

**WARHAMMER**  
**FANTASY**  
ROLE-PLAY

**HIGH ELF**  
**PLAYER'S GUIDE**

A COMPREHENSIVE GUIDE TO THE ASUR OF ULTHUAN

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- **Publisher:** Dominic McDowall
- **Published by:** Cubicle 7 Entertainment Ltd, Units 5 & 6, Block C, Balbriggan Business Campus, Balbriggan, Co. Dublin Ireland K32 XD71.  
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## Special thanks to the Games Workshop Team.

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Last Edited: 21 February 2025

# CONTENTS

## THE DEFENDERS OF ORDER

The Old Ones, Chaos, and the Great Vortex .....	6
Calendar .....	8
The Ancient Empire of the Elves .....	9
The Kinstrife and the Sundering .....	10
War of the Beard .....	11
Isolation .....	12
Place in the World .....	13
The Present Day .....	18

## ASUR SOCIETY

The Inner Kingdoms .....	21
The Outer Kingdoms .....	22
Upbringing .....	23
Lothorn and the Phoenix King .....	24
Avelorn and the Everqueen .....	25
Naggaroth, Nagarythe, and the Kinstrife .....	27
Unending Retribution .....	27
A Secret War .....	27
Attitude to Other Species .....	28
Wood Elves .....	28
Humans .....	28
Dwarfs .....	29
Lustria .....	29
The Forces of Ulthuan .....	30
High Elf Outposts .....	31
Armoury of the High Elves .....	32
Elven Markets .....	32
Herbs and Elven Markets .....	36
Enchanted Items .....	37
Maintaining Order .....	38
Naval Power .....	39
High Elf Warships .....	39
The Importance of Trade .....	41
Trade with Dwarfs .....	41
Trade with Humans .....	41
High Elf Merchant Ships .....	42
Dragons and the Asur .....	43
Playing a High Elf .....	45

## HIGH ELF CHARACTERS

Yenlui .....	46
Obsessions .....	48
Dreams .....	49
Blood of Aenarion .....	51
Elders of the Asur .....	52
High Elves from the Inner Kingdoms .....	54
High Elves from the Outer Kingdoms .....	55
Sea Elf Characters .....	56
Playing a Sea Elf .....	57
Species Skills and Talents .....	57
Names .....	57
High Elf Careers .....	58
Adapting Careers .....	60
Warriors and Military .....	60
Civilian and Noble .....	60
Rural and Roguish .....	62
Sea Guard .....	64
Swordmaster .....	66
The Secret War .....	67
The Way of the Warrior .....	68
Way of the Sword .....	68
Sword-dancing Tests .....	68
Shadow Warrior .....	70
Merchant Adventurer .....	72
Aestheticist .....	74

## HIGH MAGIC

Origin of High Magic .....	77
High Magic Today .....	77
Training of a Mage .....	78
Asur Magehood .....	79
The Path of the Mage .....	79
Petty Magic Spells .....	80
Elven Arcane Spells .....	81
High Magic Skills and Talents .....	83
Fifth Level Careers .....	83
Casting High Magic .....	84
Magical Burnout .....	84

Runes of the Cadai .....	84
High Magic Questions and Answers .....	85
The Lore of High Magic .....	86
Mage .....	90

## HIGH ELF RELIGION

Cadai, Gods of the Heavens .....	93
Cytharai, Gods of the Underworld .....	95
Other Gods .....	97
Asur Perspectives on Their Gods .....	98
Rules for Elf Priests .....	99
Smith-priest of Vaul .....	100
Worship of Vaul .....	101
Magic of Vaul .....	102
Storm Weaver .....	104
Worship of Mathlann .....	105
High Elf Sea Magic .....	106
Loremaster of Hoeth .....	108
Worship of Hoeth .....	109
Magic of Hoeth .....	110
The Pleasure Cults .....	112
Cults of Khaine .....	113

## INTRIGUES

Factions .....	116
Ulthuan and the World Beyond .....	116
Elves in the Old World and Beyond .....	116
Power and Culture in Ulthuan .....	117
Players and Intrigues .....	118
The Process of an Intrigue .....	118
Is the Intrigue Concluded? .....	125
INDEX .....	127

# THE DEFENDERS OF ORDER



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

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

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

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

