and gnarled old oak, scarred over the centuries by Dwarf axes. He has been driven to the brink of madness by his hatred of those who harm the forest, and now even the Asrai are wary of his presence. It is Durthu who currently oversees the forest of Loren, which concerns the Elves greatly. Elves fear that the Branchwraith Drycha might sway the Forest Lord to end the ancient pact between Wood Elves and the spirits of Loren.

Rhydysann

Rhydysann remains a mystery to the Asrai. Since the early days of the sylvan pact he has walked alone, unswayed by petitions or pleas. Rhydysann refuses to interact with the Elves, and instead tends to the forest's needs in his own way. The Asrai suspect that Rhydysann regrets the old alliance; therefore they are always seeking to appease him. If the pact is ever called into question by Loren's council of spirits, Rhydysann's vote will likely tip the balance one way or the other.

Coeddil

Coeddil the Betrayer is magically caged within the Wildwood of Loren. Three thousand years ago he attacked King's Glade, and afterwards Queen Ariel imprisoned him with waystones. Coeddil's motives for turning against the Elves are unknown, but it is widely known among Treesingers that the Branchwraith Drycha was once a member of Coeddil's harem. Now the Elves believe that Drycha wishes to release Coeddil from his magical prison.

UNICORNS

Source: *Old World Bestiary*, pg. 33 and 113.

COMBAT TACTICS

Unicorns are clever and formidable opponents, but usually prefer to avoid direct combat.

1-2	Elude Capture: the Unicorn dashes off into the forest - not because it's frightened, but because it has more important things to do. Melee combat: Disengage
3-4	Deadly Chase: the Unicorn appears to flee, but instead leads pursuers into a trap (e.g. briars, a dryad ambush, or a bear's den). Melee combat: Feint Action plus Standard Attack
5-8	Magnificent Beast: thrusting its magical horn about with grace and power, the Unicorn hurtles into the midst of its foes. Melee combat: Swift Attack
9-10	Prancing Beauty: deft sidesteps prevent the Unicorn from being struck as it patiently circles the enemy, taunting him with its splendid horn. Melee combat: Guarded Attack

UNICORN COMPANIONS

Unicorns are independent creatures that rarely bond permanently with any one rider. As champions of the forest, Unicorns place the woodland's wellbeing above the needs of their Elven companions. Unicorns only leave the forest for short periods of time, and only for worthy causes. When a Unicorn decides that their path lies elsewhere, they can abandon their companions without warning.

Unicorns cannot speak to their riders, but characters with the **Magical Sense Skill** may detect the creatures' basic emotions at any given moment. Likewise, Unicorns are able to sense the emotions of magically gifted companions. Mages are Unicorns' preferred companions because of this empathic connection. Sorceresses are especially favoured, because maidens are more inclined than men to accept the Unicorn's eventual departure gracefully.

Whenever a Unicorn is reluctant to follow the same course of action as their rider, only a successful **Charm Animal Test** will sway them. Riders willing to spend long days alone with their Unicorn companions, roaming wooded glades and grooming their manes might earn special favours. A companion who saves their Unicorn's life has been known to receive the magical horn voluntarily as a gift when their Unicorn departs.

WARHAWKS

Source: *Old World Bestiary*, pg. 34 and 117.

WARHAWK COMPANIONS

It is said that the first Warhawk Rider was a young warrior who wished to relive the legendary tales of Dragon riding. Young warriors seeking to ride these mighty creatures must face a dangerous rite of passage. A veteran rider leads a group of youngsters high into the Grey Mountains, to the nesting crags of the Warhawks. The climb alone is perilous, but approaching the nests and attempting to spiritually bond with Warhawks is even more dangerous. It is rumoured that Warhawk nests are littered with the bones of unworthy Wood Elves. Only Highborn Lords of the Pine Crags are gifted with a fledgling chick without having to undertake the rite of passage. These mighty birds have a nigh-unbreakable bond with their masters and will carry them into battle without question (+10% bonus to **Ride Skill**).

CETAN

The Hawk Lord Cetan is a Brúidd spirit of Laurëloron whose eyes are so keen that he can see leagues beyond the forest. During the *War of the Beard*, it was Cetan who saw hordes of Dwarf reinforcements marching forth with axes and fire. He persuaded the Council of Beasts to make the Elf Torothal a demi-spirit and crown her Queen of Laurëloron so the Elves would fight.

ZOATS (NEW)

Almost unknown by other races and spoken of only in the legends of the Wood Elves, the Zoats are an ancient race thought to have some of the same reptilian heritage as the Slann in distant Lustria. Standing about 6' tall and 8' long, a Zoa is a centauroid, with four stocky, columnar legs and a powerful torso with two muscular arms. Heavy plates of fused scales cover their shoulders, back and hindquarters. Their heads resemble those of turtles, but with a broad, heavily-armoured skull to accommodate their large brains.

The most striking aspect of Zoats, apart from their distinctive appearance, is their unusual weapon of choice: a large cylinder of black stone bound with silver, and marked with strange runes, which sits atop a long wooden staff. This heavy weapon is often wielded two-handed and is said to be the source of a Zoa's magical powers.

– Zoa Statistics –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
59%	0%	54%	54%	47%	66%	75%	43%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	25	5	5	7	4	0	0

AERIAL TACTICS

Although single Warhawks are often used for scouting, small flocks are known to employ hit-and-run tactics to harry large armies. In battle, the screeching of a flock can be very unnerving because it usually precedes a rain of arrows from above (see *WFRP* pg. 139 for Flying rules)

1	Screech: the Warhawk releases a shrill screech as it races around the battlefield at low-level, giving all present Warhawks the Unsettling Talent for the duration of the round. Melee combat: Run... (Fly)
2-3	Swoop: the Warhawk swoops down and attempts to grapple its prey, either to rend them with beak and talon or lift them into the air and drop them from a great height. Melee combat: Grapple plus Move or Damage
4-8	Dive: the Warhawk dives upon its prey with full force in the hope of inflicting a grievous injury. Melee combat: All Out Attack
9-10	Strafe: the Warhawk glides smoothly across the battlefield at low-level, providing its rider with a steady platform from which to release arrow after arrow upon their foes. Melee combat: Move

Skills: Academic Knowledge (History) +20%, Common Knowledge (Elves) +10, Concealment +10, Follow Trail +10, Magical Sense +20, Navigation, Outdoor Survival, Perception, Performer (Singer), Search, Silent Move, Shadowing, Speak Arcane Language (Arcane Elf), Speak Language (Eltharin, Malla-room-ba-larin).

Talents: Disarm, Lesser Magic (any four), Lore of the Forest, Night Vision, Petty Magic (Arcane), Rover, Specialist Weapon Group (Two-handed), Scales (2), Stout-hearted, Strike Mighty Blow, Strike to Injure, Strong-minded, Wrestling.

Special Rules:

• **Armoured Shell:** The scaled shell of a Zoa covers the majority of its body, with heavier plates over body and head, and lesser scales or a leathery hide elsewhere (see *Armour Points*).

• **Cylindrical Power:** When wielding its large cylindrical mace a Zoa is allowed a **Will Power Test** when targeted by any spell (not just those that allow Will Power Tests to resist). If the test is successful the spell is dispelled immediately, though the Zoa may forgo this protection to benefit from a friendly spell. The mace counts as a magical weapon, which upon a successful hit and **Opposed Will Power Test**, will dispel Daemons and Undead.

• **Magic of the Earth:** A Zoa calls upon earthbound magic to cast it spells and uses the same rules as Wood Elf Spellsingers



(see *Wood Elf Magic* pg. 30).

- **Telepathy:** see *ToC* pg. 51 for details.
- **Telekinesis:** see *ToC* pg. 51 for details.

Armour: None

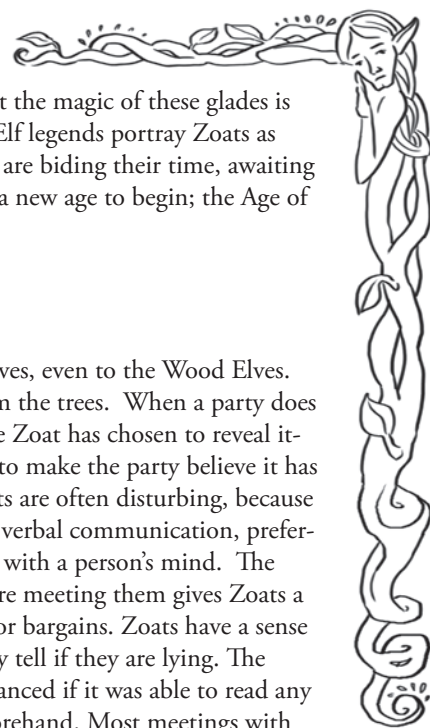
Armour Points: Head 3, Arms 1, Body 4, Legs 2

Weapons: Great Weapon (see *Cylindrical Power*).

WARDENS OF THE FOREST

Zoats are solitary creatures, found normally within the deeper parts of ancient forests. The true motives of this ancient race are incomprehensible to others, including the Elves. It is, however, believed that they have an affinity with the natural environment and an innate hatred for Chaos. Many Wood Elves may not realise it, but Zoats have influenced their cultural development by whispering words of advice into Spellsingers' minds, acting as sages of the forest. Although it would appear as though Zoats wander the world at random, these solitary travelers are in fact drawn to the presence of Warpstone and know secret rituals of purification that can nullify its mutating effects. Some Zoats act as guardians of sacred sites, such as the Golden

Chapter X: Friends of the Forest



Pool in Athel Loren, ensuring that the magic of these glades is not used for ill purposes. Wood Elf legends portray Zoats as protectors, but in truth the Zoats are biding their time, awaiting the passing of the warm-flesh for a new age to begin; the Age of Zoats.

ROLEPLAY GUIDELINES

Zoats do not often reveal themselves, even to the Wood Elves. Instead they listen and watch from the trees. When a party does encounter a Zoa, it is because the Zoa has chosen to reveal itself, though it may feign surprise to make the party believe it has an advantage. Meetings with Zoats are often disturbing, because these telepaths rarely bother with verbal communication, preferring instead to commune directly with a person's mind. The time spent observing a party before meeting them gives Zoats a distinct advantage in discussions or bargains. Zoats have a sense of people's natures and can usually tell if they are lying. The Zoats' social intuition can be enhanced if it was able to read any of the party members' minds beforehand. Most meetings with Zoats are peaceful and result in benefits to both sides, though the warnings and advice they offer are often cryptic.

A ZOAT'S TALE

THE BAT AND THE EAGLE

*She who shunned the Cadai and Cytherai,
flying mouse, night-listener, sun-hidden
crawling wing, cave-flitter, fruit-licker,
blood-sucker, moth-dancer, moon-crosser
The Bat of Loren was a beast Between.*

*And never happy. Out of sight, out of mind
She Dreamt and plotted, by everyone forgotten
Upside-down hanger, great was her lust and anger;
"Look at the Eagle's majestic wings! He dares
To call himself King, the first after the Phoenix;*

*Yet with wings like those, no one would think me a mouse!"
The bat thought of how to catch an Eagle
In a cold snare, and how the beating of those two new wings
Would make the beating of the Bat's own heart into a thing of joy.
Bitter and cold, the trap the Bat had set.*

*But for a lure, whom did she have but herself?
She flew into the day though she was blinded by it
And searched for the Eagle across the vast sky, and found him not.
At last she flew back to her snare, to check there her luck--
But flying blind, she herself struck the cold, the bitter web she'd
made.*

*In the heart of the wood she cried for help and twisted
And could not escape, and was never found.
And defeated she trashed and fought under the sun
Wishing only to fly beneath the moon once again
Pleading at least for darkness, the Eagle wings forgotten.*

*Help came none, and none remembered that the little bat
Had long been missing, no one noticed her before
And no one noticed now not noticing.
And so the bat cursed the Forest, and cursed the trees of it,
And twisted it into a whorl of rage and darkness, the Wild Wood.*

*And so until today the Wild Wood broods and plots and traps,
Beating with silence like the Bat's jealous heart.*



CHAPTER XI: FLORA, FAUNA AND FOES OF THE FOREST

"The forest is a wild and dangerous place, my child. It should be treated with respect and never taken for granted. Make offerings to both plants and animals, so that Isha and Kurnous will watch us, then the forest will warn us of danger and we can do our part in protecting kith and kin."

Gethdaine Bluefeather, Warhawk Rider

The woodland realms of the Asrai are more dangerous than most in the Old World. Human children are taught that the Old World's forests are dangerous for a variety of reasons, and not all of them have fangs. Certain plants and trees are known to have mind-altering or dangerous properties and are also best avoided. Needless to say, Athel Loren and other Wood Elf forests are an entirely different order of strangeness, because the flows of magic have awakened the flora, and subtly changed the fauna that dwells within them.

ELVEN HERBALISM

The Old World's forests contain a diverse range of plants available for use in herbal remedies. Wood Elves believe their bodies are sacred and should be nurtured accordingly (see Gaelen's Theory in *WFRP Companion* pg. 53). The magic of the woodland realms imbues many plants with special properties that make them desirable to herbalists and apothecaries. The Asrai are considered to be the greatest herbalists in the Old World, able to cure ailments of the heart and mind as effectively as afflictions of the body.



Silverleaf

Availability: Scarce
Environment: Forest
Form: Leaves
Application: Vapours
Blessing: See below
Side Effects: Hallucinations

These white flowers grow mainly upon the banks of the Mirror Pools of Ithorien (see pg. 66). They are identifiable by the vein structure on the leaves which has a silvery reflective sheen under moonlight. Leaves crushed and boiled as tea give the drinker a +5% bonus towards tests for navigating the Shadow Walk and the forest of Athel Loren for 2d10 hours. Furthermore, the drinker receives **Witch Sight**, but only for the purpose of noticing Darkhounds/Handmaidens or Rot Wyrms (see *WFRP* pg. 210). Any Chaos Manifestations witnessed under the influence of Silverleaf tea gain the viewer 1 Insanity Point unless a **Will Power Test** is passed.

Crystal-Creeper

Availability: Very Rare
Environment: Forest
Form: Petals
Application: Tonic
Blessing: See below
Side Effects: Dry Mouth, Diarrhoea

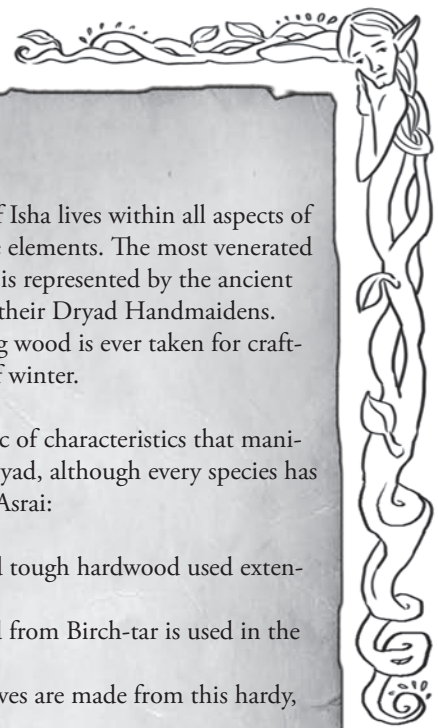
The Crystal-Creeper is a vine that grows upon dormant Treemen (see pg. 104). Older vines crystallise every year as new vines grow, and when their flowers are pollinated in the summer they also turn into crystal, protecting a tiny seed-pod. Spites cherish the crystal flowers and bring them as offerings to other Treemen, thus spreading the Crystal-Creeper throughout the forest. If the petals of a late summer flower are ground into crystal dust, the tonic mixed from this powder and water from the Crystal Mere will cause a mutation to vanish after 1d10 hours. However, the user suffers from a dry mouth and diarrhoea, incurring a -10% penalty to all tests for 1d10 days as the corruption is flushed out. The Treeman's Handmaidens (see Dryads pg. 97) and Spites (see pg. 102) will not take kindly to flowers being picked from their slumbering lord. Attacking or awakening the Treeman shatters the vine, and causes its flowers to disintegrate upon the ground.



Love-in-Idleness

Availability: Very Rare
Environment: Forest
Form: Petals
Application: Powder
Blessing: Curse – see below
Side Effects: Memory loss

This small violet grows in late spring on the banks of rivers where Naiads swim. The powder of dried Love-in-Idleness petals can be sprinkled on the eyes of a sleeping character to make them fall in love. When the affected character awakens from sleep, they must pass a **Hard (-20) Will Power Test** or become smitten with the first person (or even animal!) they see, gaining the *Lost Heart* Insanity (*WFRP* pg. 206).



Winterblossom

Availability: Rare
Environment: Forest
Form: Leaves
Application: Powder
Blessing: See below
Side Effects: Agitation

This white, bell-shaped flower grows only in frozen soil. According to Asrai belief, Winterblossom sprouts through the snow in places where the Winter Dryads have spilled blood. Its white colour makes the plant difficult to spot against snow (-20% to **Search Tests**). Although Winterblossom flowers are best known for being a component of the *Ritual of Spring Awakening* (see pg. 35), its leaves have a lesser-known medicinal effect. Dried and ground Winterblossom leaves can be sprinkled into the eyes of a sleeping character to automatically cure the *Lost Heart Insanity* (WFRP pg. 206).



TABLE II.I: FLORA CORRUPTION

1d10	Mutation
1	Pods: Releases a small cloud of seemingly harmless spores when disturbed. Characters caught within sprout green buds from their skin in 1d5 days (roll vs. WP or gain 1 Insanity Point).
2	Fragrance: The sickly-sweet scent is intoxicating. Characters must pass a Routine (+10) Will Power test or become placid (-1 M, -5% WS and -10% Agi).
3	Poisonous: Characters eating the plant suffer 1d10 Wounds (ignoring TB).
4	Repellent: A putrid musk causes those within 2 yards failing a Routine (+10) Toughness Test to retch violently for 1d5 rounds (wastes a Half Action/round).
5	Rotten: A cloud of flies buzzes around. The plant turns to mush when picked.
6	Fibrous: Tough, difficult to pick and utterly inedible.
7	Thorns: Anyone climbing or picking the plant suffers 1d10 Wounds (minus TB and any armour on hands).
8	Tendrils: Serpentine vines can grasp objects or Grapple characters with WS 25 and S 10-30 (varies according to plant's size).
9	Ambulant: Uses roots as legs, allowing plant to walk slowly at Movement 1 (plant), 2 (small tree) or 3 (large tree).
10	Telepathy: Communicates basic messages via thought-projection (Secret Language - Malla-room-ba-larin). Messages are usually intended to distract or persuade characters.



TREE WORSHIP

The Asrai believe that the spirit of Isha lives within all aspects of the forest, be it flora, fauna or the elements. The most venerated of flora are the trees, as Isha's will is represented by the ancient Treeman Lords of the Forest and their Dryad Handmaidens. Only deadwood or magically sung wood is ever taken for craft-work or firewood in the depths of winter.

Several species of tree are symbolic of characteristics that manifest in the shifting aspects of a Dryad, although every species has its own spiritual relevance to the Asrai:

- **Ash:** Toughness – a flexible and tough hardwood used extensively to make bows.
- **Birch:** Battle – the glue derived from Birch-tar is used in the creation of arrows.
- **Oak:** Strength – wands and staves are made from this hardy, sacred tree.
- **Willow:** Agility – easily bendable and used to make baskets and fish-traps.
- **Yew:** Wisdom – absorbs large quantities of earthbound magic; also used to make bows.

THE EVERTREE

In Wood Elf mythology, the Material and Divine realms are connected by a massive tree that exists in many places at once. The Evertree's deepest roots twist through the space between worlds with its highest boughs extending into the Aethyr. Early-period Asrai religious art often depicts the Evertree with the World Dragon coiled around it, and even today this symbolic representation is a common motif of talismanic tattoos.

The concept of a "divine tree" was introduced to humanity long ago by druids of the Belthani people, who had learned about the Evertree from their encounters with the fay. Sigmarian and Myrmidian scriptures recount the legendary heroes' journeys to the Tree of Hope, where they ascended from the mortal world into godhood. Modern day Wood Elves understand that the Evertree is not merely a myth or symbol – Athel Loren's Oak of Ages is in fact the largest of its many trunks.

BURIAL GLADES AND ANCESTOR SPIRITS

When a Wood Elf dies, the body is laid to rest without any coverings in a Burial Glade. The goddess Isha is believed to absorb the deceased's soul into the forest, thus sheltering it eternally from the Chaos gods' clutches. Over time, the world's forests have absorbed countless souls. Asrai mysticism posits that many forest spirits are in fact the reincarnations of departed Elven ancestors. Wood Elves prefer not to discuss the controversial and often divisive subject of what happens to souls of Humans or Dwarfs who perish in the forest.



BLOODSEDGES

The Bloodsedge is prevalent in the Wildwood of Athel Loren and darker groves throughout the Old World (see *WFRP Companion* pg. 112 & 120). It is said that Wood Elves plant Bloodsedges to guard their Burial Glades, as the bodies of deceased Elves are absorbed more thoroughly into the forest and strengthen it with the vitality of their blood. Bloodsedges are drawn to decomposition and grow naturally in the proximity of Burial Glades. Although the plant is an important part of the life-cycle, Wood Elves are still wary of the Bloodsedge and make offerings to the bloodthirsty plant when approaching a Burial Glade.

Blood Rose

Availability: Average

Environment: Forest

Form: Petals

Application: Tonic (tea made from the petals of the rose)

Blessing: None

Side Effects: Headache, Nausea

At the end of the summer, each Bloodsedge produces a single blood-red rose. When a dried Blood Rose is steeped in tea, the drinker loses 1 less Wound and lowers any Critical Hit received by one degree for 1d10 hours. A **Toughness Test** must also be passed or the user also feels sick for the duration, suffering a -5% penalty to all tests.

GLADE-WIDOW (New)



Taking the form of an extremely large ground flower, with petals up to 7' in length, the Glade-Widow lures prey towards it by exuding a delicious, sweet smell. While a victim is captivated by the aroma, the Glade-Widow raises its petals to trap the prey so that it may slowly be digested with a sticky acid.

- Glade-Widow Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	23%	23%	-	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	2	2	-	-	-	-

Skills: None

Talents: None

Special Rules:

- **Scented:** The Glade-Widow emits a sweetly perfumed cloud that extends 12 yards in every direction. All living creatures within range must immediately pass a **Will Power Test** or be compelled to approach the flower on their next action. Once a creature is standing within the centre of the flower, the petals close, taking a full round. Trapped creatures take an automatic Damage 4 hit per round from digestive enzymes, unless the victim can cut free by causing 9 or more Wounds to the Glade-Widow with a single attack.

- **Flammable:** When a Glade-Widow is hit with a fire-based attack, any Wounds suffered are doubled after deducting its Toughness Bonus.

- **Mindless:** Glade-Widows have no Intelligence, Will Power or Fellowship scores, and can neither make nor fail tests based on these characteristics.

Nectar of Glade-Widow

Availability: Rare

Environment: Forest

Form: Nectar

Application: Tonic

Blessing: None

Side Effects: Hyperactivity, Intoxication

Wardancers distill the nectar of the Glade-Widow into a potent brew which intoxicates the drinker if a **Toughness Test** is failed. No matter the result, their movements become more fluid and graceful giving them a +1 bonus to all Casting Rolls when using a Wardance within 1d10 hours.

DEATHLY-THORN (New)

Although not a carnivorous plant, the Deathly-Thorn is a truly horrible plant which uses its thorns to transport seeds. The first sign of a Deathly-thorn attack is a vigorous rustling of nearby vegetation, which often draws animals to investigate potential prey, or simply have a look out of curiosity. Once a victim approaches close enough, the plant unleashes its thorn-seeds, which become lodged in the victim and are carried to another location.

- Deathly-Thorn Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	15%	23%	18%	-	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	2	1	0	0	0	0

Skills: None

Talents: None



Special Rules:

- **Thorns:** The Deathly-Thorn plant begins to tremble when it senses movement within 12 yards of its location, and 2 rounds later it unleashes a barrage of thorns at creatures within 6 yards. Thorns inflict a Damage 1 hit with a successful **Ballistic Skill Test**. If the attack manages to cause a single wound, a thorn is able to deposit its seed into the host (see below).
- **Flammable:** When Deathly-Thorn is hit with a fire-based attack, any Wounds suffered are doubled after deducting its Toughness Bonus.
- **Mindless:** Deathly-Thorns have no Intelligence, Will Power or Fellowship scores, and can never make nor fail tests based on these characteristics.
- **Host:** Hosts carrying a seed from Deathly-Thorn must have the seed removed or face a slow, painful death. After 1d10 days, the host suddenly suffers the effects of the Curse of Thorns spell (see *WFRP* pg. 153) until the seed can be removed. Attempts to remove the seed suffer a cumulative -10% penalty with each attempt, as the seed disperses and grows within the host becoming harder to remove each time.

Seeds of Deathly-Thorn

Availability: Common
Environment: Forest
Form: Thorns
Application: Vapours
Blessing: Anti-Venom
Side Effects: Headache

The thorny barbs of a Deathly-Thorn can be ground into powder and inhaled, giving the user a +10% bonus to Toughness for 1d10 hours, along with a headache causing a -5% penalty to all Will Power, Intelligence, and Fellowship Tests. Collected barbs are sometimes used by Wood Elves as arrowheads or in traps set by Waywatchers, with the seeds usually removed to ensure a 'clean' death.



LORNALIM TREES

By all accounts, the habitat of the lornalim tree is restricted to the forest taking its name from the sacred species. No specimen has ever been sighted beyond the boundaries of Laurëlor Forest (see pg. 76) and all recorded attempts to transplant the tree have failed. As a result, many Asrai from across the Old World make a point of visiting Laurëlor's sacred groves to experience the lornalim's mystical properties firsthand. It was the earliest Elven settlers of Laurëlor who discovered the magical healing aspects of the moss growing upon the tree's leaves.

A popular old fable song tells of a Highborn Elf whose beloved wife became sick from a mysterious illness. When none of Tor Lithanel's healers could find a remedy, the desperate husband

Chapter XI: Flora, Fauna and Foes of the Forest

journeyed to a sacred lornalim grove to pray for guidance from the forest spirits. After a day and night of meditation and prayer, the young noble looked upwards into the outstretched lornalim boughs for his answer. His only response was a moist clump of moss dropping onto his face from above! At first the noble was bewildered and upset, but then the rich, earthy fragrance of the special moss filled his nostrils and the playful giggle of the Gnome spirit Nageneen echoed throughout the glade.

Moonflower ('Elven Hair')

Availability: Scarce
Environment: Laurëlor Forest
Form: Moss
Application: Vapours
Blessing: See below (Elves only)
Side Effects: Rapid Hair Loss, Tranquilliser (Non-Elves)

Although lornalim trees are sacred to Asrai, the moss that grows on their leaves is considered a gift from Nageneen that should be used. Elves barter the moss to humans, who smoke it as the popular narcotic 'Elven Hair'. When boiled, the vapours released from the moss can be inhaled by Elves to cure the foulness that is Neiglish Rot (*WFRP* pg. 136). Within 1d10 hours, the Elf expels the corruption from his body as diarrhoea, lasting for a period of 1d10 days. The Elf suffers a -5% penalty to all tests during the expulsion period.



THE MAGICAL FOREST CAMPAIGN

Some of the best Warhammer Fantasy Roleplay adventures are placed in urban settings, where the scope for NPC interaction is virtually unlimited. By comparison, wilderness-themed *WFRP* adventures are less popular. Player Characters can interact amongst themselves for awhile, but ultimately NPCs tend to drive external conflict and compel the PCs to action. Introducing too many wandering NPCs of major relevance runs the risk of appearing contrived.

However, magical forests such as Athel Loren and the Laurëlor differ from "normal" rural settings, because opportunities for social conflict abound (especially for Wood Elves!). Every spirit, animal and even plant is potentially a major NPC. Just as humans plot and conspire, so do forest creatures with (and against) the Asrai. To Wood Elves, the "enemy within" can be a corruption of one's own Kinband, the forest, or even oneself. The magical forest is essentially an enormous "Elven city" that offers all the roleplay potential of an urban setting.



ROLEPLAYING FOREST CREATURES

Many of the characters encountered in magical forest campaigns aren't elves or humans. Enigmatic forest spirits also have motives and personalities, as do wild animals (see *Animal Companions* and *Befriending Forest Spirits*, pg. 94). All living things have souls according to the Asrai's animistic beliefs, so every single plant and tree is possessed of a unique sentence.

Communication with forest creatures usually requires a special Language, Spell or Talent:

Forest Spirits: Most Forest Spirits can speak Malla-room-ba-larin, and some can speak Ranger Tongue or Fan-Eltharin. PCs may also communicate telepathically with Forest Spirits using the *Tree Singing* spell (pg. 32).

Spirit Animals and Magical Animals: Only Zoats and Forest Dragons are capable of speaking Elven tongues. In magical forests like Athel Loren, Spirit Animals have a 50% chance of speaking Malla-room-ba-larin, and Magical Animals have a 25% chance. PCs can also communicate telepathically with Spirit Animals and Magical Animals using the *Beastfriend* Talent (pg. 13).

Normal Animals: In magical forests like Athel Loren, normal animals have a 10% chance of speaking Malla-room-ba-larin. Some animals learn Beast Tongue after becoming corrupted by Wild Chaos. PCs can also communicate telepathically with fauna using the *Beastfriend* Talent (pg. 13). Animals express themselves in short sentences, repeated with progressive variation, almost like poems or mantras.

Normal Plants and Trees: PCs can communicate telepathically with flora using the *Tree Singing* spell (pg. 32). Plants and trees express emotions instead of ideas, but they remember everything that has transpired around them.

In situations where PCs are unable to communicate with forest creatures, the GM is encouraged to convey their personalities non-verbally. For example, trees might "droop mournfully", "rustle angrily" or "sway peacefully"; likewise animals can be described as "scampering worriedly", "grinning playfully", and so on.



PREY ANIMALS

Source: *Old World Bestiary*, pg. 124

BOARS

These mostly passive creatures are expert foragers and will eat almost anything. Their sharp tusks are only employed when they are cornered or protecting their young. The exception is Chaos-corrupted boars, which seek out Asrai Burial Glades to feast upon the flesh of newly deceased Elves.



DEER

Asrai believe the deer is the noblest of game, granted by Kurnous to provide them with subsistence. Deer have always been hunted with the dignity and respect they deserve. Corrupted deer deliberately lead hunters into dangerous parts of the forest, such as groves of Bloodsedge or areas where malign spirits dwell.

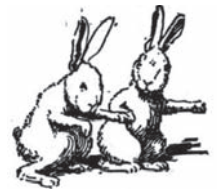
Sativus

Of all the Brúidd spirits gathering at the Council of Beasts, the great stag Sativus wields the greatest influence. Centuries ago, as a young buck, Sativus negotiated the original hunting rules with Athel Loren's Elven settlers. According to Asrai folklore, hunters who fail to honour the code of Kurnous will be visited by Sativus and cursed with a rheumatic fever.

Furthermore, when Orion's mortal avatar undergoes transformation each spring, any potential King of the Woods must meet the great stag's approval before being crowned. Sativus and the White Hart of Athel Loren (pg. 101) are considered by many Elves to be the same entity.

RABBITS

Small and alert, rabbits often warn the Asrai of danger by bolting for their burrows, therefore sightings of these animals are considered lucky. Chaos-touched rabbits usually have white fur and are viewed as bad omens, because they do not forewarn the Asrai of danger as normally expected.



MOUNTAIN GOATS

These nimble creatures have helped the Asrai to find winding paths amongst the mountains bordering their woodland realms. Tainted mountain goats often lead lost Elves to loose scree on a mountainside and give a goaty laugh as the Elves lose their footing and fall to their deaths.



ANIMAL VENERATION

The Asrai venerate all animals great and small believing that each displays a trait associated with an Elven virtue. These virtues are said to be manifestations of a deity, who once upon a time inhabited the body of an ancestor animal during *The Dreaming*. These “fallen gods” are often associated with the primary deities of the Wood Elf pantheon, so for example, bears have the strength of Kurnous the god of the Hunt, owls have the wisdom of Isha the Earth Goddess, and foxes have the cunning of Loec the Trickster God.

Wood Elves who gain a reputation as champions are often awarded an “animal name” to signify their divine virtue. For example, the title “Hound of Winter” signifies service to one’s Kinband or Kindred, as characterised by the steadfast comradeship between a hound and a hunter. Animals of extraordinary virtue are believed to be the ancestor spirits of departed Elven champions, returning to aid the Asrai in the afterlife.

FABLE SONGS

Nature’s sacred harmonies can be learned by Wood Elves listening closely to trees and animals. The whispering of leaves actually contains magical songs that can be recited by Elves to stir flora into motion and reveal hidden forest pathways. Animal calls often carry secret messages of wisdom that are reinterpreted as “fable songs” to teach young Elves about virtue.

Although most of these fable songs are not magical, they are considered essential for Elven children to learn. Some fable songs are in fact sacred evocations of the world’s mythical origins, when “fallen gods” had the bodies of animals and walked amongst Elves. The Asrai recognise these gods as the Brúidd, whereas Asur scholars believe they were actually the Old Ones of High Elf legend.

Fable songs encourage a healthy respect for the Brúidd in Wood Elf children. Over the generations, forest spirit reverence has become engrained in Asrai culture. Variants of the fable songs have also been adapted by Bretonnian storytellers as faerie tales (or “contes des fées”) to teach children about the ways of the Fay.

SMALL RAPTORS

Source: *Old World Bestiary*, pg. 124

OWLS

Owls watch the forest for trespassers and deliver warnings to Wood Elf mages. These noble birds are capable of sensing evil intentions before they’re acted out. Corrupted owls are a major threat to Asrai communities, because they know which Elves are prime targets for subversion to the dark path.



HAWKS

Hawks make their nests at the forest’s edge just below the eyries of their larger cousins, the Warhawks. These skilled predators are known for their sense of justice, often aiding animals and Elves who’ve been wronged somehow. Chaostainted hawks cause problems for elves by attacking their animal companions.



SNAKES

Source: *Old World Bestiary*, pg. 124

Snakes are rare in the Wood Elves’ chill forests, preferring instead to dwell amongst rocks and tall grass. Snakes are considered to be the cleverest of all animals because they propose simple solutions to complex problems. Weeks after their advice has been followed, however, snakes sometimes shed their skins to reveal themselves as messengers of Chaos.



Nembus

The Loren Brúidd spirit Nembus is a giant water serpent with chameleon-like powers. In addition to changing colours, Nembus can alter its appearance whenever someone looks away. In the span of a minute, its feathered wings can become piscine fins before disappearing altogether. Nembus devours men who swim in Loren’s rivers and has been accused of serving Tzeentch.

SMALL PREDATORS

Families of foxes, otters, badgers, wildcats and ferrets can be found in most forests.

- Small Predator Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	23%	26%	51%	14%	22%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	8	2	2	6	0	0	0

Skills: Perception, Swim (Otter: +20), (Wildcat: Scale Sheer Surface)

Talents: Keen Senses, Natural Weapons, (Fox: Savvy)

FOXES

This cunning animal is both friend and foe to the Asrai. Although foxes know the forest paths well and help lost travellers on occasion, they are also known for stealing food from Elven gardens. Corrupted foxes use their cunning to trick travellers into following



them deep into the forest, only to abandon them all alone and hopelessly lost. In Asrai fable songs, a pale fox sometimes guides travellers who are lost on the silver paths, or leads them to a destination that suits the whims of Loec the Trickster god.

OTTERS

These playful creatures have helped the Asrai on many occasions when food was scarce, leading them to rivers full of fish. Chaos-tainted otters take their mischievous pranks too far. They lure elves into strong currents and then laugh as they watch them drown.

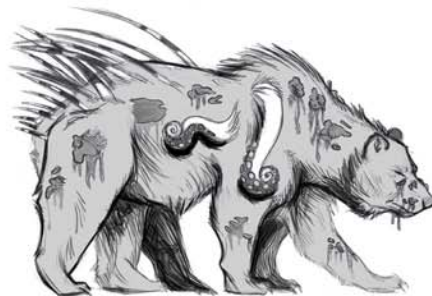
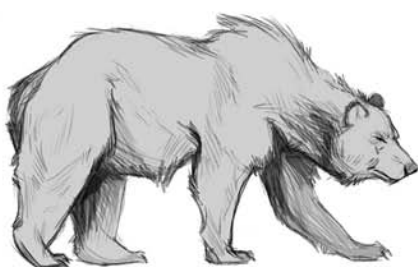


Capa

An ancient song tells that in the distant past, the Laurëlorrn otter spirit Capa was wounded defending his river home. But while clinging to a branch, Capa's cries were heard by a passing Naiad who came to his aid. In return for the Naiad's kindness, the otter spirit promised to appear in the Ravine of the Nymphs to warn the Naiads whenever someone enters Laurëlorrn by river. Occasionally Capa helps people who are drowning.

WILDCATS

The solitary wildcats live apart from elven halls because they find wild hounds obnoxious. Wardancers often spend time living among wildcats to study their movements and enjoy their dry humour. When one wildcat becomes corrupted by Chaos, its whole family usually follows suit fairly quickly. Corrupted wildcats are loud and ill-tempered.



BEARS

Source: WFRP pg. 232

The mighty bear is renowned for its strength and ability to find food, often leading elves to sources of forage in times of need, such as berries and beehives. Chaos-touched bears are notoriously angry creatures that will simply charge down Elves and rip them limb from limb with razor sharp claws.

TABLE II.I: FAUNA CORRUPTION

1d10	Mutation
1	Rabid: Gains the Frenzy Talent (if animal is already Frenzied, it gains the Unsettling Talent instead).
2	Venom: Characters bitten by the animal lose 1 additional Wound per round, until a Toughness test is passed or they die.
3	Extra Heads: Gains +1 Attack, +10 Perception and loses -10% Agility.
4	Extra Legs: Gains +1 Attack, loses 1 Movement and -10% Agility.
5	Sores: Covered in weeping cuts or festering boils.
6	Giganticus: Twice the normal size, gaining +10% Strength and Toughness, and +50% of its normal Wounds (rounded up).
7	Breeder: Females are bloated with pregnancy, or nurse double the normal number of young. Males try to breed with all females – even other species.
8	Quills: Inflicts a SB2 hit against characters who Grapple with the animal. The animal's attacks leave quills embedded (Heal test to remove without inflicting 1d5 extra Wounds).
9	Tentacles: Gains +1 Attack (Grapple only) and the Frightening Talent.
10	Speech: Animal can talk with an almost human voice (Speak Language - Beast Tongue). This ability is typically used to intimidate or deceive characters.

WOLVES

Source: WFRP pg. 233

Wolves are often mistrusted by Elves because of their tendency to ally with goblins. However, close friendships do form between the two species. Wolves displaying any sign of taint are ostracised from their pack to perish alone. The Asrai consider lone wolves to be ominous portents.





Usnarr

Long ago, the Loren wolf spirit Usnarr ran with a pack of white wolves across the forests and plains of Middenland. When the Teutogens arrived at the sacred mountain and future location of Middenheim, Ulric drove away the wolf spirits that served him so human tribesmen could found the City of the White Wolf. Scattered across the Old World, few of Usnarr's pack were able to survive. Most retreated into the Laurëlor forest where they found an Otherworld realm that suited their needs (see *Realm of the White Wolf*, pg. 83). Of his pack, the lone wolf Usnarr remains the most active, especially in winter when Loren's magic wanes. Wood Elves seeking Usnarr's guidance are often given quests to travel north and fight Chaos at its source.

WAR DOGS

Source: *WFRP* pg. 233

Elven halls are frequently inhabited by wild hounds. These stately beasts live amongst the elves not as pets, but as guests of considerable status. Orion, the King of Loren, prefers the company of wild hounds over Wood Elves. Tainted hounds leave the forest during the autumn season to hunt for humans on heath and moor. "Storm Hounds", as the Elves call these predators, are still revered despite their corruption.

WILD CHAOS

The warping energy of Chaos flows primarily from the northern Chaos Wastes. However, magical energy also seeps into the world through natural rifts and Warp portals. Some of the magic that flows through elemental fulcrums becomes Earthbound or Waterborne, but a portion of the energy is Chaos magic which vents directly into the air. This magical leakage is often described as "Chaos Undivided" or "Wild Chaos" because it emerges raw and unshaped by the Chaos gods. Whereas Chaos is normally shaped by (and attracted to) human flaws such as greed or anger, Wild Chaos represents the basest human flaw: pride.

Only one major surge of Wild Chaos has ever entered the world, when the Old Ones' Warp gate collapsed thousands of years ago. Human tribesmen who lived in the north were mutated to become the first hybrids of man and beast: Wild Beastmen. Since that initial surge, the majority of Chaos magic flowing through the open gate has been claimed (or "coloured") by one of the four major Chaos gods. Subsequently, most of the Beastmen roaming the Chaos Wastes today are aligned with one of these four Ruinous Powers.

South of the Chaos Wastes, however, Wild Beastmen unaffiliated with any of the four Chaos gods are still the more populous variety. Over time, they interbred to create countless sub-species and migrated south following the scent of Wild Chaos. In places where the scent was the strongest, the Beastmen erected great Herdstones to mark the site. To these Beastmen, the Wood



Chapter XI: Flora, Fauna and Foes of the Forest

Orion's Hounds

According to Asrai folklore, Orion's loyal hounds slumber within the halls of King's Glade as they await the hunting season and the search for He-Who-Would-Be-King. The hounds watch over Orion's possessions through the long winter and herald his arrival in the spring with howls that echo across Athel Loren.



Gwylgi and Nageneen

The Laurëlor Brúidd spirit Gwylgi resembles a large, black mastiff with glowing red eyes, and is known in Asrai mythology as the 'Hound of Twilight'. Gwylgi chases travellers along Laurëlor's lonely trails, appearing from the lengthening shadows at the end of the day. Gwylgi finds great humour in the fear of his quarry, but rarely takes a bite unless it is to hurry them along.

Gwylgi is sometimes accompanied by the Gnome spirit Nageneen, who rides upon the black hound's back. It is sung that the spirits became friends after Nageneen pulled a thorn from Gwylgi's paw. Nageneen is a friendly prankster who delights at leaving strange gifts for people to discover. Nageneen's gifts are almost always helpful, but few recipients understand their purpose except in hindsight.

Elves' magical forests are potentially unlimited sources of Wild Chaos which must be corrupted before their power can be tapped.

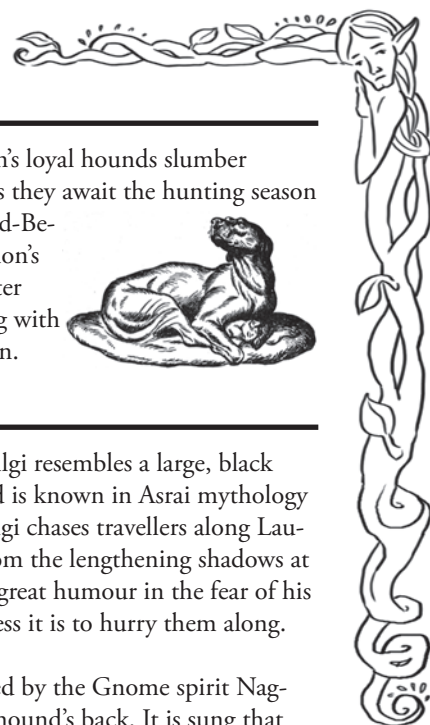
Wild Chaos flows through the "space between worlds" before entering the Material realm, and is therefore coloured by the base emotions of spirits trapped within. Beastmen corrupted by Wild Chaos are still human enough to be prideful, but their animalistic impulses allow this pride to go unchecked. The tension between beast and man makes Wild Beastmen bitter creatures who resent their own grotesquely formed bodies. Their self-loathing becomes a gnawing jealousy of the more advanced races, and eventually they learn to hate all of civilisation.

Magic

Beastman Bray-Shamans are the only spellcasters capable of channelling Wild Chaos, which they do instinctively. Wild Chaos encompasses four different Spell Lores: Beasts, Chaos, Death and Shadows. Bray-Shamans can use all four of these Lores with equal proficiency, however they must add a Chaos Die to all Casting Rolls.

Corruption

Wild Chaos mutates flora, fauna and forest spirits more than any other source of magic except Warpstone. The Corruption tables in Chapters X and XI cover mutations caused by Wild Chaos. Elves who are corrupted by Wild Chaos roll on **Table 1.2: Curse of the Wilds** as normal. Humans roll on the normal d1000 Mutation tables printed in the *Tome of Corruption*.



FOES OF THE FOREST

The natural world is threatened by many foes, some malicious, some exploitative and others simply expansionistic. Wood Elves look upon almost anyone who harms the forest as despoilers lost to corruption; only a select few are given a pass for merely being misguided or greedy. Regardless of motives, the Asrai will defend the forests vigilantly from its foes.

GREENSKINS

Greenskins revel in destruction, often burning trees simply for the pleasure of watching the mesmerizing glow. It is rumoured that the legendary Black Fire Pass was actually named for the black smoke that rises from the area when Greenskins burn trees and shrubs for their idle amusement. The Asrai will actually change their course to hunt down Greenskins, should they come across a trail in the forest. The goblinoids' love of wanton destruction is appalling to Wood Elves.

HUMANS

Although the realm of Athel Loren has an alliance of sorts with the nobility of Bretonnia, Wood Elves prefer secrecy and solitude from humans. In the Empire, civilisation and industry have put greater strains upon the natural resources. Across the Old World, deforestation has nearly caused some Elven settlements to become exposed. Once-remote Wood Elf communities are now interacting with human settlements, which sometimes leads to open conflict or the abandonment of ancient traditions, as newer generations of Wood Elves adopt the culture of their human neighbours.

DWARFS

Dwarfs frequently send logging teams into the forests, seeking to replenish stocks of fuel for the furnaces of their workshops. The situation is further exacerbated by existing bitterness between Elf and Dwarf dating back to the *War of the Beard* millennia ago. Wood Elves believe that Dwarfs actively seek to destroy the sacred glades of the forest in order to satisfy their "stupid grudges".

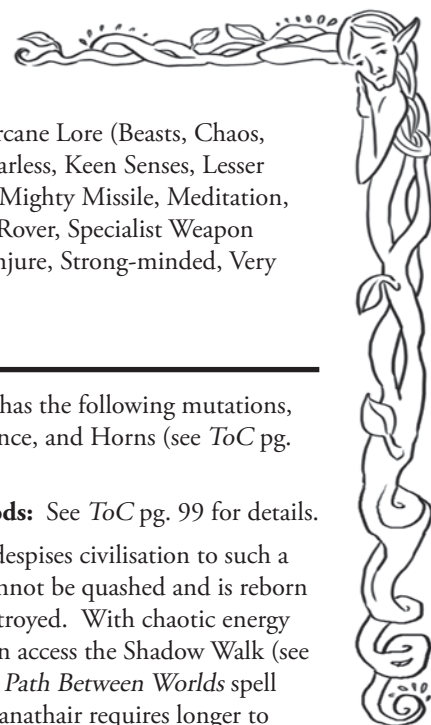
SKAVEN

The Skaven take great measures to avoid the woodland realms of the Asrai. However, on occasion the two races clash in parts of the forest where vast amounts of Warpstone have fallen from the sky and tainted the land. While the Asrai seek to remove the taint or contain it with waystones, the Skaven seek to recover the Warpstone and use it for their own nefarious schemes.

BEASTMEN

The greatest danger to the Asrai's woodland realms is the endless Beastmen menace. The natural balance of the world is threatened by their corrupting nature, and Wood Elves have waged a secret war within the forests of the Old World. Humans are unaware of the magnitude of danger that the Beastmen represent within the confines of their "borders"; such is the success of the campaign waged by the Wood Elves. The Beastlord who seems most intent upon destroying Athel Loren is known by the Asrai as Cyanathair the Corruptor. Although he was destroyed twice in ages past, the Corruptor always rises again.





CYANATHAIR THE CORRUPTOR

The current incarnation of the entity known by Wood Elves as “Cyanathair” was born to a Bretonnian mother. Under Morrslieb’s glow 300 years ago, the misshapen baby clawed itself from the womb. When the horrified father tried to strangle his freakish infant, his hands mutated into hoofs, and Cyanathair scurried away with a preternatural sense of purpose. The blood-slicked babe found a cave in the Forest of Arden and nursed itself on a diet of mushrooms and mice.

Kept alive by its own raw Chaos energy, the child grew into a boy-calf, and eventually a man-beast. As Cyanathair’s power also grew, the trees and plants blackened around its cave in the heart of Arden. Animals mutated, and Beastmen gathered in greater numbers. Over time, the shaman gained notoriety amongst humans and become known as Morghur, Master of Skulls. However, the Asrai understand that Morghur’s spirit is ancient and immortal, because they have slain the creature twice already in centuries past.

From its abyssal lair with stone walls that ripple like water, Cyanathair can traverse the Shadow Walk to other caves in distant forests. The Corruptor summons Beastmen from thousands of miles away to despoil the beauty he so despises. See Athel Loren Adventure Seeds (pg. 58) for more information on Cyanathair.

USING CYANATHAIR

Cyanathair is an epic campaign villain who’s rarely encountered directly. If ever his shuffling form is spotted lurking amongst a throng of slavering beasts, then it’s usually the last thing one sees. PCs will encounter warped flora and fauna in Cyanathair’s wake, but the Corruptor himself is elusive. Only by questioning animals and forest spirits can Cyanathair’s next destination be ascertained. Cyanathair is a divisive force, turning animals and forest spirits against Wood Elves, however he also provides a strong motivation for the Asrai to seek allies against him.

– Cyanathair Statistics –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
63%	36%	46%	49%	52%	58%	81%	59%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	31	4	4	5	5	0	1

Skills: Channelling +20, Command +10, Concealment, Common Knowledge (Drakwald, Forest of Arden), Dodge Blow, Heal, Follow Trail, Intimidate +20, Magical Sense, Outdoor Survival, Perception +20, Performer (Storyteller +10), Speak Arcane Language (Daemonic) Shadowing, Silent Move, Speak Language (Dark Tongue +20), Speak Language (Beast Tongue), Speak Language (Eltharin, Reikspiel, Breton).

Talents: Aethyric Attunement, Arcane Lore (Beasts, Chaos, Death, Shadows), Fast Hands, Fearless, Keen Senses, Lesser Magic (any two), Master Orator, Mighty Missile, Meditation, Menacing, Petty Magic (Chaos), Rover, Specialist Weapon Group (Two-handed), Strike to Injure, Strong-minded, Very Strong.

Special Rules:

- **Chaos Mutations:** Cyanathair has the following mutations, Animalistic Legs, Bestial Appearance, and Horns (see *ToC* pg. 28).
- **Silent as the Beasts of the Woods:** See *ToC* pg. 99 for details.
- **Essence of Chaos:** Cyanathair despises civilisation to such a degree that his immortal spirit cannot be quashed and is reborn whenever his physical form is destroyed. With chaotic energy in his very essence, Cyanathair can access the Shadow Walk (see Magic Chapter, pg. 33) using the *Path Between Worlds* spell from the Lore of Athel Loren. Cyanathair requires longer to reincarnate after being destroyed by magic. Putting him to rest forever would be a truly epic campaign for a Wood Elf party.
- **The Taint:** The corrupting influence of Cyanathair leaks from his physical form affecting all those within 16 yards (8 squares). All characters must pass a **Toughness Test** or gain a Mutation, animals must pass a Toughness Test or roll on **Table 11.2: Fauna Corruption**, and plants must roll 1d10 with the following results: 1-3: *no effect*, 4-6: *the plant withers*, and 7-10: *roll on Table 11.1: Flora Corruption*.
- **Beast-Roar:** Cyanathair is able to emit a piercing, unearthly and warping roar, taking a Full Action, which resounds through the forest drawing Beastmen to his call. Upon hearing the roar all Beastmen can re-roll failed Fear or Terror Tests, and an additional 1d10 Beastmen will answer the call and arrive on the scene in 1d10+2 Rounds (assuming any are nearby).

Trappings: Hallucinogenic Herbs

Armour: (Medium) Hides (Arms 2, Body 2, Head 2).

Weapons: Braystaff & the Stones of the Crystal Skull Cave (see sidebar).

BRAYSTAFF & THE STONES OF THE CRYSTAL SKULL CAVE

The twisted braystaff of Cyanathair is a potent talisman of Chaotic power when combined with the Stones of the Crystal Cave, a site of ritualistic importance to the Beastmen. The Winds of Magic become unstable and dangerous to all those wishing to manipulate them within 48 yards (24 squares) of the fell braystaff, adding an extra Chaos Die to all spells. Should Tzeench’s Curse be triggered and a double rolled on the Chaos Manifestation table, the caster is turned into a Chaos Spawn (see *ToC* pg. 57-59).

See *ToC* pg. 102 for details and statistics of a Braystaff.



GORS

Source: *Tome of Corruption*, pg. 99

CHILDREN OF CHAOS

Many details about the true origins of Beastmen are shrouded in the mists of time, but a few things are known. For instance, their lineage can be traced back to the twisted lands of the north. Dwarf mythology speaks of nomadic Human tribes inhabiting the northlands at the time when the Gate of Heaven collapsed. Ancient High Elf manuscripts also record Prince Malekith's discovery of a ruined city in the Wastes which housed the skeletons of a previously undocumented humanoid species. The most numerous species of Beastmen encountered are known as Gors by the Dwarfs.

There are many varieties of Gors throughout the world. As Wild Chaos leaks through magical fulcrums, it is coloured by regional spirits and animals. Gors with the heads of tigers inhabit the lands of Ind, while ape-like creatures populate the rainforests of the Southlands and Lustria. Living amongst the Gors of southern lands are some that worship specific Chaos gods, but most do not. In the grand scheme of things, the Beastmen's origins are less important than the question of how to deal with them.

TACTICS AGAINST BEASTMEN

The forest of Loren is said to consciously open its hidden paths in order to instigate conflict between Beastman warherds and Wood Elves. As defenders of the forest, it is the Elves' responsibility to eliminate Beastmen quickly before they can cause harm. Consequently, Wood Elf scouts are ever watchful for the encroachment of warherds and warn their kin of potential inva-

sion at the earliest opportunity. Spites have also been known to inform the Elves of Beastmen concealed among the trees waiting in ambush.

Sites for pitched battles are often chosen by the Wood Elves for tactical advantage. The Asrai use guerrilla tactics against Beastman warherds, setting traps and ambushes in the hope of weakening the enemy's morale or killing their leader to create disarray amongst the others.

Beastmen culture is based on survival of the fittest, and warherd leaders are always wary of challenges to their leadership. In battle, Beastlords seek to affirm their position within the warherd by killing enemy leaders personally. The smartest Beastlords take advantage of wounded enemy leaders, only moving in for the kill when victory is certain. Should a Beastlord fall in battle, its warherd can suddenly lose cohesion as the contenders for leadership fight amongst themselves.



CENTIGORS

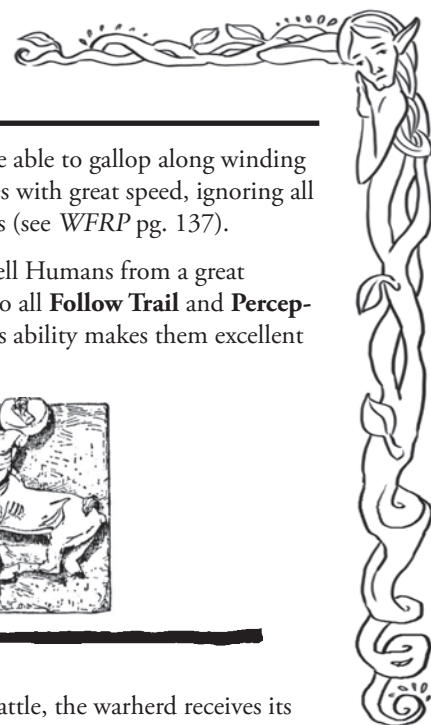
Source: *Tome of Corruption*, pg. 104

BEASTS OF LEGEND

The earliest records of Centigors are found on ancient pottery fragments discovered in the Border Princes. Many of these fragments have been recovered from the Blood River region, which marks the boundary between the southern Old World and the Badlands. Imperial scholars hypothesise that ancient horselords of the southern lands must have fused with their mounts as a result of the warping influence of Chaos. Other legends suggest Centigors originated in the north, as evidenced by variations in form, such as those with the hindquarters of an Ox. The majority of Centigors today are encountered in the northeast Empire; only occasionally are they sighted roaming the southern plains.

Centigors are usually encountered in groups and they are often inebriated, which makes them bold and volatile. They are nomadic by nature, but are occasionally drawn to join with successful Beastlords for the promise of violence and plunder. In martial formations, Centigors often serve as the shock-troops of a Beastman warherd, charging into enemy flanks or disrupting their ranks with brutal frontal assaults.

Bray-Shamans sometimes direct Centigors to pursue a secondary goal, using the main battle as a distraction for them to slip into the forest unnoticed. Numerous legends and folktales surround these beasts, many of which involve Centigors stealing women and children, only to end with a valiant hero saving them from being eaten alive.



MAN-FLESH

Centigors have a greater than normal appetite for man-flesh. Beastmen ravage the areas through which their warherds pass, slaughtering and devouring villagers in bloody feasts. Their unnatural ability to detect the scent of Humans often causes drunken Centigors to forget the commands of their Beastlord.

A favoured torture method amongst the kings and potentates in the early days of the southern Old World involved locking captives within the belly of a brass oven shaped in the form of a Centigor. A fire was lit beneath the device, and the screams of victims were channelled through tubes and valves as they were roasted alive, causing a dreadful bellowing sound to emit from the brass beast's mouth. Chaos Dwarfs use a similar device for dedicating sacrifices to their god, Hashut.



MINOTAURS

Source: *Tome of Corruption*, pg. 104

MARK OF THE BEAST

The earliest accounts of Minotaurs can be found in Estalian mythology and heroic tales such as the poem "Prince of Tylos and the Minotaur". In this ancient fable, the valiant prince volunteered himself as bait to lure the beast away from his people and into the labyrinth of the Abasko Mountains. The tale reveals that an ancient king's wife had been cursed, and that it was she who birthed the strange beast into the world. Minotaurs believe this beast-child of their ancestry was the legendary Mugrar, the Lord of Minotaurs. Estalians play out the struggle between man and beast with the *Toreo*, the sport of bull-dancing. Most scholars assume Minotaurs are a larger sub-species of Gors.

Minotaurs are guardians of sinister shrines located in the darker parts of the forest where only a Bray-Shaman would dare to tread. Although they are normally solitary creatures, the smell of blood and the sound of battle draw Minotaurs to a warherd. Other Beastmen believe Minotaurs are favoured by the Chaos Gods, or perhaps living manifestations of Wild Chaos made

flesh. When a Minotaur falls in battle, the warherd receives its death as a bad omen which invariably results in challenges to the Beastlord's leadership.

LAIRS AND TREASURE

Minotaurs travel for miles, instinctively drawn to the magical fulcrums that leak Wild Chaos into the world (see pg. 115). While in transit they favour caves as temporary shelters, and they only remain stationary until the urge to continue their search for Wild Chaos becomes powerful enough to spur them onward.

Minotaur caves or shrine glades are littered with excrement and bones that have been split apart for marrow. The skulls of fallen victims, along with their weapons and armour, are often piled into grotesque monuments to the dark gods. Such shrines are typically located within the heart of a labyrinthine cave system or thicket. Guardians of these shrines, often called Doombulls, are challenged by other Minotaurs seeking the dark gods' favour. Bray-Shamans also visit Minotaur shrines seeking communion with Dark Powers or access to sources of Wild Chaos.

TUSKGORS

Source: *Tome of Corruption*, pg. 105

BEASTS OF BURDEN

It is well known that after Beastman warherds have passed through an area, they often leave surprises for returning villagers in the form of mutated lambs and calves. These corrupted livestock are commonly slain and burnt, unless the entire stock is threatened and cannot be replaced.

One sub-species of Beastmen, called Tuskgors, are products of similar crossbreeding. Wild boars are warped by the corrupting

power of Chaos, channelled through dark rituals and sacrifices performed by Bray-Shamans under the shadows of Herdstones. Imperial scholars believe that Bray-Shamans choose the Wild Boar for their rituals because, to early Human tribes, the animal represented strength and courage.

The story of Sigmar and Blacktusk the Boar is the most iconic example of boar reverence. After the raging Blacktusk was driven mad by a spear-tip lodged in its flank, the animal was relieved of its pain by Sigmar and released back into the forest. The Asrai simply regard Tuskgors as abominations that are used as beasts of burden to pull the Gors' crude chariots.





COMBAT TACTICS

When not pulling chariots, small packs of Tuskhors forage for food around the perimeter of Beastman camps. This makes them de facto camp guards. A lone Tuskgor will stand its ground, unlike its Wild Boar cousins. The following Combat Tactics are applicable when a Tuskgor is unharnessed from its chariot.

1-3	Hog Squeal: the Tuskgor stands its ground and squeals as though speared, calling other Tuskhors or Beastmen to the area. Melee combat: Defensive Stance
4-5	Snapping: the Tuskgor makes several bites in quick succession, snapping at the opponent with its tusks. Melee combat: Swift Attack
6-7	Bristle Backed: the Tuskgor raises its hackles and sticks out its horns, posturing for position and dominance, while taking occasional bites at the opponent. Melee combat: Guarded Attack
8-10	Goring Tusks: the Tuskgor tilts its head and charges, using its tusks to gore the foe with terrible force (see ToC pg. 106). Melee combat: Charge Attack

FOREST GOBLINS

Source: *Old World Bestiary*, pg. 23-24 and 97-98

SPIDER GOD WORSHIP

Upon the conclusion of the *War of the Beard*, the resulting power vacuum allowed the Greenskin races to proliferate across the Old World. They occupied ruined Dwarfholds and spread into areas of the forests that Elves had abandoned. With the rise of humanity and the regrouping of the Wood Elves, however, many Goblins were driven into the deepest glades and forced to live in isolation from the rest of their kind.



Over time, Goblins learned to coexist with the Giant Spiders infesting the deep woods. Although Mork and Gork were still worshipped dutifully, Forest Goblins began paying tribute to an even higher power that dwelled behind the many eyes of their arachnid neighbours. They even managed to raise captured spiders as mounts, and form bonds with the dreaded Arachnaroks, inuring themselves against their venom by consuming the poison in small doses.

Presently, the greatest concentration of Forest Goblins is deep within the Drakwald Forest. Their crude dwellings are situated near a web-choked spider breeding chasm called the Black Pit, known by humans as the Valley of Many Eyes. In 2518 IC, woodsmen felled acres of trees near the Black Pit, causing the scattered Forest Goblin tribes to unite under their Spider God. The ongoing conflict against Forest Goblins and Giant Spiders has come to be called the "War of the Drakwald".

SHAMANS, SHROOMS AND SPIDERS

All Goblin shamans draw magic from an aethyric reservoir called the "Great Green", which is fuelled by the frenetic, combined energies of all Greenskins. Night Goblin shamans can enhance their connection to the Great Green by eating psychotropic mushrooms. Forest Goblins must do without this mystical fungus, because its spores do not thrive aboveground. Instead, they ingest or cover their bodies with small spiders that constantly bite and inject them with venom. Shamans who can withstand the potent toxins are able to see through the Great Green and into the Great Beyond.

Purple Skullback Spiders (New Item)

By eating a handful of these plum-coloured arachnids, shamans enter a deep trance and begin cavorting to the mystical rhythms of the Great Beyond. On a failed **Easy (+20) Toughness Test** they succumb to the toxins. Witnessing the dance has a hypnotic effect on Arachnaroks, allowing shamans to bond with them afterwards (see pg. 94).

Gift of the Spider-God (New Spell)

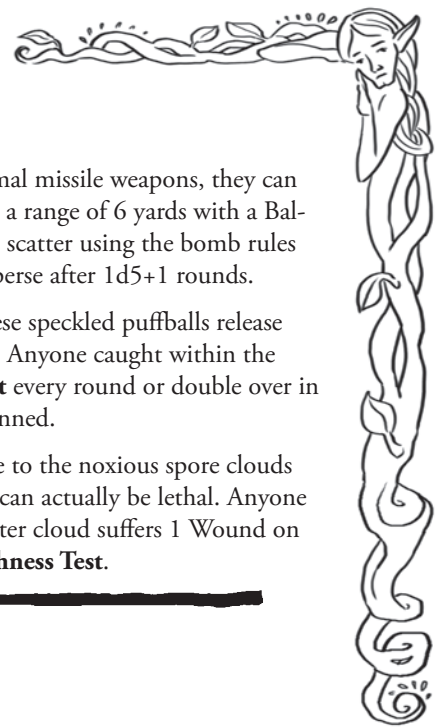
Casting Number: 15

Casting Time: one full action

Ingredient: egg of an Arachnarok (+2)

Description: The Spider-God blesses (Magic x 1d10) friendly Goblins, who spontaneously grow poisoned fangs (Natural Weapons). Victims of bite attacks must pass a **Toughness Test** or be paralyzed for 1d5 rounds. Poisoned fangs retract after Magic x 2 rounds.





FOREST SNOTLINGS

Source: *Old World Bestiary*, pg. 28 and 109

Although Snotlings resemble miniature Goblins, they usually live in hollow trees or burrows apart from their larger Greenskin cousins. Goblins are annoyed by the Snotlings' silly antics and constant mimicry. Wood Elves consider Snotlings more of a nuisance than a threat, because unlike other Greenskins they pose no danger to the forest. Some Elves even find Snotlings amusing – until the little vermin poop in their gardens, steal their food or hurl spore weapons through their windows. Treesingers have observed that Snotlings proliferate in groves where mushrooms are abundant, and are immune to their own spore weapons.

GIANT SPIDERS

Source: *Old World Bestiary*, pg. 51 and 96

ARACHNAROK (New)

The greatest Giant Spiders are known to goblins as “Arachnaroks”. These behemoths can grow to be as large as a barn, enabling them to carry a howdah full of goblins atop their bloated abdomens. Forest Goblins worship Arachnaroks as gods; Wood Elves believe they came here long ago through the rift-tear in the heavens.

- Arachnarok Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	-	58%	67%	41%	32%	43%	11%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
8	64	5	6	7	-	-	-

Skills: Perception +10%

Talents: Keen Senses, Natural Weapons, Night Vision, Terrifying, Will of Iron

Special Rules:

- **Armoured Skin:** The carapace of an Arachnarok provides 3 Armour Points on all locations.
- **Poison Surge:** One attack per round represents the Arachnarok's venomous bite. Victims of this attack must pass a **Challenging (-10) Toughness Test** or suffer a number of additional Wounds equal to 1d10 x Degrees of Failure.
- **Giant Wall Climber:** Arachnaroks can clamber up and down walls like normal spiders, and are large enough to step over most obstacles. They can ignore terrain penalties for movement purposes.



SPORE WEAPONS

Although Snotlings can't use normal missile weapons, they can throw exploding spore balls up to a range of 6 yards with a Ballistic Skill of 20%. Missed throws scatter using the bomb rules (OWA, pg. 45). Spore clouds disperse after 1d5+1 rounds.

- **Choke Puffs:** Upon impact, these speckled puffballs release a spore cloud 2 yards in diameter. Anyone caught within the cloud must pass a **Toughness Test** every round or double over in a fit of coughing, counting as Stunned.
- **Stink Balls:** Prolonged exposure to the noxious spore clouds released by these brown puffballs can actually be lethal. Anyone standing within the 3-yard diameter cloud suffers 1 Wound on every round that they fail a **Toughness Test**.

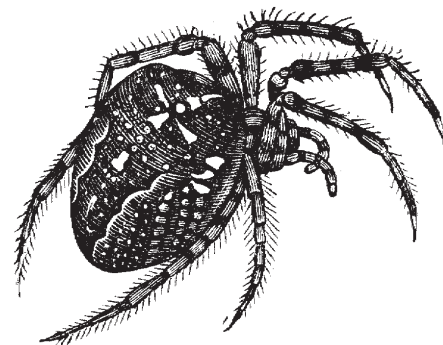
WARP SPIDERS

The first Arachnaroks came to the world millennia ago, soon after the Old Ones' arrival. They were not creations of the ancient race, instead arriving from elsewhere across the Warp. The descendants of these original Warp Spiders are still stranded on this world, but some retain a vestigial ability to translocate through magical fulcrums.

Wood Elves fear that Arachnaroks will always be a menace, because their eggs are stowed safely in the space between worlds. Giant Spiders are not as aggressive as Beastmen, but they compete with Elves for food, and render their sacred glades inaccessible with thick webs. Mad Chaos Sorcerers have tried (without success) to open Warp portals for a new wave of Arachnaroks to enter the world.

Special Rules

- **Rift Crawler:** 50% of Arachnaroks have the ability to traverse the Shadow Walk (see pg. 33) from one cave to another. Their **Willpower Tests** are **Easy (+20%)**, and spiders suffer no consequences of failure except delayed arrival at their destination. Daemons and Shadow Beasts have no power over them.
- **Broodlings:** 25% of young Arachnaroks are also capable of traversing the Shadow Walk. These eight-legged infiltrators use the normal Giant Spider profile (OWB, pg. 51, 96), but also have the Rift Crawler ability listed above.



CHAPTER XII: REVOLUTIONS IN PROGRESS

This adventure for experienced GMs introduces players to the magical Elven forest of Athel Loren. The ideal adventuring party should be around halfway through completing their first Careers and be comprised of a mixture of Wood Elves and Humans (or Dwarfs, or Halflings). At least one of the PCs should have spent time in Quenelles and served Marquis de Vaubon. You can either design a “prologue adventure” that leads the party to Quenelles, or give 500 XP to newly created PCs and begin the adventure at the Sentinel after a brief explanation of the backstory. GMs should read the Quenelles section of the Athel Loren gazetteer (pg. 62) before playing.

The objective of *Revolutions in Progress* seems relatively straightforward at first. Sixteen years ago, the twin children of the Marquis de Vaubon were taken by the Fay in the dark of night. The Loren Elves have now agreed to return Marianne and Jean-Michel, and the PCs are tasked with escorting them back. However, as is often the case, things don't proceed according to plan. The rendezvous spot is a Sentinel waystone northeast of Quenelles, but when the PCs arrive, the twins are nowhere to be found. Following their trail entangles the party in a web of intrigue involving Quenelles' aristocracy, the Wood Elves of Anaereth, and the forest spirits of Loren.

The Halls of Anaereth are a sandbox-style magical forest region with locations that can be visited either “forwards” or “backwards” as event conditions are triggered. *Revolutions* is designed to be played over 3-4 sessions, but only the “nuts & bolts” are described herein. GMs are encouraged to flesh out the material beforehand according to the characters (and players) involved. The primary themes of *Revolutions* are childhood innocence, social unrest and betrayal.

DISGRUNTLED ARISTOCRATS

During the reign of Duke Tancred II of Quenelles, the aristocracy's ancestral land holdings in the heaths bordering Athel Loren have been reduced from 50% to 20% of their original sizes. Previous Quenelles Dukes confiscated land in much smaller parcels than Tancred has, but he sees nothing wrong with appeasing the Fay at his own nobles' expense. Confiscated land is allowed to grow wild and become part of Loren again. Although commoners hail Tancred as a war hero for his campaign against the Lichemaster years ago, the aristocracy is deeply resentful. One particular noble, the Marquis de Vaubon, has become so embittered that he's arranged for the murder of his own daughter, Marianne, in hopes of framing Loren's spirits (or Elves) for the crime and stirring wider dissent against the Duke's land reforms.

LIBERATING THE LOST BOYS

The people of Quenelles are accustomed to their children being kidnapped by the Fay. When girls return as young women with magical training, it's considered a gift from Loren. However, this historic occasion marks the first time that a boy might be returned. But stubborn Marianne isn't content to return with just her twin brother Jean-Michel. Instead Marianne intends to visit an Otherworld realm where Loren's kidnapped boys are kept in an ageless limbo, and convince them *all* to come home with her! Marianne is unaware that this is just one of many Otherworld realms where boys are kept in Loren.

LOREN RISING

While most Asrai maintain that following ancient tradition, magically-gifted human boys must never be returned to Bretonnia, a few have become willing to change this custom. A touchy subject at best, the Elves' agreement to return Jean-Michel was made unilaterally, without consulting Loren's spirits. When Lilit Dryads begin attacking the Elves, it's taken as a sign of Loren's disfavour. To defuse the situation, the Elf Cerulan attempts to prevent Jean-Michel from leaving. Meanwhile, the spirit Zephyr seeks to return the boy to his wrathful guardian spirit, Bhati.

SETTING THE STAGE

The adventure begins in the Wild Heath, about a day's journey from Quenelles. The PCs have been employed by Marquis de Vaubon to meet Elven envoys at a Sentinel waystone known as “Le Preneur”. The Elves told Vaubon that his twin children, who were kidnapped 16 years ago at age 5, would be released there at a pre-designated time.

If any PCs knew the Vaubon family at the time of the kidnapping, they are sent along as familiar faces for the twins' comfort. Elf PCs are recruited to guide the party safely through the Fay realm. Everyone else is considered extra muscle in case of trouble. Vaubon intentionally hired inexperienced adventurers for the mission because he intends it to fail.

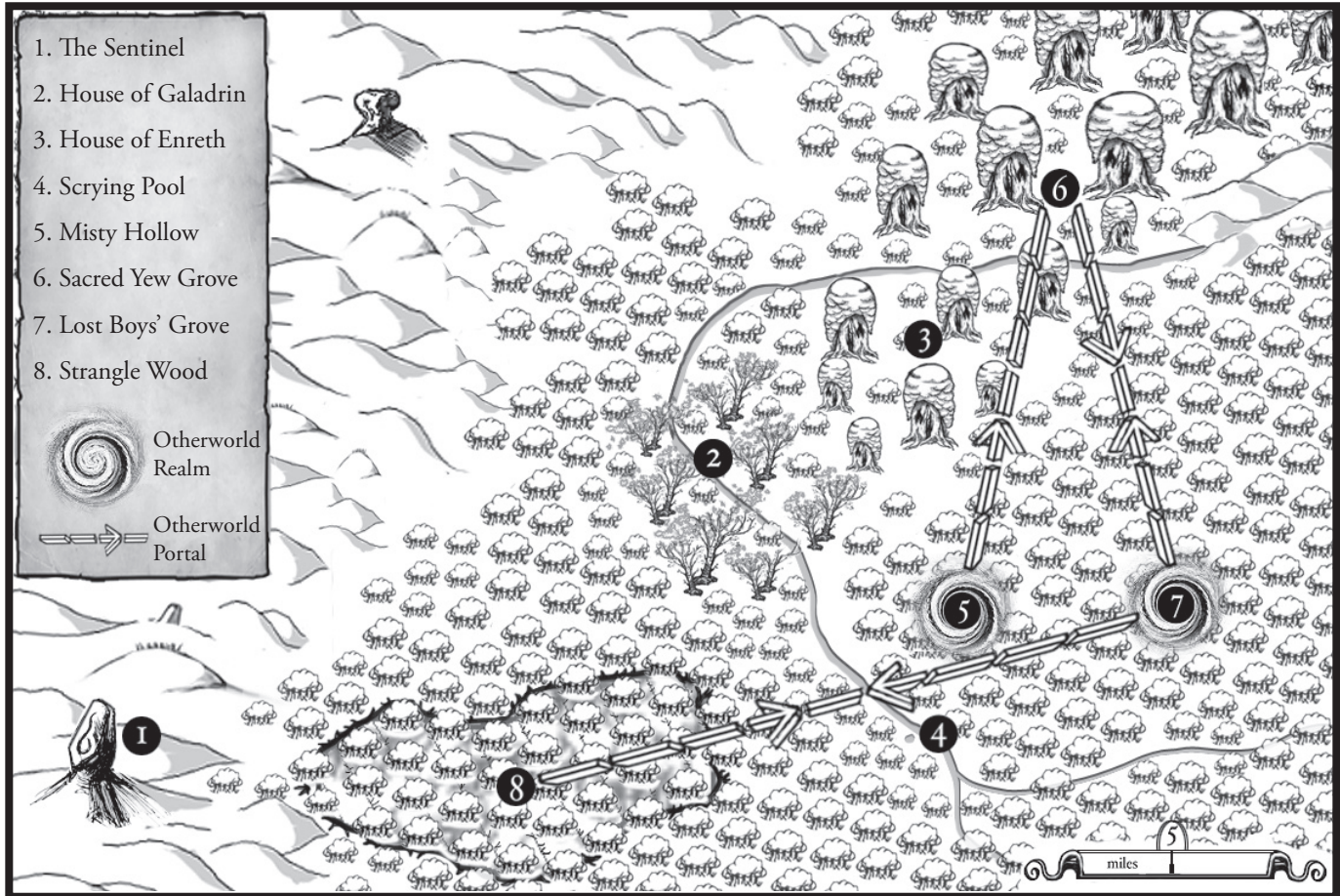
Before leaving, the Marquis presents each non-Elven character with a laurel wreath, decorated with berries and small flowers. These wreaths, which are purportedly blessed by the Fay Enchantress herself, allow the wearer to travel through the Fay realm as if they were Elves.



— HALLS OF ANAERETH —

The forests around the Halls of Anaereth consist primarily of beech and yew trees. Elven pilgrims from other halls commonly visit the sacred yew groves of this region. Anaereth's proximity to Bretonnia also makes it a destination for questing knights seeking the Fay Enchantress' blessing. Many of Bretonnia's abducted children are brought here for training or safekeeping in secret Otherworld realms.

This gazetteer describes two Elven settlements; the Houses of Galadrin and Enreth. Other houses can be created by GMs wishing to expand the adventure. See Athel Loren page 70 for more on the Halls of Anaereth. Gazetteer Locations are used in conjunction with the Encounters that follow this section. Each Encounter might involve multiple Locations.



1. THE SENTINEL

This ancient 20-foot stone menhir, called Le Preneur ("the taker") by Bretonnians, is one of the Sentinel waystones that protect Loren. Long ago, Elves ritually sacrificed magically-gifted humans on the stone every seven years. The custom was abandoned when it was discovered Le Preneur functioned normally without blood sacrifice. Some Elves believe the spirits of nearby Strangle Wood still demand tribute, however.

Runes: The menhir's weathered surface is covered in patches of moss. Clearing away the moss reveals Elven runes depicting the Horns of Kurnous and the Eye of Isha. An inscription in Anoqeyân reads: "The mother giveth and the forest taketh away". PCs without the **Speak Language (Arcane Elf)** skill must pass an **Arcane Language (Magick or Runes) Test** to decipher the symbols.

2. HOUSE OF GALADRIN

This small Elven settlement consists of 14 treetop dwellings situated along a stream. The tree-houses are veiled in illusion and practically invisible to casual observers. Locating them requires a **Perception Test**. Most of the 36 inhabitants are members of the Spellsinger and Glamourweave Kindreds. The House of Galadrin's proximity to the forest's edge makes it a suitable point-of-call for visitors to Loren.

Many animals live amongst the Elves of Galadrin. Buthu the Great Owl is the settlement's night watchman, and a former Wardancer champion of Loec visits occasionally in the form of a silver fox. Located 10 miles downstream of the settlement is a magical pool used for divination (see Scrying Pool, 4). The



ruling noble, Lady Galadrin, is a powerful mage who's currently in the Otherworld training Bretonnian damsels (see Misty Hollow, 5).

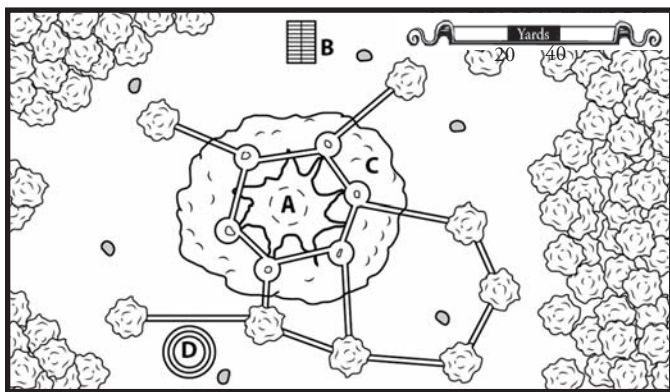
Guest Pavilion: A colourful Bretonnian-style pavilion can be assembled to accommodate guests on short notice. During the night, Buthu watches the pavilion from a high branch.

Beech Nuts: The beech trees of Galadrin produce large nuts that are eaten in salads or ground into flour for Elven bread. A mere handful of beech nuts provides one day's worth of nourishment.

3. HOUSE OF ENRETH

The second-largest settlement of Anaereth is home to over 200 elves, primarily from the Wardancer and Glamourweave Kindreds. Standing at the centre of a glade ringed with magic-attracting waystones is a 400-foot tall yew tree of immense girth. The great yew's trunk is criss-crossed by stairs connecting bark-pod homes with lush garden terraces in the upper branches. Swinging bridges link the great yew with other, smaller home-trees.

The House of Enreth is a popular destination for Asrai students and artists. Marianne spent several months attending "finishing school" here after completing her magical training. The Elves of Enreth taught Marianne how to sing, and accidentally divulged to her the secrets of the Sacred Yew Grove (6). Detained PCs are confined to an earthy dungeon below the great yew's roots.



A. Yew Court: The ruler, Lady Enreth, holds court in the great yew's cavernous hollow. Only Wood Elves are granted an audience with her. Enreth's court seers have observed Marquis de Vaubon's gamekeepers at Le Preneur through magical scrying. Lady Enreth holds a poor opinion of Quenelles' bickering nobles.

B. Hall of Song and Dance: This elegant longhouse doubles as a feast hall and shrine to the god of dance, Loec. Guests might be entertained here by Radulan's Wardancer troupe. After a glass of Elven Wine (pg. 39) the Wardancers' skillful performance seems quite magical.

C. Garden Terraces: Household gardens are nurtured by young Treesingers and tended by human boy-servants. PCs may observe a human boy in Elven finery weeding a spinach patch. Elven chaperones sternly order anyone approaching the boy to return to their quarters immediately.

D. Listening Circle: This round amphitheatre with wooden pews is a place of learning. Initiates of Isha sing fable-songs to Elven children and students. Occasionally, human damsels-in-training are invited to join the circle.

4. SCRYING POOL

10 miles downstream from the House of Galadrin is a pool of enchanted water used for divination. Human maidens are brought here for training to eventually become Damsels of the Lady. Criss-crossing waterbugs ripple the surface, and Spites leave trails of ghostly luminescence. Around clusters of white lilies, the water is perfectly placid. A young Grail Maiden named Berenice sits alone on a rock amongst the lilies, hands pressed together in meditation.

Arriving With Marianne: If no Lost Boys have been rescued, Marianne picks a lily and proceeds onward to Misty Hollow (5). Berenice cautions her not to upset "the order of things". When her advice goes unheeded, Berenice urges PCs to dissuade Marianne from her "reckless heroics". If any Lost Boys have already been rescued, Marianne can navigate to Le Preneur by following the stream.

Arriving Alone: If asked about the Vaubon children, Berenice glances nervously in the direction of Misty Hollow (5) and cautions the PCs not to eat "the forbidden fruit". She knows little about Jean-Michel, Bhati, Zephyr or the politics of Athel Loren. Looking into the Pool: PCs can see a brief, shimmering image of the spirit Bhati surrounded by despondent-looking children in a tangled forest. Berenice points nervously in the direction of Strangle Wood (8), where she informs PCs their own fates lie.

5. MISTY HOLLOW

At the centre of a mist-shrouded grove is a Limillin Apple tree, which acts as a portal to one of the Otherworld realms where Bretonnian damsels are trained. If an apple is eaten, characters will emerge from the mist in a meadow, several hundred yards from a fairy-tale castle beside a lake. Singing female voices drift from the castle and a thick fog obscures the sky beyond in all directions. See the "Other Worlds" sidebar, pg. 133.

Lake: The lake is a one-way portal from the Otherworld back to the forest. Travellers entering the water bearing a token branch, leaf or petal from elsewhere in Loren may return to the place their token was picked. Marianne carries a branch from the Sacred Yew Grove (6) to return there. Others can follow her by holding hands. At the centre of the lake is a wooded island called the Isle of Broken Toys, which serves as an asylum for

OTHERWORLD PORTALS

Misty Hollow (Tree): By eating a Limillin Apple, travellers can emerge from the mist at a Damsel academy in the Otherworld.

Misty Hollow (Castle): By holding a branch, leaf or petal while submersing oneself in the lake beside the castle, travellers can return from the Otherworld to the forest location from which the ingredient was taken.

Sacred Yew Grove: Several of the yew trees are song portals to the Otherworld. One of them leads to the Lost Boys' Grove if the correct fable-song is known. Any Wood Elf can attempt to recall the *Aria of the Faerie Child* by passing a **Common Knowledge (Athel Loren) Test**.

Lost Boys' Grove: A giant rabbit hole in the woods leads to Strangle Wood. Characters can also return to the Sacred Yew Grove through the song portal.

Strangle Wood: A giant rabbit hole located 3 miles from Bhati's Grove leads to the Lost Boys' Grove.

human Damsels who snap under the pressure of their magical training.

Castle: If Marianne is present, she pleads with PCs to hurry: "you aren't supposed to be here!" If any PCs advance within 20 yards of the castle, three angry Spellsingers appear on the parapet and attempt to Grapple them from range using the *Fury of the Forest* spell (pg. 32). Marianne flees into the lake with Jean-Michel. Subdued PCs are bound and escorted through the lake to the House of Enreth (3).

6. SACRED YEW GROVE

Elves gather from miles around to dance and meditate in this clearing among the yew trees. The yew grove counts as a Sacred Glade with the Inspiration and Sanctuary Auras (pg. 16). Playful Spites flit about the grove and converge around characters with magical ability. One of the grove's hidden secrets is an Otherworld portal through a large yew, leading to the Lost Boy's Grove (7).

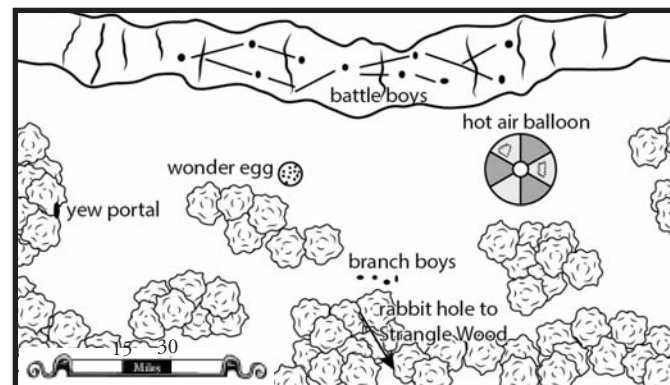
Arriving With Marianne: Marianne can open the Otherworld portal by singing the *Aria of the Faerie Child*, which she learned from the Elves of Enreth. Opening the portal requires a **Sing or Musicianship Test** that can be repeated every 10 minutes.

Wardancers: An hour after the PCs' arrival, a troupe of 7 Wardancers led by Radulan arrives from the House of Enreth to dance among the magical yews. Unless a Wood Elf is present, they will evict PCs from the grove.

Cerulan: If Cerulan previously guided the PCs, he accompanies his brother's Wardancer troupe. Cerulan insists that Jean-Michel must stay in Athel Loren, and will use force to detain him if necessary. The Wardancers support Cerulan in a violent confrontation and defiant PCs are removed to the House of Enreth (3) for confinement.

7. LOST BOYS' GROVE

This Otherworld realm is contained within a large ravine nestled between a cliff and a wooded hill. Twenty-odd human boys (aged 3-12) armed with wooden swords scramble over rocks and plank bridges amidst a heated battle with illusory goblins. Several sullen-looking boys with branches for limbs watch the fracas from the opposite side of the ravine. In a nearby clearing stands an egg-shaped structure covered in bells, whistles and gemstones. A patched, saggy hot air balloon is staked to the ground just beyond. The sun radiates only a pale nimbus of light, which fades to twilight on the horizon.



Battle Boys: These Bretonnian rascals might mistake PCs for illusory foes. After a round of the PCs being whacked with wooden swords, a whistle blows from the egg, causing the boys to stand down and gather around the egg for "story time". Each boy has a random Fay Aspect (pg. 28). Most of them wish to remain in the Otherworld, although four of the younger ones would prefer to return home.

Branch Boys: These boys can only speak Fan-ba-larin, a simplified dialect of spirit-tongue. They spend most of their time with forest spirits, and will flee into the woods if approached.

Wonder Egg: Examining this strange contraption reveals a hatch that's locked from the inside. If damage is inflicted upon the egg, the hatch flips open, and a little old man named Ambrose Zarathusius emerges to plead for mercy. Otherwise, Ambrose will wait quietly inside the egg until the PCs go away.

Ambrose Zarathusius

The boys' silver-haired guardian is a former circus illusionist from Bretonnia known as "Uncle Oscar". Many years ago, his hot air balloon was carried into Loren by an autumn storm during an astral conjunction. If PCs arrive without Jean-Michel, Ambrose offers them the use of his balloon. Although he claims the conveyance will carry them home on a westward wind, it only drifts as far as the Scrying Pool (4) before running out of air. You can describe a vast field of stars engulfing the balloon before it passes through the Space Between Worlds back into the Forest. Though the PCs may invite Ambrose along, he enjoys the children's company and has no plans to leave.

8. STRANGLE WOOD

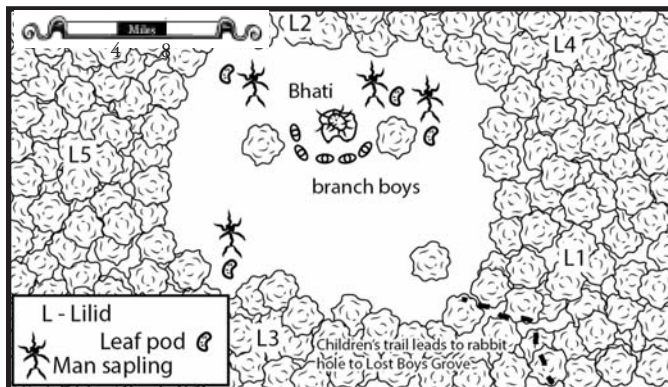
Few travellers can survive the perils of this dense, tangled forest. Sunlight doesn't penetrate the canopy, and those who fail **Navigation Tests** find themselves walking in circles. Amongst the twisted trees grow Deathly-Thorn thickets (pg. 110), Strangle Root (see sidebar) and Mandrake (*WFRP* pg. 123). **Follow Trail Tests** count as **Routine (+10)** due to the dense foliage, but **Outdoor Survival Tests** count as **Challenging (-10)**. A giant rabbit hole connects Strangle Wood to the Otherworld.

Grove of Wayward Younglings: At the centre of Strangle Wood is a small clearing where ill-mannered human boys are sent as punishment. Occasionally, delinquent Elf-children and human girls serve penance here as well. The grove is lair to the spirit Bhati, whose bloated, naked body can be spotted from a hundred yards away.

Bhati keeps 4 boys with extraordinary magical powers sleeping perpetually inside leafy cocoons to siphon their magical energy. PCs who approach within 50 yards of the grove can notice these "leaf pods" and 4-5 additional Branch Boys (pg. 125) huddled around Bhati.

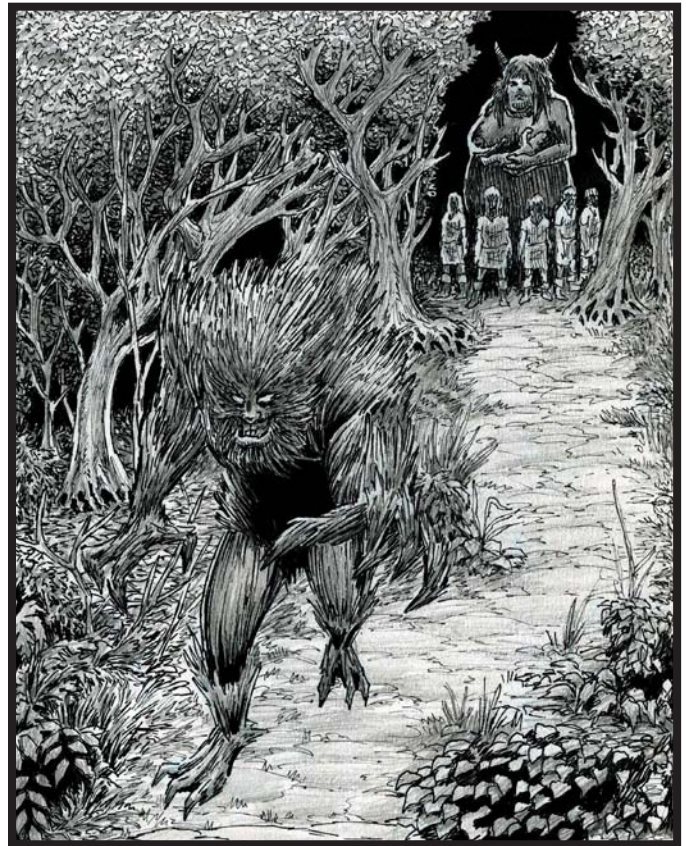
The twisted saplings surrounding the grove are vaguely humanoid in shape. Bhati is breeding a small army of man-dryads to terrorise the Wild Heath by fertilising the soul-essence of human rangers with magical energy from her captive boys.

The number of Lilids present equals 5 minus any killed during previous encounters (at least one is always present). The Lilids have not healed any Wounds. For encounter guidelines, see "Confronting Bhati" on page 134. The Sleeping Boys can only be awoken when removed from Strangle Wood.



STRANGLE ROOT

Roots from the trees of Strangle Wood will attempt to asphyxiate travellers who fall asleep on the ground. Sleeping characters must pass a **Perception Test** to notice that a root has slowly wrapped itself around their neck. If the test is failed, the character awakens in a state of Suffocation (*WFRP* pg. 136) and suffers -10% to all attributes until they can inhale again. A **Strength Test** can safely remove the root and failures may be rerolled once per minute.



Bhati, Keeper of Wayward Younglings

Bhati is regarded as a Brúidd spirit by some Wood Elves and a minor Chaos god by others. Elf younglings are cautioned not to misbehave under threat of having to visit "Auntie Bhati". She is also known in Quenelles folklore as Batileth, a bloated, naked woman in the woods. If a woodcutter fells too many trees, "Batileth's daemons" will reach their branchlike arms through his window at night and strangle him in bed.

Although she advocates Loren's expansion beyond the Sentinels, Bhati has no allies even amongst Winter Dryads who share that goal. She also opposes the sylvan pact with the Elves. Bhati herself is not a Dryad, and the bearded Lilids who serve her are considered outsiders in Loren.

Bhati cannot leave her domain in Strangle Wood unless the Lilids open a path for her on the Shadow Walk. Unlike normal Dryads, Bhati and her Lilids refuse to drink blood from humans, instead extracting their soul-essence by means of strangulation.

SPECIAL ABILITY: SEED OF MAN

Within her domain of Strangle Wood, Bhati's massive form can possess any normal tree. She can transfer to a different tree within 20 yards as a Full Action. While possessing trees, Bhati can breed more Lilids by "pollinating" their roots with the soul-essence she has collected.



— ENCOUNTERS —

Following is a summary of Encounters, Trigger Conditions and possible Locations the PCs might visit after their arrival at Le Preneur. GMs should take time to familiarise themselves with the flow of the adventure before play proceeds.

Encounter	Trigger Condition	Possible Locations
Rendezvous at Le Preneur	Arrival at the designated meeting place	The Sentinel (1)
Guests of the Elves	Arrival at one of the Elven Houses	House of Galadrin (2), House of Enreth (3), Scrying Pool (4), Sacred Yew Grove (6)
Damsel in Distress	PCs travel alone for 1 hour after visiting the House of Galadrin, House of Enreth, Scrying Pool or Strangle Wood	Forest near Scrying Pool (4), House of Enreth (3) or Strangle Wood (8)
The Lost Boys	PCs meet Marianne and Jean-Michel	Scrying Pool (4), Misty Hollow (5), Sacred Yew Grove (6), House of Enreth (3), Lost Boys' Grove (7)
Chasing Zephyr	Arrival at the Lost Boys' Grove with Jean-Michel	Lost Boys' Grove (7), Strangle Wood (8)
Through the Wild Heath	Leaving Athel Loren en route back to Quenelles	A few miles southwest of the Sentinel (1)
Confronting the Marquis	Returning to Quenelles	Quenelles (Chapter VII, pg. 62)

RENDEZVOUS AT LE PRENEUR

Time: Arrival at the designated meeting place.

Location: The Sentinel (1)

The journey from Quenelles covers 60 miles across the Wild Heath. Marquis de Vaubon's ancestral estate is located nearby, however the land was neglected by his great-great-grandfather over a century ago. At present, only a small hunting preserve is maintained by Vaubon's gamekeepers.

Vaubon has ordered his gamekeepers to sabotage the PCs' mission so that Marianne does not return, thus providing a casus belli against the Fay. Four gamekeepers arrived yesterday and made camp near the stone. During the night, they were attacked by Bhati's Lilids who had come to reclaim the boy. Only one gamekeeper escaped.

LINGERING LILIDS

After killing Vaubon's gamekeepers, the Lilids ambushed the Marquis' children. After their handmaiden escort was killed, Jean-Michel and Marianne fled into the woods with Lilids in close pursuit. Two Lilids remained behind to dispose of the bodies.

The scene is eerily quiet when PCs arrive. A robed, female body lies motionless near the Sentinel. This is actually a Lilid impersonating the slain Elven handmaiden. She lifts a feeble hand as the PCs approach. Unless the Lilid's illusion is spotted with a **Hard (-20) Perception Test**, it transforms into *War Form* (OWB, pg. 93) at close range and attacks. If reduced to **10 Wounds** or damaged with fire, the Lilid retreats into the gloomy forest. It will not pursue fleeing PCs.

BHATI'S LILIDS

The children of Bhati roam the Wild Heath preying on woodsmen and rangers. They have also been known to attack Elves who violate the sylvan pact. Lilids avoid open confrontation, preferring instead to kill victims in their sleep. These gnarled Dryads (pg. 97) have lichen beards and can mimic anyone with accuracy. Although Lilids behave somewhat like Winter Dryads, Elves classify them as a different race. In proximity of the Sentinels, they are invigorated by the ancient stones' magic.

Main Profile

– Normal Lilid –

WS	BS	S	T	Ag	Int	WP	Fel
48%	24%	47%	49%	60%	53%	34%	65%

– Sentinel Lilid –

WS	BS	S	T	Ag	Int	WP	Fel
58%	44%	57%	59%	80%	63%	49%	65%

Secondary Profile

– Normal Lilid –

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	5	0	0	0

– Sentinel Lilid –

A	W	SB	TB	M	Mag	IP	FP
3	20	5	5	5	0	0	0

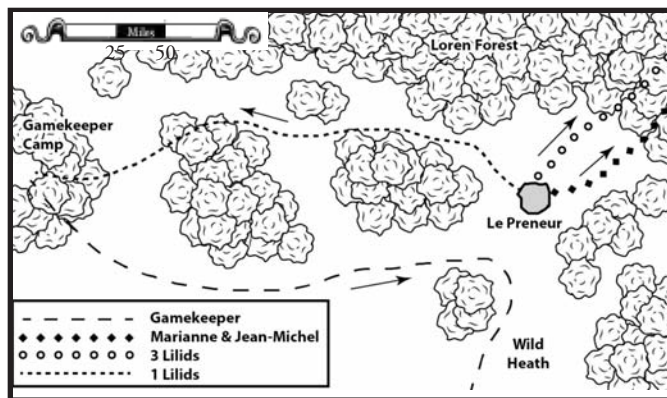
Skills, Talents and Special Rules: as Dryad (OWB pg. 92).

Wood-Walker: Lilids have the ability to Shadow-Walk through the element of Wood (pg. 33).

Skulker: Lilids will flee after suffering 1 Wound of fire damage, or being reduced to 50% of their starting Wounds by normal damage.

Searching the area yields a torn, bloody robe identical to the illusory Elven maiden's. **Search** and **Follow Trail Tests** also reveal up to three sets of tracks around the stone, depending on the number of successful tests (see mini-map opposite):

- 1 Success** Gamekeeper (1 adult humanoid) running from Camp, past Sentinel into Wild Heath
- 2 Successes** Marianne and Jean-Michel (2 humanoids) running from Sentinel into Loren
- 3 Successes** Lilids running into Loren (3 tree creatures) and to Gamekeeper Camp (1 tree creature)



NAVIGATION & TRIALS OF THE FOREST

NAVIGATION

PCs needn't roll Navigation Tests if they are following an NPC guide (e.g. Loba, Cerulan) or using the Shadow Walk (e.g. pursuing Lilids). Unguided travellers must use the normal Athel Loren Navigation rules (pg. 53).

TRIALS OF THE FOREST

Unguided travellers roll normally on **Table 7.1: Trials of the Forest** (pg. 57). Following Loba or tracking the twins can trigger a special trial, the Riddle of Zephyr:

RIDDLE OF ZEPHYR

Characters might be intercepted by a Brúidd spirit called Zephyr who appears as a golden-skinned boy. Cherubic laughter echoes through the gloom. Zephyr appears quite suddenly, perched on a branch above the PCs' heads. He chides them playfully and inquires about their business, before posing a riddle:

"It eats without chewing, and speaks without words. When it walks, it becomes something else."

Answer: a baby or infant

If answered correctly, Zephyr informs PCs they may travel through his realm; then he dances off across the treetops. If answered incorrectly, Zephyr frowns and tells PCs to go home; they become *Lost in the Forest* (see sidebar, pg. 130).

Zephyr, Protector of Loren's Children

The golden-skinned Brúidd spirit Zephyr is revered by many Wood Elves as a Herald of Loec. He knows the forest well and holds influence on the Council of Beasts. When children

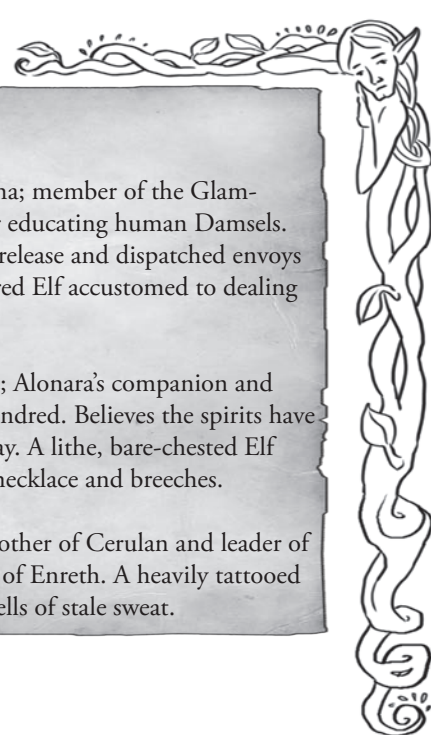
become lost – Elf or Human – Zephyr is believed to keep them safe. He loves riddles and considers all of Loren's child-sanctuaries to be his domain.



In addition to his role as a protector, Zephyr also ensures that the sylvan pact with the Elves is honoured. These duties sometimes conflict. Currently, Zephyr is trying to prevent Jean-Michel from leaving Athel Loren and instead return him to Bhati, meanwhile ensuring that the boy doesn't fall prey to Bhati's Lilids (who Zephyr himself is rather afraid of).

SPECIAL ABILITY: ELUDE CAPTURE

Zephyr is very difficult to catch because his route always leads through Loren's most perilous areas. With **M 6** and an array of Talents including *Treewalker* and *Flee!*, he can escape through wooded terrain at **Movement 9** (-1 M if carrying a small child). Grapple attempts against Zephyr are penalised by -20% due to his slippery skin.



GAMEKEEPER CAMP

Hidden amidst some trees are a tent and four bedrolls around a smouldering campfire. Two of the bedrolls are occupied by rangers who have been strangled to death. Behind the tent are the gory remains of the gamekeeper who was on watch when the Lilids attacked. Searching the tent reveals foodstuffs, 3 backpacks, 3 bows with 22 arrows, hammer and nails, and five placards bearing Vaubon heraldry which are used to demarcate his land.

PCs finding the remains are startled by sudden movement when a Lilid in *War Form* charges from concealment. After 2 Rounds of combat the trees part, revealing a tangled path onto which the Lilid retreats.

After the Encounter

After fleeing from the Lilids, Marianne knew the way to the Scrying Pool, so she took her brother there. They will spend two days regrouping at the pool before continuing to the Sacred Yew Grove through the lake portal at Misty Hollow. PCs might be able to find them at the Scrying Pool by following their trail or receiving directions from Alonara at the House of Galadrin.

- A ferret approaches and chatters excitedly at whoever is carrying the Handmaiden's bloody robe. This is the dead Elf's animal companion, Loba. If followed, he guides PCs to the House of Galadrin (2).
- Attempting to track Marianne and Jean-Michel more than 1 mile into the forest requires a **Hard (-20) Follow Trail Test** to eventually reach the Scrying Pool (4). Failure leaves would-be rescuers *Lost in the Forest* instead (see sidebar).
- Following Loba or tracking the twins into Loren triggers a special Trial of the Forest, the "Riddle of Zephyr" (see sidebar).
- PCs who pursue the Lilid from the Gamekeeper Camp will traverse the Shadow Walk directly to Strangle Wood (8).



GUESTS OF THE ELVES

Time: Arrival at one of the Elven Houses (2, 3)

Locations: House of Galadrin (2), House of Enreth (3), Scrying Pool (4), Sacred Yew Grove (6)

The Elven handmaiden who was killed at Le Preneur served Alonara, a priestess of Isha. PCs might follow the dead handmaiden's animal companion Loba to the House of Galadrin, or possibly arrive there by following the stream from the Scrying Pool. If the House of Galadrin isn't noticed, 2 Lilids appear as Grail maidens (-20 **Perception Tests** to spot their disguise) and try to lure PCs to Strangle Wood (8) with siren song.



DRAMATIS PERSONAE

Alonara: Anointed Priestess of Isha; member of the Glamourweave Kindred responsible for educating human Damsels. Advocated the Vaubon children's release and dispatched envoys to Quenelles. A gentle, raven-haired Elf accustomed to dealing with humans.

Cerulan: Anointed Priest of Loec; Alonara's companion and member of the Glamourweave Kindred. Believes the spirits have decreed that Jean-Michel must stay. A lithe, bare-chested Elf who wears only an animal tooth necklace and breeches.

Radulan: Bladesinger of Loec; brother of Cerulan and leader of a Wardancer troupe at the House of Enreth. A heavily tattooed Elf who wears dreadlocks and smells of stale sweat.

HOUSE OF HEALING

If PCs follow Loba to the House of Galadrin (2) and manage to see through its illusion (see pg. 123), a smiling Alonara greets them with Loba sitting on her shoulder. Alonara's smile fades when she hears about the Lilids or her slain handmaiden, but she assures the PCs that "*if any human can survive in Loren, it's Marianne*". When additional Elves arrive to observe the party from above, one protests against involving humans in Elven affairs. Alonara points out their Fay-blessed laurels however, and invites the PCs into her treetop dwelling.

The interior of Alonara's home is a veritable herb garden with cushions strewn around the main living room in lieu of furniture. She introduces the PCs to her companion Cerulan who is preparing dinner. Alonara is a generous host, tending any wounds while informing the PCs that Lilids serve a cruel forest spirit called Bhati. Characters passing **Common Knowledge (Bretonnia or Athel Loren) Tests** might recall tales about "Bhati" or "Batileth" (see pg. 126). Each PC may recover **1d5+TB+2 Wounds** from a combination of herbal salads, poultices and blessings of Isha.

Allow characters to interact with the couple over dinner. Alonara is surprisingly open for a Wood Elf, assuring the party that Bretonnian children are expropriated for the greater good and are never harmed. Cerulan glares periodically at Alonara when he believes she has revealed too much. Through conversation, Alonara reveals that:

- Marianne spent time at the House of Enreth after completing her studies.
- Jean-Michel is a controversial topic amongst Elves, some of whom consider his release a breach of an ancient treaty.

After the second point is revealed, Cerulan tells Alonara (in Eltharin) that the spirits have decreed the boy must stay in Loren. Alonara disagrees at first, but eventually yields to her companion's stubbornness. Cerulan then informs the PCs that



he can guide them to Enreth and Marianne, but only if they agree to leave Jean-Michel behind.

If PCs agree to Cerulan's terms they are given beds in a guest pavilion. Next morning, Alonara and Cerulan join the PCs for breakfast and remind them ominously: "*don't ask too many questions – both for the children's safety and your own*". Cerulan then blindfolds the PCs and leads them into the woods. During the 3-hour hike, Cerulan probes the PCs on their willingness to return home without Jean-Michel, and abandons them in the woods if they seem disagreeable.

HOUSE OF SONG AND DANCE

PCs arriving at the House of Enreth (3) with Cerulan are introduced to his brother Radulan, a Bladesinger of Loec who taught Marianne how to sing after she finished her magical training. Radulan informs Cerulan (in Eltharin) that Marianne was seen by his Wardancers at the Sacred Yew Grove several hours previously, with Jean-Michel. Marianne claimed she was taking her brother back to the Otherworld (a half-truth).

BECOMING LOST

The following special rules apply to characters who become *Lost in the Forest* (pg. 56) or *Lost in Time and Space!* (pg. 58).

LOST IN THE FOREST

Characters who become *Lost in the Forest* are guided by Loren's sentience into Strangle Wood (8), where they may attempt one **Navigation Test** per day to either exit Athel Loren or return to a previously-visited location. On a failed test, they simply wander in circles.

Ariel's Mercy

Wood Elves or characters wearing Fay-blessed laurels who survive 3 days of being lost in Strangle Wood attract the attention of Ariel, Queen of the Wood (pg. 19). The faerie queen appears before them like a mirage, before opening a pathway to Le Preneur and instructing them to "*heed this lesson*". By this time, Zephyr has already delivered Jean-Michel to Bhati's grove, and Marianne has been detained at the House of Enreth.

LOST IN TIME AND SPACE!

Characters who become *Lost in Time and Space!* during this adventure emerge from a thick fog near the castle at Misty Hollow (5). If PCs haven't yet played the "Guests of the Elves" encounter, they might encounter Marianne and her brother sneaking past the castle en route to the Sacred Yew Grove (6). If Marianne has already been through Misty Hollow, the PCs will eventually be noticed by Spellsingers and brought to the House of Enreth (3).

Cerulan instructs PCs to stay at the House of Enreth. Meanwhile, he follows Marianne to ensure that Jean-Michel is indeed returned. PCs may either linger at Enreth for several hours until Cerulan returns, or attempt to steal away and find Marianne themselves. The Sacred Yew Grove can only be located with a **Magical Sense Test**, or by making a **Shadowing** or **Follow Trail Test** to pursue Cerulan. Unless the PCs intervene, Cerulan returns with a tearful Marianne and announces that "*the boy-child has been taken care of*". Cerulan handed Jean-Michel over to Zephyr, who in turn dutifully delivered him to Bhati.

Arriving Without Cerulan: PCs are greeted by a suspicious Radulan and his Wardancer troupe. Parties without any Wood Elves are detained under the great yew (Marianne may also be detained here, if she wasn't found soon enough). Otherwise, PCs may wander around the settlement while their case is debated in the Yew Court:

- If Cerulan's or Alonara's names are mentioned, Radulan offers to escort PCs back to the House of Galadrin.
- If Marianne or Jean-Michel's names are mentioned, Radulan offers to take Wood Elf PCs to the Sacred Yew Grove where Marianne was recently seen. Non-Elves must stay at Enreth meanwhile, but may explore the settlement under the watchful eye of a chaperone.
- If the PCs arrive with Marianne or Jean-Michel, the Yew Court's decision will depend on whether Cerulan has previously arrived ahead of them. If he has, the twins are separated and the PCs must return with Marianne to the House of Galadrin, and from there to Le Preneur. However, at the house of Galadrin, Marianne attempts a daring nighttime excursion to the Scrying Pool to rescue her brother (with or without the PCs). If Cerulan has not yet informed the Yew Court of the spirits' decree, Radulan offers to escort the party back to Le Preneur. Marianne's willingness to leave depends on whether or not the Lost Boys have already been rescued.
- Non-Elven PCs who are **not** wearing Fay-blessed laurel wreaths must stand trial for espionage. Those found guilty are executed.

After the Encounter

Unless the adventurers can find Marianne and Jean-Michel on their own (see Zephyr's Bargain, below), they are likely to be escorted back to the House of Galadrin and the Sentinel eventually (without Jean-Michel). At this point, players might attempt to make a break for it. Previous interactions with the Elves should determine whether escaping parties will be hunted mercilessly by Cerulan and Radulan's Wardancer troupe. Cerulan will only chase parties into Strangle Wood if they are in possession of Jean-Michel.

- If the PCs refuse Cerulan's offer, Alonara tells them during a private moment that they might find Marianne at the Scrying Pool. She can't take them there herself, but instructs them to "*follow the stream south*". Go to "Damsel in Distress" after 1 hour of following the stream.

ELVEN POLITICS

The Elves of Anaereth are divided over the issue of what to do with the Vaubon twins. The Glamourweavers of Galadrin see Marianne as a potentially useful tool in the court of Duke Tancred, especially with her twin brother embedded amongst the nobility. However, in order to gain Lady Enreth's blessing to return Jean-Michel, Alonara was forced to position the boy as a future threat to Athel Loren's security. This of course prompted cries for the boy to be killed, but Lady Enreth ruled in Alonara's favour.

Although Cerulan loves Alonara, his first loyalty is to Loec the Trickster God. So when Zephyr told Cerulan that Jean-Michel must remain in Loren to satisfy Loec's will, Cerulan was forced to oppose his beloved companion's plan. Cerulan represents the moderate faction among Anaereth's Elves. He is willing to let Marianne leave and Jean-Michel live, but the boy must remain forever in a secluded grove with the spirit Bhati. Cerulan will harm Marianne if necessary to enforce Loec's decree, but he will not turn against Alonara.

After Cerulan delivers Loec's decree to Lady Enreth, she changes her decision in favour of keeping Jean-Michel. Alonara would still like for Jean-Michel to escape, but she doesn't wish to create tension between the Glamourweavers and the Yew Court. Therefore, Alonara reluctantly concedes to Cerulan's proposal for compromise. Alonara respects the spirit Zephyr and the old traditions, but she has divined that Isha has a greater plan for the boy, which the herald of Loec wouldn't understand. Therefore, she will subtly aid in the twins' escape if presented with an opportunity. Alonara has no qualms about defying the spirit Bhati.

- If the PCs are abandoned by Cerulan, go to "Damsel in Distress" after 1 hour of wandering.
- If Cerulan succeeds in separating the twins, Jean-Michel is returned to Zephyr, who in turn delivers the boy to Bhati. Marianne is led back to the House of Galadrin with the PCs, and from there to Le Preneur. However, at the house of Galadrin, Marianne attempts a daring nighttime excursion to the Scrying Pool to rescue her brother (with or without the PCs).



DAMSEL IN DISTRESS

Time: PCs travel alone for 1 hour after visiting the House of Galadrin, House of Enreth, Scrying Pool or Strangle Wood

Locations: Forest near Scrying Pool (4), House of Enreth (3) or Strangle Wood (8)

This encounter is most likely to occur either during or immediately after "Guests of the Elves". After entering Loren, the PCs were shadowed by 3 Lilids awaiting an opportunity to ambush them. One of the Lilids tries to bait the travellers by adopting *Maiden Form*, while the other two hide nearby in *Tree Form* (see Dryads, pg. 97). The baiting Lilid appears as a human Grail Damsel entangled in thickets, crying "help...help me!" in Bretonnian. It cannot speak any Bretonnian beyond basic mimicry of its former victims.

TAKING THE BAIT

PCs must pass a **Hard (-20) Perception Test** to notice the Damsel's disguise. Spotting the 2 hidden Lilids requires an **Opposed Perception Test** against their **Concealment 80%**. When someone approaches within 8 yards of the illusory Damsel, the 2 hidden Lilids shift to *War Form* and charge, triggering immediate **Fear Tests**. The "Damsel" also feigns fright and tears herself free of the thickets before fleeing into the woods. The 2 fighting Lilids will flee if reduced to 50% of their Wounds or harmed with fire. Pursuers are led to Strangle Wood through the Shadow Walk (pg. 33).

ZEPHYR'S BARGAIN

After the ambush, Zephyr announces his arrival with eerie, child-like laughter. He observes wryly that the PCs appear to have found themselves in trouble. If the Riddle of Zephyr wasn't answered previously, he asks it now (see sidebar, pg. 128).

- If the riddle was answered correctly, Zephyr might help PCs find Marianne. In exchange for a promise that they will never return to the Halls of Anaereth, Zephyr provides one of the following directions:

- **Encountered En Route to Scrying Pool:** Zephyr tells the characters: "Stay your course, and make haste!" PCs might catch up to the twins at the Scrying Pool if they haven't been delayed significantly.

- **Encountered Elsewhere:** Zephyr says: "Follow the second cloud to the left of yonder rise, and carry on straight until nightfall." An **Outdoor Survival Test** or **Easy (+20) Navigation Test** leads PCs to the Sacred Yew Grove (6) if they follow these directions.

- If the riddle was not answered correctly, Zephyr beckons them to follow. After several hours of hiking, the party finds itself lost in Strangle Wood (8) with Zephyr nowhere to be seen.

After the Encounter

Any surviving Lilids return to Strangle Wood to heal and bring news to Bhati. When the PCs finally do meet Marianne, they may suspect her of being a Lilid in disguise. GMs can exploit the players' paranoia for dramatic effect by calling for **Perception Tests**, but keep in mind that the group may be impatient for tangible progress after this second Lilid ambush.

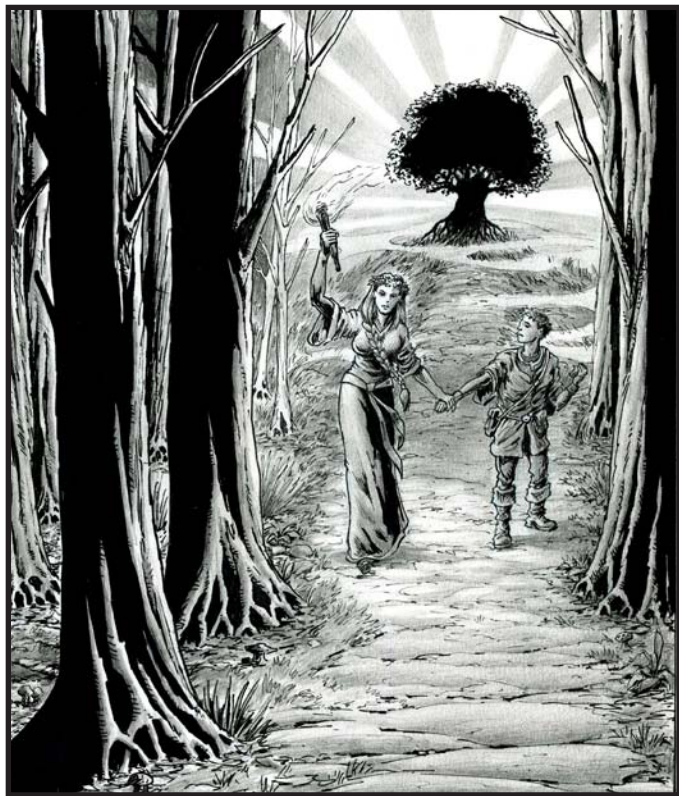
- PCs who find the Sacred Yew Grove may proceed to "The Lost Boys".
- Ignoring Zephyr's advice leaves the PCs with several options: track Cerulan to the House of Enreth (3), follow the stream to the Scrying Pool (4), attempt to navigate back to a previously visited location, or attempt to flee Athel Loren.
- PCs who fall prey to Zephyr's deception or become *Lost in the Forest* will face a terrible ordeal in Strangle Wood (8).

THE LOST BOYS

Time: PCs meet Marianne and Jean-Michel

Locations: Scrying Pool (4), Misty Hollow (5), Sacred Yew Grove (6), House of Enreth (3), Lost Boys' Grove (7)

The Vaubon twins can be located with the help of Zephyr, Alonara or Cerulan. The nature of this meeting depends on the circumstances. Although Jean-Michel's safety is paramount to Marianne, she is also determined to rescue the other lost boys and cannot be dissuaded. By eavesdropping through her brother's ears, Marianne has learned the secret song that opens the yew portal to the Lost Boys' Grove.



Although she is determined to carry through with her plan, Marianne believes in teamwork and is willing to spend time discussing its execution. If Jean-Michel is present he quietly holds his sister's hand, and replies to any questions in a simplified spirit-tongue called Fan-ba-larin which sounds like unintelligible groans.

THROUGH THE PORTALS

If encountered near the Scrying Pool, Marianne proceeds to Misty Hollow, eats the apple, enters the lake with a yew branch and emerges at the Sacred Yew Grove. There, she sings the portal song to open an entrance to the Lost Boy's Grove. If encountered at the Sacred Yew Grove, Marianne is preparing to sing the portal song when the PCs arrive. See the Otherworld Portals sidebar on page 125 for details.

Marianne will only leave Jean-Michel behind if the party decides to split up and she remembers one of the PCs from childhood. The trusted PC will be appointed as her brother's guardian and will be tasked with returning him to Quenelles should the

ATTACKING THE ELVES

Once the PCs have reached the Halls of Anaereth, they are at the Elves' mercy. Although it's unlikely that PCs will attack the Elves, it's possible that belligerent parties will try. None of the combats against Elves need to be resolved round-by-round. These are the outcomes of potential combat encounters:

House of Galadrin: PCs will be subdued by Treesinging magic unless they flee the settlement within 2 rounds. Captured PCs will be taken into the deepest woods, bound hand and foot, and left for the Lilids (count as *Lost in the Forest*).

Cerulan alone: Cerulan will not fight the party single-handedly. Instead, he will flee to the House of Enreth and muster his brother Radulan's Wardancer troupe. The Wardancers will hunt the party throughout the Halls of Anaereth, but will not follow them into Strangle Wood unless they have Jean-Michel.

House of Enreth: PCs will be subdued by Treesinging magic unless they flee the settlement within 2 rounds. Captured PCs will be put on trial at the Yew Court, found guilty of attempted assassination and executed. However, everyone who spends a Fate Point gains an opportunity to escape the headsman's sword when a Unicorn wanders into the settlement, distracting the Elves momentarily.

Radulan's Wardancers: Fighting 8 Wardancers is akin to facing a small army for first-Career PCs. Should the PCs find themselves in combat with the Wardancers, they have no hope of survival. However, everyone who spends a Fate Point gains an opportunity to escape when a Goblin warband bursts from the undergrowth unexpectedly.

MARIANNE

Human Grail Maiden

Marianne is the 21-year old daughter of Marquis de Vaubon. She and her twin brother Jean-Michel were kidnapped from her father's manor 16 years ago by the Fay. Marianne was taken to a magical academy in the Otherworld, where she was raised under strict supervision and learned how to channel Earthbound magic. Her brother went to a different Otherworld realm where children never grow old.

The twins share a telepathic link enabling them to listen through the other's ears and know their location. And while the sylvan pact requires gifted Bretonnian boys to remain captive for all eternity, the twins' symbiotic connection was deemed a potential threat to future Elven secrecy. Therefore, the Glamourweavers of Anaereth decided that if one was to leave, the other must go as well.

Although Marianne had often overheard Elves and Spirits speaking to her brother, she hadn't fully comprehended his fate. Overjoyed at the reunion with her brother, Marianne was also angered to discover that he'd forgotten how to speak and hadn't aged a day. After taking flight from the Lilids, Marianne and Jean-Michel stopped to reflect on their situation at the Scrying Pool. It seemed grossly unfair to her that only Jean-Michel should experience the joy of growing up. Marianne resolved to liberate all of Loren's lost boys.

Marianne is a bold, outspoken young woman who never compromises her principles. If the Glamourweavers hadn't been so

rescue mission fail. When the party eventually reaches the Lost Boys' Grove (8), the location description provides an outline for how the rescue might unfold. Some of the boys are eager to return to Bretonnia – others might require persuasion. See also "Chasing Zephyr" below.

CERULAN

Cerulan believes Jean-Michel must remain in Athel Loren and will oppose Marianne's plan to free the lost boys should he learn of it. If Cerulan encounters Marianne and Jean-Michel together, he insists that they accompany him to the House of Enreth.

After the Encounter

At some point the PCs might mention Lilids, in which case Marianne informs them that the creatures are afraid of fire. Marianne also confesses guilt for Jean-Michel's apparent deaf-muteness which she believes was caused by many hours of listening through his ears. In truth, Jean-Michel has simply forgotten how to speak Bretonnian after 16 years of fear and isolation, and speaks only the spirit-tongue Fan-ba-larin now.

- Once the Lost Boys have been rescued, Marianne defers to the PCs' judgment. She is afraid of Strangle Wood, and would prefer to leave Athel Loren by the fastest route possible.

impressed by Marianne's moral fibre, the damsel-in-training's stubbornness would have made her unsuitable for reintegration. The Elves might yet come to regret allowing her to leave...

WS	BS	S	T	Ag	Int	WP	Fel
35	31	26	38	31	36	43	26

Skills: Academic Knowledge (Magic), Channelling, Charm, Common Knowledge (Bretonnia), Gossip, Magical Sense, Performer (Singer), Read/Write, Ride, Speak Arcane Language (Arcane Elf), Speak Language (Breton)

Talents: Aethyric Attunement, Petty Magic (Hedge), Resistance to Disease, Sixth Sense

Traits: Twin-Bonded; Marianne can hear through Jean-Michel's ears and pinpoint his location.

Combat

Attacks: 1; Movement: 4; Wounds: 13

Armour: None

Weapons: Torch (1d10+1; Fire - WFRP pg. 136)

Magic

Magic: 1

Spell Lores: Petty Magic (Hedge)

Trappings: Robes, Holy Symbol of the Lady of the Lake, Fay-blessed laurel wreath, Writing Kit, 5 Torches, 3 petals of Fleur-de-Lys, Yew Branch

- If Cerulan detains the Vaubon twins, after a brief council Jean-Michel is returned to Zephyr, who in turn delivers the boy to Bhati. Marianne is led back to the House of Galadrin with the PCs, and from there to Le Preneur. However, at the house of Galadrin, Marianne attempts a daring nighttime excursion to the Scrying Pool to rescue her brother (with or without the PCs).

OTHER WORLDS

PATH BETWEEN WORLDS

Characters may be lured onto the Shadow Walk by fleeing Lilids. The Shadow Beasts in this adventure manifest as crying children. If Marianne accompanies the PCs, she warns them that the children are merely illusions (+20 to **Will Power Tests**). See page 33 for Shadow Walk rules.

OTHERWORLD AVATARS

Non-magical PCs appear as half-animals in the Otherworld realms of Misty Hollow Castle (5) and the Lost Boys' Grove (7). Magical PCs (including Wood Elves) adopt a Fay Aspect. See page 28 for random Avatar tables. Marianne's skin glitters, and Jean Michel's feet and hands turn into branches.

LOREN'S LOST BOYS

There are several reasons why Elves keep magically-gifted Bretonnian boys in the Otherworld while allowing girls to return home. First and foremost, the Cult of the Lady of the Lake is for female prophets only; males cannot join. The Bretonnian codes of chivalry afford Grail Damsels tremendous influence in human society, and Damsels are in turn influenced by Elven Glamourweavers, therefore it serves the Elves' interests to reintegrate girls.

Bretonnian boys are also deemed more susceptible to corruption than girls. Every magically-gifted boy might be a future Chaos Sorcerer or Necromancer. However, Glamourweavers do not wish the boys' talents to be wasted. By keeping them forever young in the Otherworld, the boys might live to see a day when Mankind is more enlightened and they can return home safely.

Child-sanctuaries of Athel Loren are situated in the Otherworld realms, where children are safe from the lure of Chaos. Occasionally, boys who are judged "delinquent" must leave the Otherworld to prevent their taint from spreading to the others. Some of these boys live in Elven settlements as Fay servants, whilst others are sent to live with forest spirits such as Bhati. Jean-Michel has been entrusted to Bhati through no fault of his own. He represents a security threat in the Otherworld where Marianne can locate him telepathically. Until recently, living with Bhati has been the only alternative to killing him.

Although some Elves consider Bhati to be a Chaos daemon, others regard her as an essential part of nature's balance, old as Loren itself. Some Elves even send their own children to Bhati for short periods as a form of discipline. Likewise, many Elves would not tolerate an adult human mage like Ambrose Zarthusius remaining at the Lost Boys' Grove. However, most Elves are oblivious to 'Uncle Oscar's' existence. Both Zephyr and the Glamourweavers approve of Ambrose, believing he's a pure soul and good for the children, so they allow him to stay without ever mentioning his name to other Elves.

CHASING ZEPHYR

Time: Arrival at the Lost Boys' Grove with Jean-Michel

Locations: Lost Boys' Grove (7), Strangle Wood (8)

The child-spirit Zephyr arrives at the Lost Boys' Grove ahead of Marianne and the PCs. He intends to capture Jean-Michel and return him to Bhati's Grove with the other Branch Boys. At some point during the PCs' interaction with the boys or Uncle Oscar, one of the Battle Boys tries to lure Jean-Michel away from the party. The boy suddenly transforms into Zephyr, snatches Jean-Michel and dashes off to a giant rabbit hole which exits the Otherworld into Strangle Wood.



PURSUIT THROUGH STRANGLE WOOD

Zephyr is almost impossible to catch (see Special Ability pg. 128), but he can be tracked to the rabbit hole with a **Follow Trail Test**. In Strangle Wood, Zephyr proceeds directly to the Grove of Wayward Children and turns Jean-Michel over to Bhati, thereby restoring the balance of things. Marianne is capable of tracking Jean-Michel telepathically to Bhati's grove.

If PCs previously passed the Trial of Zephyr (pg. 128), the golden spirit attempts to lure the party away from Bhati's Grove, making brief appearances and laughing eerily from a distance. If followed, Zephyr leads the party back to Le Preneur (for their own good, of course). PCs who did not answer Zephyr's riddle and cannot find the rabbit hole must pass a **Navigation Test** or become *Lost in the Forest* (see sidebar on pg. 130).

CONFRONTING BHATI

Bhati phases between trees in an attempt to avoid direct combat and commands her Lilids from a distance. The Lilids will pursue any PCs who approach the grove, allowing for the use of diversion tactics to rescue Jean-Michel and the other Branch Boys. If the Lilids are vanquished, Bhati retreats into the depths of Strangle Wood. PCs who open Bhati's pods and release the Sleeping Boys hear a terrible, throaty wail echoing through the forest. See the Grove of Wayward Younglings (pg. 126) for further details.

After the Encounter

Strangle Wood is one of the places from which Loren earns its grim reputation among humans. Trespassers face hit-and-run attacks by Lilids, along with deadly flora such as Deathly-Thorn and Strangle Root. Marianne won't enter Strangle Wood unless a PC accompanies her (provided Jean-Michel is already safe). If the first Lilid combat goes poorly, Marianne urges retreat, even if it means leaving the Branch Boys behind.

- If the PCs are with Marianne and Jean-Michel, Jean-Michel leads them to a giant rabbit hole which connects Strangle Wood to the Lost Boys' Grove.
- If Marianne is with the PCs but not Jean-Michel, she leads them to the Grove of Wayward Younglings by tracking her brother telepathically.
- If the PCs are alone, they must pass a **Navigation Test** or walk in circles for a day. After 3 failures, they are visited by Ariel, Queen of the Wood (see "Becoming Lost" sidebar, pg. 130). Success means they can find any previously visited location.

THROUGH THE WILD HEATH

Time: Leaving Athel Loren en route back to Quenelles

Locations: A few miles southwest of the Sentinel (1)

Soon after the party departs the forest proper to journey across the Wild Heath, they are hailed by a wounded ranger. The man introduces himself as Patrice, a gamekeeper serving Marquis de Vaubon (true). Patrice claims the Marquis sent him to find the



missing party (false) and that he was attacked by “tree demons” (true). If questioned about the gamekeeper camp, Patrice denies prior knowledge of his cohorts’ fate but feigns sorrow at their loss. Patrice insists on escorting the party back to Quenelles.

During the journey, Patrice tells PCs that the forest is revolting against humanity and Elves can no longer keep it in check. If any Elves accompany the party, Patrice challenges them to declare which side they support in the impending war between Man and Forest. Elves who answer “the forest” receive an angry riposte. Patrice might even attempt to sway human PCs against the Elves. He seems nervous, and is constantly looking over his shoulder.

DAGGER IN THE NIGHT

Patrice volunteers to take first watch. The gamekeeper has been instructed by Vaubon to ensure that Marianne doesn’t return to Quenelles. After everyone appears to have fallen asleep, he produces a long-bladed Elven dagger and sneaks toward the twins’ bedroll. Marianne produces a muffled scream when Patrice places his hand over her mouth, allowing sleeping PCs to awaken with a **Hard (-20) Perception Test**. Whether successful in his malign scheme or not, the treacherous gamekeeper flees into the heath if confronted.

After the Encounter

The return journey to Quenelles should be handled abstractly as the story speeds to its conclusion. Occasionally a squat, sod-roofed cottage is spotted; the only signs of human activity on the Wild Heath. The eccentric hedgefolk who live on the heath own nothing of value and make guests feel very uneasy.

- If caught and interrogated, Patrice claims that Vaubon’s new wife Antoinette paid him to murder her stepdaughter (false).
- If successful, Patrice brings Marianne’s heart back to Le Preneur and sacrifices it to appease the “tree demons”.

CONFRONTING THE MARQUIS

Time: Returning to Quenelles

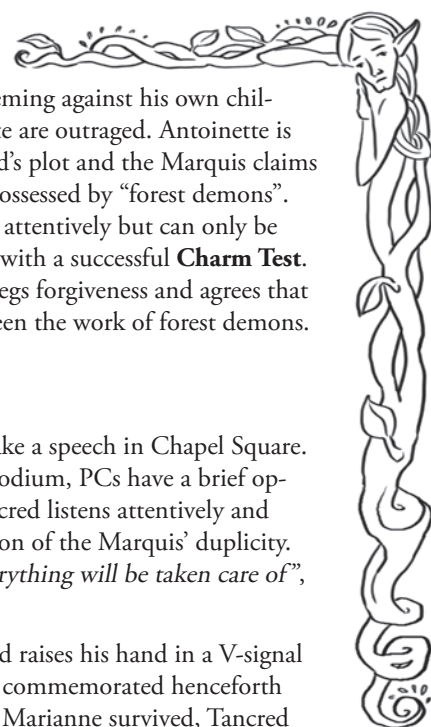
Locations: Quenelles (Chapter @, pg. 62)

The party is greeted with fanfare upon returning to Quenelles. Among the crowd gathered in the city wall’s eastern breach is Duke Tancred II, who has come to congratulate the heroes personally. Tancred is flanked by an entourage of banner-men and sycophantic nobles, including Marquis de Vaubon and his wife Antoinette, a stranger to the twins. The twins cry when told that their real mother died of grief soon after their kidnapping. If Jean-Michel is present, Vaubon loudly curses the Fay for “damaging” his son.

After initial formalities, Marquis de Vaubon takes the heroes aside and presents them with a bag of gold amounting to 20 gc per adventurer. If either Marianne or Jean-Michel were rescued, Vaubon thanks them and takes Jean-Michel by the hand. Characters who pass a **Perception Test** notice that Vaubon doesn’t seem as overjoyed as one might expect of a father who’s been reunited with his children.



Chapter XII: Revolutions in Progress



If PCs accuse the Marquis of scheming against his own children, both Vaubon and Antoinette are outraged. Antoinette is genuinely unaware of her husband’s plot and the Marquis claims his gamekeeper must have been possessed by “forest demons”. If Marianne is present, she listens attentively but can only be convinced of her father’s betrayal with a successful **Charm Test**. If Patrice was captured alive, he begs forgiveness and agrees that his treachery must indeed have been the work of forest demons.

THE DUKE’S SPEECH

Duke Tancred declares he will make a speech in Chapel Square. As the duke’s servants prepare a podium, PCs have a brief opportunity to speak with him. Tancred listens attentively and seems unsurprised at any suggestion of the Marquis’ duplicity. He simply informs the PCs, “*Everything will be taken care of*”, before mounting the podium.

The crowd cheers as Duke Tancred raises his hand in a V-signal and announces that today will be commemorated henceforth as a holiday; “Liberation Day”. If Marianne survived, Tancred announces that she will join his court. If informed of Vaubon’s treachery, he pauses momentarily before announcing that land holdings in the Wild Heath will be reduced from 20% to 15%, as a token of gratitude to the spirits of Loren. Several of the assembled nobles storm off in disgust amidst continued cheering and rude gestures from the commoners. Vaubon is among the nobles who leave Chapel Square (possibly dragging Jean-Michel along behind him).

After the Encounter

The sequel to *Revolutions in Progress* will pick up where this story ends. PCs wishing to investigate Marquis de Vaubon can be left with a cliff-hanger if this adventure is being played as Part 1 of the *Revolution Cycle*. Otherwise, GMs can design an appropriate denouement allowing players the opportunity to ensure justice is served.

- Marquis de Vaubon’s treatment of Jean-Michel is determined by whether Marianne also survived. He is not happy about having a son through whom Duke Tancred’s court Damsel can eavesdrop on his private scheming, and will keep the boy locked in a room if necessary. In any event, Jean-Michel is not the strapping young man he expected; instead his son has regressed into a wild boy with no courtly manners. Vaubon hires private tutors to teach Jean-Michel Bretonnian and handle his education.

- If Marianne survived, she brings any rescued children without living parents to a Shallyan orphanage. Marianne tells PCs: “*The real revolution has only just begun*”.



INDEX

A

A Race in Decline (roleplay tip).....20
 Adanhu.....17, 66, 105
 Adamnan-na-Brionha.....24, 83
 Aethyric Artistry (new talent).....46
 Aethyric Projection (spell)33
 Agora, the.....79
 Alonara.....129
 Alter Kindred 10, 37
 Ambrose Zarathusius.....125
 Anaereth, Halls of61, 70
 Ancestor Spirits.....109, 113
 Animal and Spirit Totems.....78
 Animal Veneration113
 Arachnarok.....121
 Archery.....4
 Ariel.....17, 19, 52-53, 66
 Ariel's Blessing (spell)32
 Ariel's Favour54
 Armour.....37
 Athel Loren.....3-4, 52-74, 99, 101, 105
 Athel Sarathlui.....91
 Athel Senathrai.....93
 Athel Sian'nara.....89
 Aoilym Fruit.....39
 Asyendil's Bane.....40
 Avatars.....17, 27-28
 Avelorn.....17

B

Bartering.....37
 Beastfriend (kithband talent).....12
 Beithir Seun.....74, 100
 Bhati.....126
 Bhati's Lilids.....127
 Bladesinger (career).....41
 Blademaster (kithband talent).....12
 Blood Rose (herb).....110
 Bloodsedge.....110
 Bonding, the.....94
 Branchwraiths.....97
 Braveheart (kithband talent).....13
 Bridge of Birds, the.....61, 71
 Brúidd, the.....15-17, 113
 Burial Glades.....109-110

C

Call of the Hunt (spell)32
 Capa.....17, 114
 Careers.....41-50
 Casting Spells30
 Castle Carrard.....61, 64
 Centigors.....118-119
 Celestial Storms.....77
 Cerulan.....129

Channeller (kithband talent).....13
 Chasm Glade of Beithir Seun ...61, 74
 Children of the Gods (new talent)6
 Coeddil.....105
 Coeth-Mara.....61, 71
 Communal Living (roleplay tip).....9
 Corruption.....8, 95, 109, 114-115
 Council of Beasts.....16, 61, 71
 Crag Halls of Findol.....61, 73
 Crystal-Creeper (herb).....108
 Crystal Mere.....61, 72
 Cult of Kern.....21
 Cyanathair the Corruptor.....58, 117

D

Dance of Autumn's Decline (spell)...36
 Dance of Spring Resurgence (spell)...35
 Dance of Summer's Vigour (spell)...35
 Dance of the Shadows Coil (spell)...36
 Dance of the Storm of Blades (spell)...36
 Dance of the Whirling Death (spell)...36
 Dance of the Woven Mist (spell).....36
 Dance of Winter's Chill (spell).....35
 Deathdancer (kithband talent).....13
 Deahly-Thorn.....110-111
 Deep Forests of Durthu.....61, 68
 Destiny and Redemption (roleplay tip)...8
 Devotee (new talent).....15
 Dragon Sword, Caledfwlch.....40, 76
 Dragon Tower.....80
 Dreamwalker (kithband talent).....13
 Dryads.....97-98
 Drycha.....97
 Duke Tancred II.....60
 Durthu.....105

E

Economics.....37
 Elemental Theory.....34
 Elven Steed.....98-99
 Elven Wine.....39
 Equos, Halls of.....61, 65
 Eternal Guard (kithband talent).....13
 Eternal Kindred.....10
 Evertree, the.....109
 Eyries of the Hawk Lords.....61, 74

F

Fable Songs.....113
 Fairs of Liadriel.....78
 Feast Halls of the Wardance.....61, 70
 Fens of Woe.....78, 83
 Forecast Danger (spell).....33
 Forest Dragon.....99-100
 Forest Goblins.....120
 Forest-Walker (kithband talent).....13
 Forest Spirits.....16, 53, 94-95
 Fury of the Forest (spell).....32

G

Gender Equality (roleplay tip).....5
 Giant Spiders120-121
 Glade Rider Kindred.....10
 Glade of the Eternal Dance.....78, 83
 Glade of Eternal Moonlight.....61, 70
 Glade of the Lost.....61, 69
 Glade-Widow.....110
 Glamourweaver (kithband talent).....13
 Glamourweave Kindred.....10
 Glassenberry.....78, 81
 Gnomes.....79
 Great Eagles.....100
 Great Stag.....101
 Greenskin Monolith of Anghifyl...61, 69
 Gors.....118
 Gwandor the Black.....100
 Gwyllgi.....17, 115

H

Handmaiden (career).....42
 Hasten Growth (spell).....20
 Hawk-Eye (kithband talent).....13
 Healer (kithband talent).....13
 Herbalism.....108-111
 Hidden Path, the (spell).....32
 Hill-Forts.....77
 Hills of the Dead.....61, 69
 Hinterglades.....4, 86-93
 Hippocrene Tower.....80
 Honorific Titles.....11
 Horned Hunters, the.....20-23
 Horsemaster (kithband talent).....13
 Hunter's Vale, the.....21
 Hunting Knives8

I

Iron Orcs.....60
 Isha.....18-20, 109
 Isha's Orphan (new insanity).....7
 Isha's Secrets (roleplay tip).....98

J

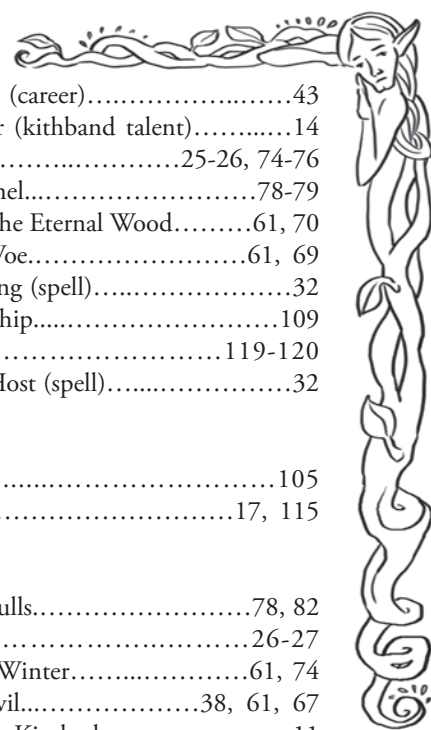
Jean-Michel de Vaubon.....132
 Justifiable Prejudice (roleplay tip).....7

K

Kithband Talents.....12-14
 Kindreds.....9-12
 King's Glade.....61, 71
 Kurnous.....11, 20-23

L

Laurëlor Forest.....3-4, 75-86
 Leaving the Forest.....7
 Liadriel.....24
 Library of Hoeth.....78, 80
 Lileath.....18, 22



Loba.....129
Loec.....23-24, 34
Lore of Athel Loren.....32-33
Lore of Isha.....20
Lore of Mirth & Mayhem, the.....35-36
Lore of the Forests.....29-30
Lornalim Trees.....76
Love-in-Idleness (herb).....108

M

Magic is Everywhere (roleplay tip).....29
Mardagg.....17, 26
Marianne de Vaubon.....133
Marquis de Vaubon.....122, 135
Master Smith Daith.....67
Mathlann.....24-26
Meadow Glades.....61, 65
Mên-an-Tol.....78, 83
Minotaurs.....119
Mirror Pools of Ithorien.....61, 66
Misty Hills, the.....78, 82
Money Mismanagment (roleplay tip).....37
Moon Shift (spell).....20
Moonflower.....110
Moonstones of the Hidden Ways39
Morai-heg.....18, 26
Mountaineer (kithband talent).....13

N

Nageneen.....17, 115
Naiads.....24, 70, 101
Navigation
 Athel Loren.....54-56
 Laurëlor.....76
 Shadow Walk.....34
Nectar of Glade-Widow (herb).....110
Nembus.....17, 113
Niseag.....17, 25
Noneldar.....81
Northern Sentinels.....61, 69

O

Oak of Ages.....61, 65
Orion.....21, 52-53
Orion's Hounds.....115
Otherworld, the.....27-28
 Realm of the Waterhorse.....79
 Realm of the White Wolf.....83
Outlander (kithband talent).....13

P

Path Between Worlds (spell).....32
Pathfinder (kithband talent).....14
Patrice, Vaubon's Gamekeeper.....134
Personality.....6
Pine Crags.....61, 73
Prey Animals.....112
Pride and Passion (roleplay tip).....4

Q

Quenelles.....61, 62

R

Racial Features.....3
Radulan.....129
Ravine of the Nymphs.....78, 81
Religion.....15-28
Renewal (spell).....20
Reveal Pathway (spell).....20
Rhydysann.....105
Rhymer's Harp, the.....39
Ritual of Spring Awakening (ritual).....35
Ruins of Castle Fulk.....61, 64

S

Sacred Glades.....15
Saearath.....38
Sarriel.....23, 75
Sativus.....17, 112,
Sea Naiads.....24
Scout Kindred.....10
Seed of Deathly-Thorn (herb).....111
Seer (kithband talent).....14
Shade (kithband talent).....14
Shadow Beasts.....102
Shadow Walk, the.....33-34
Shadowfast (kithband talent).....14
Silverleaf (herb).....108
Silver Tower, the.....79
Skinwalker (kithband talent).....14
Small Raptors.....113
Small Predators.....113-115
Spear of Daith.....40
Spell Lists.....29-30
Spellcraft (new talent).....43
Spellsinger (career).....42
Spellsinger Kindred.....10
Spellweaver (career).....43
Spirit Glamour (spell).....20
Spites.....102-103
Starfire Arrows.....39
Steward (career).....42
Stones of Kern.....77
Stones of the Crystal Mere.....40
Strangle Root.....126
Surge of Ghyran (spell).....20

T

Talisman of Qwarr.....40
Talismanic Tattoos.....36
Talismanic Warpaint.....36
Tears of Isha.....73
Temperament.....6
Temple of Asuryan.....80
Tree-Bridges.....77
Tree Kin.....103-104
Treemen.....104-105

Treesinger (career).....43
Treewalker (kithband talent).....14
Torothal.....25-26, 74-76
Tor Lithanel.....78-79
Tower of the Eternal Wood.....61, 70
Tree of Woe.....61, 69
Tree Singing (spell).....32
Tree Worship.....109
Tuskors.....119-120
Twilight Host (spell).....32

U

Unicorns.....105
Usnarr.....17, 115

V

Vale of Skulls.....78, 82
Vaul.....26-27
Vaults of Winter.....61, 74
Vaul's Anvil.....38, 61, 67
Vengeance Kindred.....11
Viydagg.....17, 19

W

Wandering Eye (spell).....32
Wardancer (career).....44
Wardancer Kindred.....11
Warhawks.....106
Warhawk Rider (career).....44
Warp Spiders.....121
Warrior Kindred.....11
Watchtower of Se-Athil.....78, 82
Waterfall Palace of the Naiad Court.....61, 70
Wayfarer (kithband talent).....14
Waywatcher Kindred.....12
Weaponmaster (kithband talent).....14
Well of Wybodaeth.....78, 81
Western Sentinels61, 69
Wild Chaos.....115
Wild Heath, the.....61, 63
Wild Hunt, the.....21
Wild Hunter (kithband talent).....12
Wild Riders of Kurnous.....12
Wildkin (career).....45
Wildwood, the.....59, 61, 72
Wind Rider Kindred.....12
Windrider (kithband talent).....14
Windtalker (kithband talent).....14
Winterblossom (herb).....109

X**Y**

Younger Kindred.....12

Z

Zephyr.....17, 128
Zoats.....106



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