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THE OLD WORLD



ARCANE JOURNALTM
WOOD ELF REALMS

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WOOD ELF REALMS



“WHEN HORNS SOUND AND HUNTERS RIDE,
WICKED THINGS HIDE FROM THEIR FLIGHT.”

- Excerpt from a Bretonnian fairytale



ELTHIN ARVAN

While the world was young, the Elves dwelt upon their island home of Ulthuan, exploring and discovering many new and unusual lands. While the barbaric ancestors of Man fought amongst themselves in their struggle to master even the most basic concepts of civilisation, the Elves became the undisputed rulers of the seas.

The Elves Of The Old World

As the Elves' elegant, white-sailed ships cut across the globe, they mapped the oceans, charted the lands and set up many settlements. The largest concentration of these communities was in a place the Elves named Elthin Arvan, a land which would become known by the younger races as the Old World. Here, they established contact with the Dwarfs and a great era of trade and friendship began between the two.

In the lands that would one day be known as Bretonnia, the Empire and Kislev, the Elves built tall, ornate towers of marble and gold. The Elven colonists became strongly attached to their new homes and, while many retained connections to Ulthuan, their children quickly came to think of themselves as denizens of Elthin Arvan. Though their parents might turn to Ulthuan for aid in times of strife, the younger generation came to view the Phoenix King as distant and his rule as having little import upon their lives.

As they moved further inland, pushing the boundaries of Elthin Arvan ever further from the influence of Ulthuan, it was these young Elves who first encountered the strange and frightening forest that spread far across the land, from the foothills of the Grey Mountains in the east to the slopes of the Vaults in the south. At night they saw strange lights dancing in the darkness and huge shapes that lingered in the gloom. Intrigued by what they saw, the Elves attempted to explore beneath the boughs of the dark forest, but found themselves thwarted at every turn.

The Discovery Of Athel Loren

Three times did the Elves send expeditions into the great forest that so captivated their senses, each numbering nearly a thousand warriors. Of the first expedition, seven hundred Elves came out of the wood scant hours after they had ventured within. They brought with them nonsensical and impossible tales of many fruitless days spent travelling between shifting glades and along pathways that curved back on themselves.

The second expedition vanished without a trace. Of the third foray, only a single Elf returned, her face ashen and drawn, her body lacerated and bloody. She died a day later, driven witless by visions of whatever ill had overtaken her. It was clear that the forest itself perceived the Elves as a threat and was actively resisting their attempts to explore its depths. Slow realisation dawned upon the Elves that this magical forest was sentient – like a single creature, unimaginably vast and unknowable, and those that it saw as a threat, it would resist.

The Elves named the forest Athel Loren. They settled upon the outskirts and planted great magical waystones about the boundaries. Still some Elves would occasionally go missing, lured deep into the forest by beautiful, ghost-like nymphs, never to be seen again. Despite this, the forest seemed to tolerate the Elves so long as they did not attempt to venture far into its dark interior. Yet the Elves remained inexplicably drawn to Athel Loren, unable to leave its environs.





Sundering & Strife

Whilst the young Elves of Elthin Arvan explored the wonders of their realm, in distant Ulthuan treachery fermented. With the assassination of the Phoenix King Bel Shanaar, a great betrayal was revealed within the court of Nagarythe, a revelation that shook the Elven realms to their core. In Ulthuan, a bitter civil war would erupt suddenly and rage for several centuries, one that would see such potent magics unleashed that the land itself would be torn asunder, casting the northern realms into the sea in a great cataclysm.

Meanwhile, the Elves of the Old World looked on, isolated from the turmoil but not unaffected by it. Their coffers were drained by the newly crowned Caledor to fuel the war, whilst their populations declined as able-bodied warriors returned to Ulthuan by the thousands to fight in its defence. It was hard for those left behind not to resent the warmongering of their distant rulers for unleashing these hardships upon them. Understandably, many of the Elves dwelling within the interior of Elthin Arvan began to feel ever more distant and disconnected from far away Ulthuan.

Though the civil war seemed to end with the passing of Caledor, the driving of traitorous forces from the north of Ulthuan and the crowning of the Phoenix King's successor, Caledor II, the following centuries held yet more hardships for the Elves of Elthin Arvan. The Elves of Ulthuan had become arrogant and had grown quick to dismiss the words of their kin in the Old World or their allies from the Worlds Edge Mountains. Thus, when the Phoenix King ordered the shaving of a Dwarfen ambassador's beard and had the humiliated Dawi tossed from his court, war in Elthin Arvan was the certain outcome.

The War Of The Beard

To the Elves of the Old World, the War of the Beard was another conflict sparked by the actions of a distant king. But unlike the civil war in Ulthuan, this time it was their homes and cities being besieged and it was their militias forced into bloody battle alongside the armies of Ulthuan. Whilst most of the Elves of Elthin Arvan rallied to fight the Dwarfs, those of Athel Loren were reluctant, preferring to withdraw from the turmoil about them. They resented the war and they resented their kin for unleashing it, for it was their realm that suffered the most. When the Dwarfs marched from their mountain holds, the settlements upon Athel Loren's outskirts were destroyed, and the forest was cut and burned to fuel the war machines of the Karaz Ankor.

Thus did the Elves of Athel Loren tentatively retreat into the shade of the forest, discovering great glades well suited to their settlement in which to build new homes hidden beneath its canopy. At first, the Elves were cautious in their building. Although they had grown accustomed to treating the mysterious forest with respect, their previous efforts to build dwellings within it had been met with ill fortune. Now, whilst war raged in the land and armies of Dwarfs marched from the mountains, burning and defiling the forests of the Old World for fuel, the spirit of Athel Loren seemed more accepting of the Elves. Although whether the forest was offering shelter or welcoming defenders, none could be sure.

Gradually, as Elven mages began to study the wonders of the mysterious woodland that unfolded around them, their kin turned their attention to building magnificent palaces within their hidden glades.

Birth Of The Asrai

With the death of Caledor II at the hands of the Dwarf High King, Gotrek Starbreaker, the War of the Beard was ended several centuries after it had begun. With this, the Elven colonies of Elthin Arvan were forfeit to the victorious Dwarfs and the new Phoenix King, Caradryel, commanded the Elves of the Old World to abandon their homes and return to Ulthuan. This decree caused much outrage, but it was reluctantly obeyed by most. Within the span of a year, the gleaming cities upon the Old World's coasts stood empty and abandoned. Ignored by the Dwarfs, who had no interest in Elven artifice, they were left to the elements and, in time, would crumble and decay.

The Asrai, as the Elves of Athel Loren had come to call themselves, never considered that the Phoenix King's decree might apply to them. They were no longer citizens of Elthin Arvan, and they had long ago ceased to think of themselves as vassals of distant Ulthuan. Yet their peace was far from assured, for as the first snows of winter fell upon the deserted lands, Dwarfen throngs from the Grey Mountains descended upon Athel Loren.

Slumbering during the cold, dark months, the forest was unable to defend itself from these destructive interlopers, instead shrinking back from the threat they posed and opening pathways that led the Dwarfs directly to the palaces of the Asrai. Thinking themselves under attack, the Elves responded ferociously, descending upon the Dwarfs from all sides and cutting them down ruthlessly. When the clamour of battle subsided, the Elves looked about, finally understanding what the great forest expected of them in return for the shelter it gave.

The Oak Of Ages

Aware now that the Dwarfs would not leave them in peace, the Asrai ventured further still into the great forest, seeking out abodes beyond the hidden glades at the forest's edge and retreating from the world beyond. As they did, the Asrai divided into kinbands, each of which would come to settle its own corner of the forest and carve out its own realm.

It was one of these kinbands – a group of wandering magi – that first discovered the Oak of Ages in the very heart of Athel Loren. It was here, beneath the twisted boughs of this gnarled and ancient oak of truly vast proportions that one of the Asrai, a maiden named Ariel, first communed with the forest. Through Ariel, the Elves came to understand the forest, learning the extent of its sentience and its significance to the world. They learned that Athel Loren had once been planted by the gods themselves and that it lay at the very heart of the World Roots, the point at which the innumerable hidden pathways of the Old Ones intersected and intertwined. They discovered that without Athel Loren, all the forests of the world would wither and die, that the world itself would grow cold, the sun a distant speck in eternally dark skies beneath which cyclopean beasts of a forgotten epoch would rise once more from the primordial gloom to prey upon the young races.

With their new knowledge and deeper understanding, the spirits of the forest revealed themselves to the Elves and the Asrai understood that Athel Loren had come to embrace them as its own. Mighty Treemen and capricious Dryads walked amongst them, sharing secrets of the forest and the magical energies that flowed through it.



ATHEL LOREN, THE GREAT FOREST



THE MONARCHS OF THE WOOD

Eleven centuries before the birth of Sigmar, the Dwarfs returned once more to Athel Loren, descending upon the Pine Crags to plunder the forest and make war upon its denizens. Little did they know that the woes they would unleash upon the forest would bring changes that would echo through the ages.

The Great Council

As winter approached, the forest was ill-prepared for the onslaught of the Dwarfs and, though the kindreds of the Pine Crags repulsed the tree-slayers' first forays, they were quickly overcome by their enemy's numbers. In desperation, the lords and ladies of the Asrai gathered in council at the foot of the Oak of Ages.

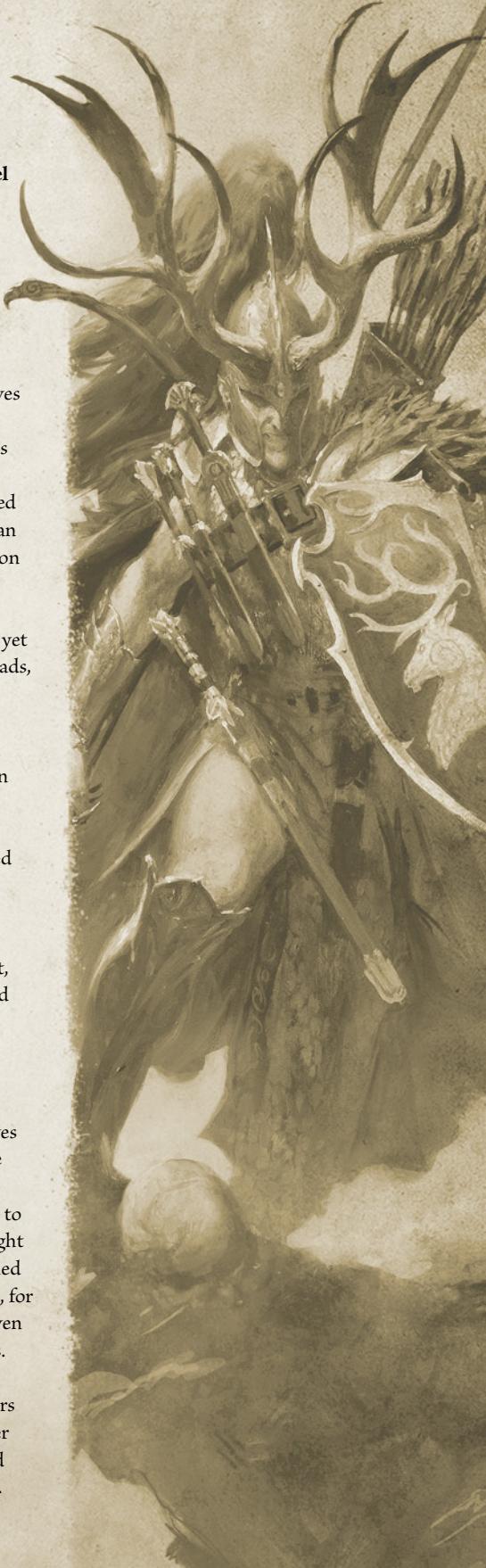
Whilst devotees of the trickster god, Loec, performed their elaborate rituals, and the seers and prophetesses of the kindreds read the skeins of fate in the patterns of the stars and the dancing of the flames, two slipped away. Ariel, beloved of the forest, found herself unaccountably drawn to the towering monarch of the hunter kindreds, Orion, and the two drifted into the shadows of the forest together, there to converse far from eavesdroppers.

Under the Oak of Ages, after many hours debating how best to drive the interlopers from the forest, the Elves were silenced by the emergence of an ancient Treeman from the gloom. At first those assembled were taken aback, for rarely did the most venerable of the great forest's spirits speak directly to them. The towering ancient assured the Asrai that, if they struck before autumn's passing, before winter's chill could grip the land, the spirits of the forest would march to war alongside the Elves. Elated at this news, the gathered nobles prepared to return to the glades and make ready for war, yet this elation quickly turned to dismay when the absence of the mage and the hunter was noticed...

A great tumult arose as the gathered Elves began to search for their missing kin. Orion's hunters scoured the forest yet, as skilful as they were, they could find no trace of their vanished lord. The gathered nobles turned to ask the ancient Treeman if the spirits of the trees knew the location of Ariel, but he remained silent. Mages attempted to commune with the forest itself and sought the counsel of Dryads, yet the forest remained still and, of the Dryads, none cared to answer the summons.

Reluctantly, as the first light of dawn bathed the forest floor in dappled golden light, the gathered Elves turned their attention to preparing for the battles that lay ahead. Though their hearts filled with sadness for Ariel and Orion, and though they anxiously recalled tales of the many young Elven explorers lost within the mysterious forest in ages past, they had grown to trust Athel Loren and they believed their missing kin would return from the secret glade in which they lingered.

As autumn faded from the land, the Elves marched upon the mountains above the Pine Crags and brought the Dwarfen invaders and tree-slayers to battle. True to the forest's promise, the Asrai did not fight alone. To the Dwarfs, it must have seemed as if the very forest itself had come alive, for mighty Tree Kin strode amongst the Elven lines and Dryads sped along their flanks. Before the sun fell, the courage of the Dwarfs had failed them and the survivors had fled back to their holds, their hunger for firewood and fresh lumber sated and their fear of the great forest invigorated.





The Winter Of Woe

In the weeks that followed the routing of the Dwarfs, winter fell upon Athel Loren, icy winds whistled through the boughs of the forest and a great chill gripped the land like never before. The forest grew still, the spirits of tree and earth preparing to sleep through the long, dark months whilst the Elves settled into their great palaces within the hidden glades.

But this was to be no quiet winter spent in silent slumber while awaiting the coming of spring. Seeking some measure of revenge for their defeat, the ever-spiteful and destructive Dwarfs ventured from their holds into the frozen Grey Mountains, driving whole tribes of Orcs and Goblins from their lairs and goading them towards the sleeping forest below.

Hungry and belligerent hordes poured down from the mountains and into the shelter of Athel Loren. Unaware and unafraid of the rumoured dangers that awaited within the forest, the barbaric brutes set about felling and burning the trees of Athel Loren to build their crude shelters and warm their gnarled hides, and hunting its beasts to fill their loathsome cookpots.

The Elves fought bravely to repel these interlopers, but the unity that had led them to victory over the Dwarfs scant weeks before had crumbled in the cold of midwinter, whilst the forest itself slumbered uneasily. Unable to muster its strength against the invaders, it trembled at the pain of their onslaught. Thus did the Orc and Goblin hordes run roughshod through Athel Loren throughout the long months of winter, creeping ever closer to the Oak of Ages at the heart of the forest.

The Turning Of The Seasons

As the first blooms of spring broke through the thawing earth, as the murmuring song and hungry cries of animals emerging from hibernation broke the long silence of winter, the Elves prepared to defend the Oak of Ages against the massing Orc and Goblin hordes. Even whilst the savage invaders approached the Groves of Eternity, the sound of a hunting horn cut through the cacophony of weapons banging against shields and crude battlecries, a single haunting note that silenced the creatures and halted their unruly advance in its tracks.

As the horn fell silent, the gathered Asrai heard other sounds; the howling of hunting hounds, the shrieking of birds of prey and the bellowing of a great stag. Suddenly, from the mist-shrouded forest emerged a giant. Though he stood thrice the height of an Elf and broader still, with great antlers rising from a brow the colour of spring leaves, the giant figure was instantly recognisable to some as Orion, the monarch of the hunter kindreds, and they cried out in greeting, their hearts filled with joy to see the returned noble. Yet others amongst their number quailed for they saw the truth of Orion's transfiguration, standing before them was a living avatar of Kurnous, the Lord of the Hunt.

Suddenly, the giant charged the Orc lines, his great strides carrying him a hundred yards in mere moments whilst spectral hounds bayed and snarled at his heels and flocks of dark-pinioned shrikes darted about him. Kurnous smashed into the bellowing brutes, slaying all before him with his great spear and driving the invaders from the Groves of Eternity, into the cruel embrace of the awakening forest.

The King Of Summer

The first to follow Orion as he rampaged through the forest were the Wild Riders of the hunter kindreds, whooping and hollering in their delight. Behind them ran the warriors and nobles of the other gathered kindreds, following the trail until, eventually, it returned to the foot of the Oak of Ages. There they discovered the enthroned figures of Orion, now the avatar of Kurnous, and Ariel, herself become the shimmering avatar of Isha, the mother goddess of the Elves. As the highborn of the many kindreds gathered, they joined their subjects in kneeling before the towering figures, paying homage to the gods that now walked amongst them and acknowledging them as the King and Queen of the great forest.

In the aftermath of Orion's rampage, Ariel revealed the extent of her awakened powers, healing Athel Loren of the harm that had been done to it by the invaders, whilst Orion led the Wild Riders of the hunter kindreds in pursuit of the forest's enemies. Thus, for a glorious season the Asrai reigned supreme throughout Athel Loren. Whilst the hunter kindreds purged the dark corners of the forest of its enemies, Ariel held court in the sacred groves, communing with the oldest of the tree spirits and traversing the World Roots to heal the deep hurt done to the forests of the world by long years of chaos and war.

Yet such a season could not last and, as the forest withered in the autumn months and winter's chill began to grip the land again, Orion's vitality quickly waned. Recognising that he could not persist through the long, cold months of winter, the King in the Woods commanded that a great pyre be built in the King's Glade and, as midnight approached on winter's eve, he oversaw a ritual that would echo down the ages before stepping naked into the roaring flame...

Rebirth

In the cold light of the morning, no sign of Orion remained, save for the ashes of his pyre. These his Wild Riders gathered and presented to Ariel, who wept for the loss of her King and sealed herself away from her subjects in hidden chambers deep within the World Roots.

Throughout the winter, the Asrai lamented the loss of their King and Queen, uncomprehending of what had transpired in the cold and dark. Yet with spring's first blooms, their Queen returned to them, emerging from the Oak of Ages refreshed and reinvigorated. Simultaneously, at the culmination of a secret ceremony undertaken by the Wild Riders deep within the King's Glade, Orion burst forth once more, born anew through the sacrifice of one chosen by fickle fate and strange fortune.

So began a cycle that was to continue through the ages. Each winter the King and Queen in the Woods would retreat into the darkness, and each spring the great forest would tremble with their awakening and return of life to the realm. Each season, Ariel became ever more skilled in harnessing the powers of her patron, Isha, wielding her magic to strengthen the roots that hold the world strong in the face of Chaos. Meanwhile, with each new incarnation, Orion hunted further, his Wild Riders scouring not just Athel Loren but all the sacred places of the world, traversing the World Roots and searching the hidden glades for dark and evil things.

Sadly, those that hunt for darkness are destined to find it and, unbeknownst to the Asrai and their godly monarchs, great darkness and corruption hid within the shadows of their forest realms, biding its time and awaiting the moment of its birth into a tortured world...



KINDREDS OF ATHEL LOREN

Glade Riders wear little in the way of armour and do not encumber their Elven steeds with heavy or restrictive tack, enabling them to traverse the forests of Athel Loren with speed and grace.

When mustered for war, the Glade Rider kindreds take the fight to the enemy, striking swiftly with leaf-bladed cavalry spears and unleashing volleys of deadly arrows from afar.





Asrai shields are graceful and lightweight, crafted from layers of wickerwork and leather and decorated with Elven runes and carved gems. Yet despite their delicate appearance, such shields are able to turn aside the deadliest of attacks.

The Elves of Athel Loren craft elegant weapons of war. In the press of battle stout-hafted wooden spears and long, leaf-bladed swords that possess great strength and sharpness are amongst the preferred weapons of the kindreds.



Clad in the colours of the forest and dark leathers, the warriors of Athel Loren blend into their environment with little effort, appearing suddenly from the foliage to launch lightning-fast strikes before fading back into the shadows without as much as rustling the leaves.

Throughout the year, as the seasons change and the colours of the great forest shift from the vibrant greens of spring to the cold greys of winter, the attire of the Asrai also changes. In this way, the warriors of the kindreds are better able to conceal themselves from intruders and unleash deadly ambushes.



THE CORRUPTION OF THE LAURELORN

Laurelorn Forest has held strong against the malign influence of the Ruinous Powers for many centuries thanks to the efforts of the Elves who dwell within its depths. Alas, in the winter of 2278, the Bray-Shaman Kralmaw amassed a horde of Beastmen and led them deep into the forest, intent on corrupting the pristine woodland and welcoming the return of Morghur, the accursed creature of Chaos that had for so long tormented the Asrai.



A Familiar Enemy

Athel Loren is the ancestral home of the Wood Elves and stands as the largest and most prosperous of the Elven realms within the Old World. There were once many other, smaller colonies in the ancient forests across the world but, over time, the younger races have harvested the forests to build their cities and ravening hordes of beasts have defiled vast swathes of woodland, forcing many of them to be abandoned. However, thanks to the fierce guardianship of the Elves of the Laurelorn, the forest has been kept safe from a similar fate.

Until now...

Kralmaw, the Prophet of Ruin, dispatched a horde of Beastmen into the depths of the forest in the dead of winter. Though the machinations of the Bray-Shaman were unclear, the presence of his Brayherd was enough to spur the Elves into action. They fought valiantly, but there was little they could do to halt the onslaught and the Beastmen began to corrupt vast swathes of the forest. Left with few options, the Elves of the Laurelorn sent envoys to Athel Loren in the hopes of rousing a force to expel the Beastmen.

Unfortunately, there was no help to be found in Athel Loren, for the Asrai were hard pressed to maintain the sanctity of their own borders thanks to roving bands of Orcs and surges in Beastman activity. As the forest spirits lay dormant throughout the winter, the Elves of Athel Loren were stretched thin to ensure that any incursions into their lands were swiftly quashed, leaving the Elves of the Laurelorn to fend for themselves against Kralmaw's forces until the spring thaw.

Winter War

With the coming of spring still a distant thought, the Elves of the Laurelorn were forced into a seemingly unwinnable position. They knew that they did not possess the strength nor the numbers to draw the Beastmen into a pitched battle without risking certain death. Yet, allowing the Children of Chaos to plant the seeds of ruination for the rest of winter would likely result in an unimaginable and irreversible amount of corruption the forest would struggle to rid itself of.

The Elves were not totally without hope, however, for there are few indeed who can match the skill of Asrai archers and fewer still who can navigate the winding pathways of the Laurelorn. The Elves began to strike out at the Beastmen with swift, precise assaults, unleashing volleys of arrows with pinpoint accuracy before disappearing without a trace. The hit and run nature of their attacks drove the Beastmen into a state of unparalleled rage, for time and again the Elves gave their adversaries no opportunity to satisfy their bloodlust.

For a time, the Wood Elves were able to inflict heavy casualties on the Beastmen, slaying scores of the mutated creatures with few losses of their own. Their luck ran out as the snows began to melt, however, as Kralmaw himself arrived in the Laurelorn. His prophetic abilities countered the Elves at every turn and with their enemy prepared for their ambushes, they began to suffer badly at the hands of the Beastmen. Mercifully, with winter relinquishing its hold upon the Old World, spring was rapidly approaching.



The Coming Of The Wild Hunt

Though the King in the Woods has never been one possessed of a calm and temperate demeanour, Orion was seething with rage upon his rebirth on the first day of spring. Not only had the cowardly Beastmen spent the winter tainting Laurelorn Forest with their presence, Morghur, the Shadowgave, had finally returned whilst Orion and the Asrai were at their most vulnerable, the World Roots shuddering as it was reborn, its mewling cries piercing the quiet of midwinter. In years past, the lord of the hunter kindreds had waited for the arrival of the summer solstice and the height of his power to wind his horn and begin the Wild Hunt, but he would not sit idly by whilst the most hated and ancient enemy of his people soiled what had long been a haven against the ever-encroaching shadow of Chaos.



Raising the Horn of the Wild Hunt to his lips, Orion blew a clarion note that reverberated throughout Athel Loren. Many answered his call, the King's Glade flooding with Wood Elves filled with the desire to unleash their wrath upon the Beastmen. Ariel presided over the host assembled by her consort's call and wished them well, but not before whispering a warning to her husband to not allow his rage to blind him to the dangers that lurked in the Laurelorn, for the Cloven Ones were cunning foes and Kralmaw likely knew of Orion's intentions.

With Ariel's warning lost upon him, his wrath too great to be tempered even by his beloved, Orion raced through the World Roots to reach the far away Laurelorn. Though a winter of war had left them forlorn and weary, the Elves who held court in the war-torn woodland rejoiced at Orion's arrival – their hearts steeled by his presence alone. With the Wild Hunt racing to their aid, the Elves of the Laurelorn allowed themselves to dream of victory and an end to their months-long hardship.

A Chaos Hellscape

Orion was outraged to find that the corruption wrought by the Cloven Ones was far beyond what he and the warriors of Athel Loren had expected. Though the forest should have been flourishing with the arrival of spring, the trees wilted and sagged as if covered in loose skin, their new growth devoid of colour, crumbling to dust at even the gentlest touch. Nor had the wildlife been spared from the tainting influence of the Ruinous Powers either, as the animals encountered by the Wild Hunt sported grim mutations that left them screeching in agony with every laboured breath they took. Orion commanded his kin to put an end to the suffering of any creatures they passed, an act of mercy which served only to fuel his rage.

Orion's ire proved to be contagious amongst his company as his temper flared to incandescence, the Elves at his side brimming with unchecked ferocity and a desperate need to slaughter those responsible for the horrific state of the forest. Knowing that Kralmaw was the likely architect of the corruption, the Wild Hunt set out in search of the Prophet of Ruin in the hopes of striking him down and routing the rest of the Beastmen in one swift strike.

As they got closer to the centre of the forest, the foul stench of the Children of Chaos hung heavy in the air, tormenting the heightened senses of the Asrai and making them gag and retch – a sign that at least some of their quarry was close at hand. With weapons gripped tightly in anticipation of the battle to come, the Asrai plunged once more into the forest, sounding their hunting horns to strike terror into the dark hearts of the Beastmen as they raced ever closer.

The Hunter-King's Vengeance

When Orion's host finally came upon a herd of Beastmen, their wrath was terrible to behold as they allowed the spirit of Kurnous to overtake them. The Asrai fought as if beasts themselves, many forgoing the use of their longbows in favour of drawing their blades and hacking away at the Beastmen with wild abandon. The Children of Chaos were little prepared for the speed and ferocity of the Asrai's assault and were swiftly routed by the Wild Hunt, throwing down their weapons and fleeing in all directions in a bid to escape. Orion's Wild Riders were relentless in the pursuit of their quarry and no quarter was given to the Beastmen, for their destruction upon the forest was to be repaid tenfold by the Elves of Athel Loren.

Leaving a trail of butchered Beastmen in their wake, the Wild Hunt ventured ever deeper into the accursed forest, knowing that Kralmaw was likely to be found skulking at the very heart of the corruption that now blighted the woodland. Though the herds they initially encountered consisted mostly of Ungors and a few Gors, they grew steadily in size as the Elves plunged deeper into the forest, and so too did the monsters that accompanied them.

The Wild Hunt soon found themselves beset by warped Chaos Spawn and fearsome Dragon Ogres, but even they could seemingly do little to slow the Elves' advance as they fought their way ever closer to their quarry. As Orion, leading the hunt from the fore, advanced into an open glade, a guttural and grotesque sound gurgled from the far side of the clearing, the trees creaking and groaning as a vile, toad-like creature erupted into view.



Otherworldly Monstrosities

As the Jabberslythe burst from the trees, its maddening appearance quickly took hold of the senses of many of the Elves, causing them to claw at their eyes and pound fists upon their skulls as they collapsed to the ground amidst a cacophonous shrieking. Alongside the foul creature came a host of bleating Beastmen, racing into the clearing with their weapons held at the ready as they charged towards the stunned Elves.

As the beasts hefted their weapons to slaughter the whimpering Elves, the sounds of baying and howling heralded the arrival of a troupe of Elven beast handlers, their animal companions racing ahead and into the clearing. Trailing behind the beast handlers came the sound of Elven hunting horns, as Orion's Wild Riders thundered towards the battle on their return from the slaughter of the fleeing Beastmen.

Swift-moving hunting hounds snapped at the Gors as lithe forest cats pounced upon their backs and sunk their teeth into their necks and skulls while grunting boars gored any in their path. It was the mighty bears of Loren that inflicted the greatest wounds upon the Beastmen, however, as they shattered shields and bones alike with heavy swipes of their paws. Just as the Gors began to recover from the sudden arrival of the beast handlers, the Wild Riders broke from the trees and rejoined the fray, their eyes blazing with ethereal light as they crashed into the stunned Beastmen. Meanwhile, Orion had his eyes set firmly upon the Jabberslythe, for not only was its unholy existence a slight to the natural world, its death would be a mighty offering to Kurnous.



Orion's Triumph

The maddening beast lurched towards Orion with unexpected suddenness, its bloated and bulging form moving far faster than most might have anticipated. As it bounded across the glade, its drooling maw fell open and its long, lashing tongue whipped towards Orion with horrifying speed and force.

Yet, having fought the monsters of the deep forests on many occasions, Orion was prepared for the creature's assault and deftly stepped aside to avoid its barbed appendage as he drew his spear back and cast it towards the beast's black heart. The Spear of Kurnous slammed into the Jabberslythe with the force of a thunderbolt, the god-forged weapon parting flesh and shattering bone with ease as it sank deep into the beast's chest.

Even as the monster screeched in agony, Orion dashed across the glade towards the wounded beast, eager to see it slain and put an end to its influence over the Elves at his side. The avatar of Kurnous grasped the spear in both hands and plunged it deeper still into the roaring monster's flesh, caustic black blood spurting forth and burning his skin. If the acidic ichor caused Orion any pain or worry, he did not show it, for his prize lay defeated before him and its foul kin had retreated into the darkness of the forest.

The Wild Hunt now stood a mere stone's throw away from the centre of the forest, the place where Orion was certain they would find the shaman Kralmaw and bring an end to his ruination of the Laurelorn.

Orion's Folly

Had Orion not been overtaken by his burning need for vengeance and intoxicated by the thrill of the hunt, or had his captains not been so filled by the spirit of Kurnous, they might well have noticed that the Beastmen had not yet committed a significant force to meet them in battle. As Beastmen are seldom battle-shy, any of the Elves present would have known to question the lack of commitment from the foul creatures had they been clear of mind and paused for even a moment to ponder it.

Alas, Orion and his warriors had become preoccupied with chasing down the many small war parties of Beastmen that they happened upon. In their fury they had become oblivious to the hordes of Beastmen that were converging upon Kralmaw's herdstone at the very heart of the forest.

Orion's wrath had allowed Kralmaw to draw the Wild Hunt across the Laurelorn as they chased these smaller bands of Beastmen, as a marionette master might tug upon the strings of a puppet. So, as the King in the Woods and his vanguard raced towards the centre of the corruption, Kralmaw awaited their arrival beside a great herdstone, his staff pointed towards the lord of Athel Loren as he began some foul incantation.

As the sound of Kralmaw's spell echoed around the forest, the skirling dirge of Beastmen horns answered him from all directions. As the Beastmen sprung their ambush, the Asrai knew that the only way to escape a grim end at the hands of the Beastmen would be to slay the Prophet of Ruin and fight their way back to the World Roots.

THE WILD HUNT RIDES TO WAR

SEA OF CLAWS



THE WASTELAND

River Aarau

LAURELORN FOREST

Wouduin Tollstation

GREAT NORTH ROAD

MIDDENHEIM ROAD

WESTERLAND

MANAANSPORT SEA

BITTER MOORS

CURSED MARSHES

MIDDLE MOORS

MIRROR MOORS

River Kisall

Stapelhugel

Rutten

Calden

Didem

Zandt

Scheinfeld

Nupstedt

Uder

Eilhart

Barrenfahre

Reikwald Forest

Axebite Pass

River Ahr

River Grismerie



WAGRIETTA VI

GRISMERIE ROAD

GIROUXE GAP

Castle Desfueve

Fort Bergbres

Frederick's Village

Halsdorff

Klessen

Grimpengrätz

Lehmburg

Niddesdorf

Salten

Leydenhoven

Marienburg

Kalksaat

Gorssel

Wouduin Tollstation

Gorssel

Rosche

Isenbuttel

Delberz

Middenheim

Beeckerhoven

Neue Emskrank

Hargendorf

Loenen

Oostwold

Stedum

Gieten

Vasse

Wasse

Harskamp

Diever

Hollum

Aarnau

Almhoven

Brockwater

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Delberz

Middenheim

Beeckerhoven

Neue Emskrank

Hargendorf

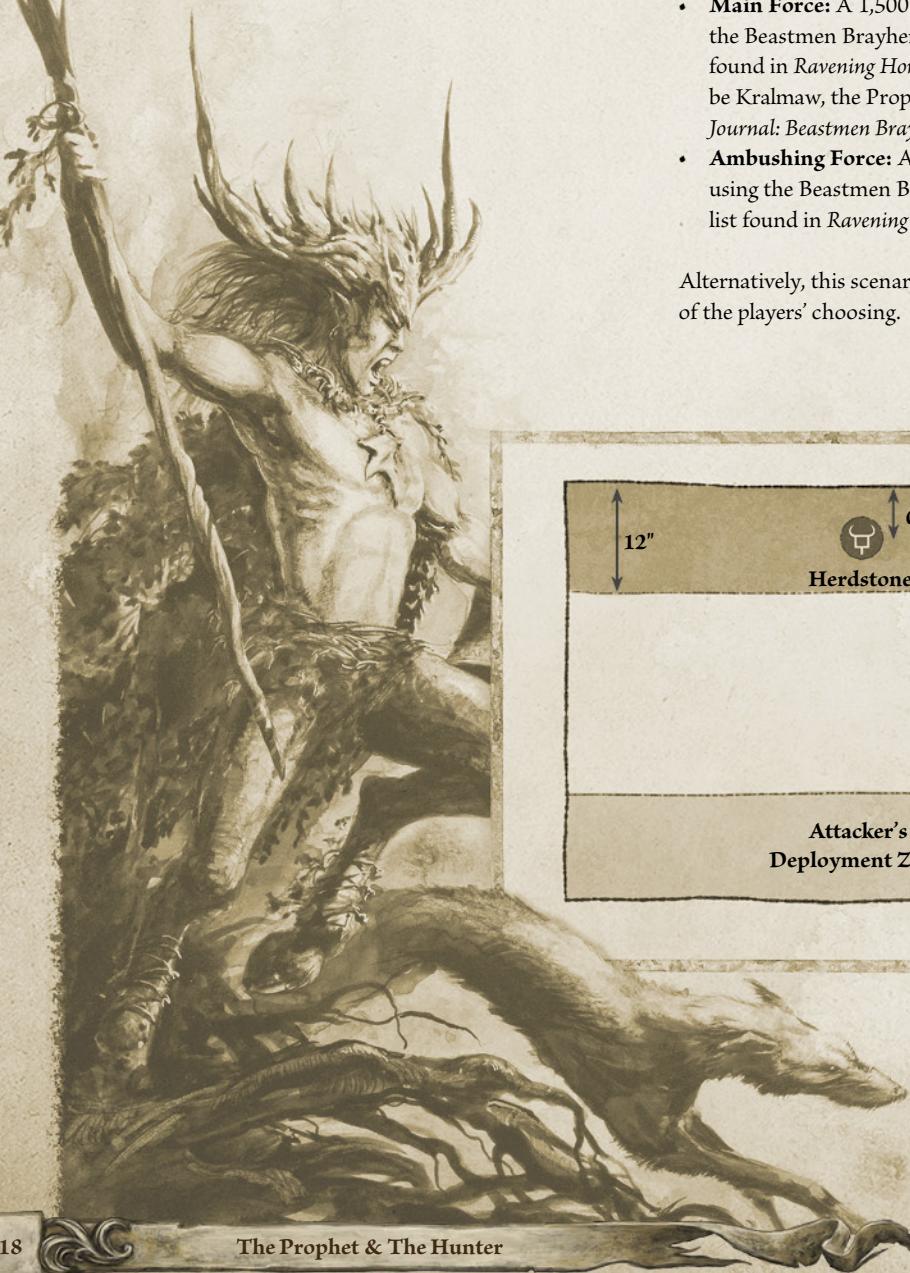
THE PROPHET & THE HUNTER

Oriion cared not for the cacophony of horns and war cries that now surrounded his company, for his prize was finally within his reach. Only once the foul shaman had been slain would Orion even entertain the idea of withdrawing to Athel Loren, but until then, there was no number of Beastmen that could keep Kralmaw safe from Orion's wrath, or so the god-king thought...

Historical Recreation

This desperate battle was fought between Orion's Wild Hunt, under the command of the King in the Woods himself, and a herd of Beastmen led by the cunning Kralmaw.

To represent this, the players should write three muster lists (one for the attacker and two for the defender) as follows:



The Attacker

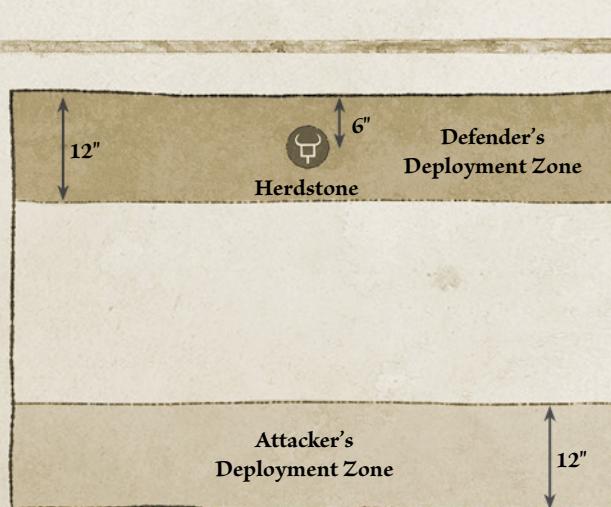
The attacker should write a single 2,500 points muster list using the Orion's Wild Hunt Army of Infamy composition list (see [page 28](#)). The General of this army must be Orion, the King in the Woods (see [page 34](#)).

The Defender

The defender should write two muster lists, one representing their main force, the other representing the ambushing force:

- **Main Force:** A 1,500 points muster list written using the Beastmen Brayherds Grand Army composition list found in *Ravening Hordes*. The General of this army must be Kralmaw, the Prophet of Ruin (see page 35 of *Arcane Journal: Beastmen Brayherds*).
- **Ambushing Force:** A 2,000 points muster list written using the Beastmen Brayherds Grand Army composition list found in *Ravening Hordes*.

Alternatively, this scenario may be played with any two armies of the players' choosing.



Set-up

Place terrain as described in the *Warhammer: the Old World* rulebook. In addition, place a large stone monolith as shown on the map opposite to represent the Herdstone:

- **The Herdstone:** A special feature measuring up to 6" at its widest point. The Herdstone counts as both an Arcane Monolith and a Monument of Glory.

Deployment

The defender must deploy their main force anywhere in the defender's deployment zone, as shown on the map. Once complete, the attacker deploys their entire army within the attacker's deployment zone, as shown on the map [opposite](#).

First Turn

In this scenario, the attacker will automatically take the first turn.

Game Length

The battle will last for six rounds or until one side concedes.

Scenario Special Rules

Roaming Warherds: Every unit within the defender's ambushing force gains the Ambushers special rule for free.

Fighting to Safety: Once Kralmaw has been slain, should any part of a unit in the attacker's force move into contact with, or cross beyond, any edge of the battlefield, it is removed from play but is not destroyed. The unit has successfully fought its way free of the ambush and is racing to the safety of the World Roots.

Vengeful Wrath: All units in the attacker's force gain the Impetuous special rule.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. In addition, at the end of the game:

- The defending player wins a bonus 250 Victory Points if Orion has been slain.
- The attacking player wins a bonus 50 Victory Points for each friendly unit that fought its way free from the battlefield.









Flanked by Wild Riders and Eternal Guard, a unit of swift Warhawk Riders descends upon the unsuspecting enemies of Athel Loren.



A unit of Glade Riders, mounted upon fleet Elven Steeds and armed with Asrai Longbows.



A unit of Wildwood Rangers, armed with ranger's glaives.



Flanked by powerful Wood Elf Mages, an ancient Treeman strides to battle, the ground trembling beneath its tread.



Orion, the King in the Woods,
accompanied by his spectral hounds.



Araloth,
Lord of Talsyn.





A Wood Elf Noble,
mounted upon a Great Stag.



A Waystalker, armed with
an Asrai longbow.



A Branchwraith,
ancient guardian of Athel Loren.





THE HUNTERS IN THE WILD

Each year, on midsummer's eve, Orion lets out a mournful tone from the Horn of Kurnous and calls the denizens of Athel Loren to his side. With a great host gathered, the Lord of the Hunt will roam across the forest and often beyond in search of prey worthy of his attention, felling savage beasts and putting mighty war parties of Beastmen and Orcs to the sword with fevered glee.



The Rebirth

The rites and ceremonies that surround Orion's annual rebirth are known only to the Wild Riders, who have kept them a closely guarded secret for centuries. These disciples of Kurnous live apart from other Elves, their beings infused with the spirit of the Wild Hunt, making them as much fey as they are Elf. Throughout the cold months of winter, whilst Orion's spirit slumbers, they watch over the King's Glade, their eyes aglow with otherworldly power, moving and speaking only to challenge those who seek entry to their most sacred grove. Though they are respected and revered by their kin, most Elves avoid dealings with the devotees of Kurnous where possible, for the aura of power that surrounds these tall, lithe warriors is intimidating and unsettling to most.

As spring approaches and winter relinquishes its grip upon the great forest, the Wild Riders prepare to begin the ceremony of Orion's rebirth. From amongst the noble princes of Athel Loren, the disciples of Kurnous select one to bear the mantle of the god-king for the coming seasons, leading them to the Oak of Ages on the eve of spring equinox and entrusting them to the care of Ariel. Once there, the Mage Queen works her magic, picturing the visage of her lost consort as she summons forth the spirit of Kurnous through the mortal form of the noble who stands before her. The following morning, the chosen one emerges from the Oak, reborn as Orion, the Hunter-King of Athel Loren.

The Thrill Of The Hunt

As midsummer approaches, both Orion's power and desire for bloodshed reach their zenith. And so, when the moon of the shortest night of the year casts its pale glow across the sky, Orion blasts a single, ominous note from his horn that reverberates throughout Athel Loren and into the surrounding countryside. Even before the echoes of his clarion call have ceased, the monarch of the hunter kindreds sets off in pursuit of new prey, dashing between trees and leaping over brooks as his hunting party swells in size. Athel Loren is swiftly purged of interlopers as the Wild Hunt sweeps through the forest, slaying all who stand in their path with leaf-bladed spears and enchanted arrows.

Those amongst his host feel Kurnous' call in their souls, their blood singing with the power of the Wild Hunt, driving them to fever pitch. The Wild Hunt is seldom contained to the borders of the forest, as it often spills out into the Bretonnian countryside or even traverses the World Roots to appear in distant forests such as the Laurelorn or the Drakwald. Whole towns of Bretonnian peasants have been swept aside by the wrathful Elves, warbands of Orcs slaughtered in their hundreds and Beastmen Herdstones toppled by their might. It matters not who their enemy is or where Orion might command them to hunt, for whenever the King in the Woods leads, the Asrai will follow.



Carved wooden likenesses of Orion, the King in the Woods, are often seen amongst the Asrai. Nowhere is this more true than amongst the Wild Riders of the hunter kindreds, Orion's most faithful disciples.



The Wild Riders of the hunter kindreds often eschew the weapons of their kin, preferring to wield heavy spears and lances, weapons with which they can look their prey in the eye and grant it a swift and noble death. These kindreds often ride to war beneath intricately woven banners depicting great stags of the forest, or likenesses of Orion, their King.



Heralded by the sonorous tone of great hunting horns, the Wild Riders of Kurnous burst from the ranks of the Asrai and speed towards their prey.

WOOD ELF REALMS ORION'S WILD HUNT

This Army of Infamy composition list is designed to be used with the Wood Elf Realms army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.



If you wish to field an Orion's Wild Hunt army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to an Orion's Wild Hunt army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Glade Lord per 1,000 points
- 0-1 Shadowdancer, Spellsinger or Waystalker per 1,000 points
- Glade Captains



Core

At least 25% of your army's points value must be spent on:

- 0-1 unit of Wild Riders per 1,000 points
- Glade Riders

Special

Up to 50% of your army's points value may be spent on:

- 0-1 unit of Sisters of the Thorn per 1,000 points
- Wardancers, Warhawk Riders, Wild Riders and Wood Elf Beast Packs

Rare

Up to 25% of your army's points value may be spent on:

- 0-1 unit of Waywatchers per Waystalker taken
- 0-3 Great Eagles per 1,000 points
- Deepwood Scouts and Wildwood Rangers

Battle Standard Bearer

A single Glade Captain in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models that have the option to purchase magic items may purchase Common or Wood Elf Realms magic items.



ORION'S WILD HUNT SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the Orion's Wild Hunt Army of Infamy composition list. These are in addition to the Wood Elf Realms special rules found on page 145 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the Wood Elf Realms special rules.

Chieftains Of The Hunter-King

Those who lead the Wild Hunt are counted amongst Orion's boldest chieftains and are covered in mystical markings and tattoos that celebrate their achievements in his service.

Wood Elf Nobles in an Orion's Wild Hunt army may have the Talismanic Tattoos special rule at the cost of 10 points per model.

The Spirit Of Kurnous

The restless nature and devastating power of the lord of the hunt flows through the Asrai as they race off in search of their quarry.

0-1 unit of Glade Riders, Warhawk Riders or Wood Elf Beast Packs per 1,000 points may have the Furious Charge* and Impetuous special rules at the cost of +10 points per unit.

**Note this does not apply to the model's mount (should it have one).*

Worthy Of Kurnous

The Wild Hunt ever searches for large or dangerous prey, trophies worthy of Kurnous himself.

After deployment but before the first turn begins, nominate a single enemy character, or a single enemy model whose troop type is 'monster'. This model has been marked by the Wild Hunt as a prized trophy. All models within a friendly Orion's Wild Hunt Army may re-roll any rolls To Hit of a natural 1 made in the Shooting or Combat phase against the nominated unit.

In addition, you win a bonus of 100 Victory Points if the nominated model is slain, has fled the battlefield or is fleeing when the game ends.





GUARDIANS OF THE ETERNAL GROVES

Talsyn is the largest and most prosperous realm in all Athel Loren. The nobles of other realms who make up the great council are often displeased with the grand status enjoyed by Talsyn, claiming in whispered voices that it was not merit that earned its great prestige, but because both the Oak of Ages and the King's Glade can be found within its borders. Yet, it is to the Lord of Talsyn that they turn first when things turn ill and war is upon them.

Harmony With Nature

Nowhere in Athel Loren is there a more harmonious bond between the Elves and the spirits of the forest as there is in the Groves of Eternity. Long ago, this part of the forest was home to the ancient Treeman named Adanhu, whose vision of coexistence with the Elves is still honoured by the forest spirits who dwell there to this day. Though this does not mean the Spites and Dryads who call the Groves of Eternity home are friendly, they at least refrain from the random acts of violence and destruction that are often visited upon the Elves in other areas of Athel Loren. However, despite the forest's begrudging acceptance of the Asrai, the Elves of Talsyn and the spirits of the forest have fought side by side on many occasions in order to turn back the tides of evil that have sought to bring ruin to the primordial woodland.

Alongside the other sacred groves found in Talsyn, the nexus of the World Roots can also be found there. This ancient network of hidden pathways, forged long ago by the arcane science of the Old Ones, once allowed the Asrai to travel freely between the forests of the known world in mere moments. Alas, many of these routes are now closed, either because the World Roots themselves have been destroyed, or because the forests at the other end have been consumed and burned by the fires of the industrious younger races. Despite this great tragedy, the Elves still use these pathways in times of strife, allowing them to emerge on far-flung battlefields to turn the tide against the forces of the Ruinous Powers, before disappearing without a trace.

War In The Forest

Chief amongst Talsyn's warriors are the Eternal Guard, cohorts of troops made up of battle-tested veterans who have proven their valour in the crucible of war time and again. Each member of the Eternal Guard is a fearsome warrior in their own right, but when they plant their feet and form a disciplined phalanx there are few forces that can hope to breach their defences or stand against the line of rippling, leaf-bladed spears. Even in such brave and skilful company, there are those who exemplify the qualities of the Eternal Guard so strongly that they are inducted into the ranks of the Wardens of Talsyn, the warriors responsible for the year-round protection of the Wood Elves' most sacred locations.

Should the inner reaches of Athel Loren, Talsyn in particular, be threatened by enemy forces it is not only the Wood Elves who leap to its defence. Bursting forth in a storm of writhing vines and lashing briars, Dryads surge towards those who would dare to set the forest alight, whilst packs of Tree Kin shatter bone and splinter shields with devastating strikes from club-like branches. Alongside the furious host, Branchwraiths assail interlopers with barrages of arcane might and lead them astray with beguiling magics. Presiding over the living forest are the Treemen, the most ancient and wrathful of the woodland spirits. Only when Athel Loren faces the most dire of enemies will the oldest of these venerable spirits awaken and march into battle alongside the Asrai.



Images depicting Ariel, the Mage Queen of Athel Loren, are popular amongst the noble kindreds of Athel Loren, for she exemplifies the harmonious coexistence of the Elves and the spirits of the great forest.

The noble warriors of Talsyn, the guardians of the eternal groves, favour the traditional weapons of the Elves. Regiments of Eternal Guard fight in serried ranks and wield long, elegant spears. About them, keen-eyed archers harry the foe with deadly bowfire, whilst grim-faced Wildwood Rangers advance, their long hafted axes and great glaives held before them.



Resplendent in the colours of the forest, the Eternal Guard and Glade Guard of Talsyn march to war in defence of the Oak of Ages and the King's Glade.

WOOD ELF REALMS HOST OF TALSYN

This Army of Infamy composition list is designed to be used with the Wood Elf Realms army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field a Host of Talsyn army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Host of Talsyn army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Glade Lord or Spellweaver per 1,000 points
- 0-1 Treeman Ancient per 1,000 points
- 0-1 Warden of Talsyn per 1,000 points
- 0-1 Shadowdancer per unit of Wardancers taken
- Glade Captains, Spellsingers and Branchwraiths



Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Eternal Guard
- Dryads
- 0-1 unit of Glade Guard per 1,000 points
- 0-1 unit of Deepwood Scouts may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Deepwood Scouts, Guardians of Talsyn, Wildwood Rangers and Sisters of the Thorn
- 0-2 units of Tree Kin per 1,000 points

Rare

Up to 33% of your army's points value may be spent on:

- Treemen and Wardancers
- 0-3 Great Eagles per 1,000 points

Battle Standard Bearer

A single Glade Captain or Warden of Talsyn in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models that have the option to purchase magic items may purchase Common or Wood Elf Realms magic items.

HOST OF TALSYN SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the Host of Talsyn Army of Infamy composition list. These are in addition to the Wood Elf Realms special rules found on page 145 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the Wood Elf Realms special rules.

Ancient Enemies

Of all those who have threatened Athel Loren, it is the Beastmen who have wrought the most woe upon it.

All units within a Host of Talsyn army gain the Hatred (Beastmen Brayherds) special rule.

In Tune With Nature

The mages of Athel Loren have learned to draw upon the magic of the forest to smite their enemies and aid their allies.

In addition to the Lores of Magic they may normally know spells from, Wood Elf Mages, Treemen Ancients and Branchwraiths within a Host of Talsyn army may know spells from the Lore of the Wilds Lore of Magic (see [page 44](#)).

Protectors of the Ancient Wood

The warriors of Talsyn are responsible for the protection of Athel Loren's most significant and important locations.

Whilst it controls a special feature, a unit within a Host of Talsyn army may re-roll any rolls To Hit and To Wound of a natural 1 during the Combat phase.

The Awakened Wood

As the forces of Talsyn muster, the forest itself springs to life to take the fight to the enemy upon all sides.

Within a Host of Talsyn army, any number of units of Dryads and Tree Kin may have the Ambushers special rule at the cost of +1 point per model. In addition, Treemen and Treemen Ancients may have the Ambushers special rule at the cost of +10 points per model.



Character



The Mage Queen's Consort
Orion is the consort-king of Athel Loren and husband of the Mage Queen Ariel. Though he is an immortal spirit, his corporeal being is tied to the coming and going of the seasons. Thus, he passes willingly into his own funeral pyre each midwinter, only to be reborn in glorious splendour on the first day of spring. Each year, Orion's Wild Riders will select a young prince to bear the mantle of the King in the Woods for the coming year and accompany them to Ariel's side to begin the rebirth. Upon his return, Orion will gather up his weapons and sound his mighty horn, calling upon Athel Loren to join him upon the Wild Hunt. All who hear the King's call feel the spirit of Kurnous course through their veins and many will gladly abandon their civilised concerns for the thrill of the hunt.

Orion, the King in the Woods

Orion may be included in any Wood Elf Realms army made using any army composition list. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Orion, the King in the Woods	9	8	6	5	5	5	8	5	10	455
Hound of Orion	9	4	0	4	4	1	4	1	6	-

Troop Type: Monstrous infantry (named character, Orion), war beasts (Hounds of Orion)

Base Size: 50 x 50 mm (Orion), 25 x 50mm (Hounds of Orion)

Unit Size: 3*

Equipment:

- **Orion:** Cloak of Isha, Hawk's Talon, Horn of the Wild Hunt, Spear of Kurnous
- **Hound of Orion:** Claws and fangs (count as a hand weapon)

Special Rules:

- **Orion:** Fear, Frenzy, Immune to Psychology, Move through Cover, Magic Resistance (2), Open Order*, Stomp Attacks (D3+2), Strikes First, Terror, Unbreakable
- **Hound of Orion:** Fear, Frenzy, Immune to Psychology, Magical Attacks, Move through Cover, Open Order*, Spectral Hounds, Unbreakable

**Note that Orion and his Hounds form a single unit which Orion cannot leave. Should this unit be reduced to a single model, it remains in an Open Order formation.*

Spectral Hounds

Whilst in his corporeal form, Orion is accompanied by a pair of ethereal hunting hounds, manifestations of Kurnous' will.

Hounds of Orion can only be wounded by Magical attacks.



Cloak Of Isha

Woven each spring by Ariel herself to herald the rebirth of her beloved husband, this sacred garment is the only protection Orion wears into battle.

The Cloak of Isha grants Orion a 5+ Ward save. In addition, during each of your Start of Turn sub-phases, roll a D6. On a roll of 5+, Orion recovers a single Wound lost earlier in the battle.

Horn Of The Wild Hunt

When Orion sounds this great horn, all who hear it are imbued with a portion of Kurnous' wildness and savagery.

Once per game, during the Command sub-phase of his turn, Orion may sound the Horn of the Wild Hunt. If he does, until the end of this turn, friendly units in Orion's Command range gain the Frenzy special rule. A unit may become Frenzied in this way even if it has lost Frenzy earlier in the game.

	R	S	AP	Special Rules
Hawk's talon	30"	S	-1	Magical Attacks, Multiple Shots (D3+1)

The Spear of Kurnous

	R	S	AP	Special Rules
Ranged	18"	S+1	-2	Magical Attacks, Multiple Wounds (D3)
Combat	Combat	S+1	-2	Magical Attacks, Multiple Wounds (D3)

Notes: The Spear of Kurnous has two profiles, representing how this weapon is used in combat. The Spear of Kurnous shoots like a bolt thrower, using the 'Through & Through' special rule (see page 223 of the Warhammer: the Old World rulebook).



Character



The Ritual of Rebirth

How the Wild Riders choose who shall bear Orion's mantle each year is a well-guarded secret, but once their choice has been made, the chosen noble is led to the Oak of Ages and the dormant figure of Ariel. As the Mage Queen slumbers, she dreams of her lost love, and the spirit of Kurnous enters the supplicant, transforming them into the likeness of Orion as they become the avatar of the god of the wild. As spring dawns, the chosen one emerges from the Oak's embrace, a mortal Elf no more, but reborn as Orion, the Hunter-King of Athel Loren. Many have tried to interfere with Orion's reawakening over the centuries in the hope of causing the ritual to falter or fail entirely – for the forest realm could be left vulnerable should it be absent one of its mightiest protectors.

ARALOTH, LORD OF TALSYN

The story of Araloth is one of destiny and courage, but its beginning was far from heroic. In his youth, Araloth was a cowardly lord who had neither the mettle nor the honour to hunt something that could hunt him in return. So, whilst others raced into battle and tracked dangerous beasts, the craven lordling filled his days hunting lesser prey with a company of unsavoury friends in an effort to run from his shame.



It was during one of these hunts in Athel Loren that Araloth's horse bolted, separating him from his friends before casting him from the saddle and leaving him alone save for Skaryn, his trusted hunting hawk. Araloth wandered through the forest all night, jumping at every rustling bush and cracking branch until the sun finally poked above the horizon. It was shortly before dawn when the lordling stumbled across something rather peculiar, a strange clearing in the forest illuminated by a pale silvery light coming from a crescent moon that hung low in the night sky.

The sight would have struck Araloth as odd, had his focus not been stolen by the sight of an Elven maiden standing in the centre of the glade with a monstrous chaotic beast towering over her, poised to strike. It was in that moment that Araloth found his courage, for not even a heart as cowardly as his own could abandon their kin to such an abhorrent fate. Before his mind had a chance to process his actions, Araloth raced across the clearing and thrust his hunting spear deep into the beast's flank.

The monster was lithe and swift, and Araloth would have likely met his end at the hands of the creature had Skaryn not descended from the skies and gouged the creature's eyes from its skull. Blind and enraged, the creature flailed wildly at Araloth, who easily dodged the clumsy blows before driving his spear deep into the beast's dark heart. Turning his full attention to the Elf maiden for the first time, Araloth realised his eyes had been cheated and knew he stood in the presence of a goddess.

The two walked for what felt like an age under the starry sky as the goddess told of a great prophecy, one of a fearless hero who would defend the Elves of Athel Loren against the coming darkness. Having freed himself from the crippling shackles of fear, Araloth realised it was he that the goddess was speaking of. Soon after, Araloth was overcome with fatigue and slipped into a deep sleep, only to awaken in his hall, his friends watching over him worriedly.

Though he laughed off his experience as little more than a fever-induced dream when in company, Araloth knew that his meeting with the goddess was no fantasy of his imagination. In the years that followed, Araloth became the fearless champion that had been foretold by the goddess, his triumphs becoming the inspiration for song and story. In the battle of Arden, it was Araloth who slew the foul creature Morghur the Corruptor, a feat that earned him the attention of Queen Ariel, who bestowed upon him the title of royal champion. As Morghur can never be truly slain, for the creature is born anew upon its death, Araloth has led the hunt for the Shadowgave in the name of both Ariel and the mysterious goddess who helped him find his courage.



Araloth, Lord Of Talsyn

Araloth, Lord of Talsyn, is a Glade Lord. He may be included in any Wood Elf Realms army made using any army composition list. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Araloth, Lord of Talsyn	5	8	7	4	3	3	8	4	10	170

Troop Type: Regular infantry (named character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Heavy armour, shield and the Spear of Talsyn

Special Rules: Boldest of the Bold, Evasive, Favour of the Goddess, Move through Cover, Rallying Cry, Skaryn the Eye Thief, Strike First, Stubborn

Boldest Of The Bold

Having found his courage, Araloth will never again be the meek, cowardly figure he once was.

Araloth ignores all negative modifiers to his Leadership characteristic.

Favour Of The Goddess

Ever since their encounter in the woods, Araloth has been shielded from harm by an ancient goddess.

Araloth has a 5+ Ward save against any wounds suffered.

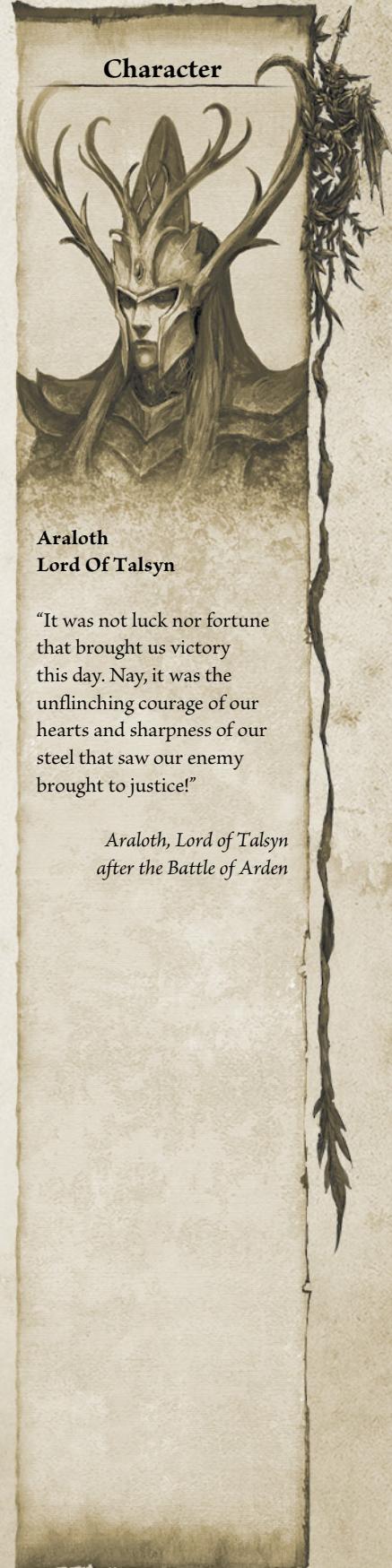
Skaryn The Eye Thief

Upon hearing the call from his master, Skaryn descends from the skies to scratch and peck at the eyes of Araloth's enemies.

During the Command sub-phase of his turn, Araloth may attempt to dispatch Skaryn to strike from the skies by rolling a D6. On a roll of 1-2, Skaryn lingers out of reach of the enemy and nothing happens. On a roll of 3+, Skaryn descends from the skies to strike at his master's mark. Nominate a single enemy model within 18" of Araloth. That model suffers a single Strength 4 hit with an AP of -1. If the target suffers an unsaved wound, its Weapon Skill and Initiative characteristics are reduced by D3 (to a minimum of 1) for the remainder of the game.

	R	S	AP	Special Rules
Spear of Talsyn	Combat	S	-1	Armour Bane (1), Magical Attacks

Character



Araloth
Lord Of Talsyn

"It was not luck nor fortune that brought us victory this day. Nay, it was the unflinching courage of our hearts and sharpness of our steel that saw our enemy brought to justice!"

*Araloth, Lord of Talsyn
after the Battle of Arden*



Character



Wardens of Talsyn

Even amongst the heroic company of the Eternal Guard, there are those whose valour is so great that their actions can only be celebrated in song and story. It is these brave individuals who rise to lead the Guardians of Talsyn and take on the mantle of Warden. Where many would break and flee, these stoic warriors stand as unmoving sentinels in the face of those who would threaten their sacred charges, leaping into action when their warnings to turn back are ignored and danger passes too close. Answering only to the Lord of Talsyn, as well as the King and Queen themselves, the Wardens ensure that no one enters the sacred groves of Athel Loren without their blessing – whether they are unruly Elven lordlings, slavering Beastmen or rampaging Orcs.

Wardens Of Talsyn

Wardens of Talsyn	M	WS	BS	S	T	W	I	A	Ld	Points
	5	7	4	4	3	3	6	4	9	125

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, Asrai spear (see [opposite](#)) and light armour

Options:

- May replace Asrai spear with one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May take a shield.....+2 points
- A Warden of Talsyn may purchase magic items up to a total of.....75 points

Special Rules: Close Order, Courage Beyond Compare, Drilled, Elven Reflexes, Immune to Psychology, Move through Cover, Parry, Strike First, Stubborn

Courage Beyond Compare

With the Wardens at their head, the Guardians of Talsyn will hold their ground against any foe, even the nightmarish abominations of Chaos.

If this character joins a unit of Guardians of Talsyn, that unit gains the Immune to Psychology special rule. Should this character leave the unit for any reason, the unit loses this special rule.

Parry

Thanks to hours spent training with unmatched intensity, the protectors of Talsyn's sacred sites are able to effortlessly turn aside their opponents' blows.

When fighting with a hand weapon and shield, or Asrai spear and shield, this unit improves its armour value by 1.



Representing This Unit In Your Games

A Warden of Talsyn can easily be represented by an appropriately armed Wood Elf Noble.

Guardians Of Talsyn

	M	WS	BS	S	T	W	I	A	Ld	Points
Guardians of Talsyn	5	5	4	3	3	1	4	2	9	18
Watchmaster	5	5	4	3	3	1	4	3	9	+6

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Hand weapon, Asrai spears (see below) and light armour

Options:

- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Watchmaster (champion)+6 points
 - Upgrade one model to a standard bearer+5 points
 - Upgrade one model to a musician+5 points
 - Purchase a magic standard worth up to+50 points
- A Watchmaster may purchase magic items up to a total of.....50 points

Special Rules: Close Order, Drilled, Elven Reflexes, Martial Prowess, Move through Cover, Parry (see [page 38](#)), Stubborn, Veteran

Martial Prowess

The Guardians of Talsyn have mastered the art of fighting with their spears, wielding their weapons with otherworldly poise and deadly precision.

A unit with this special rule can make supporting attacks to its flank or rear, as well as to its front.

R S AP Special Rules

Asrai spear Combat S -1 Fight in Extra Rank

Notes: A model wielding an Asrai spear cannot make a supporting attack during a turn in which it charged. During a turn in which it was charged in its front arc, a model wielding an Asrai spear gains a +1 modifier to its Initiative against the charging unit(s).

Representing This Unit In Your Games

Guardians of Talsyn can be easily represented with Eternal Guard models, painted in the distinctive green and white livery of Talsyn.



Infantry



Guardians of Talsyn

Responsible for the protection of both the King's Glade and Oak of Ages, the Guardians of Talsyn stand vigil over some of Athel Loren's most sacred and revered places. Hand-picked from amongst the ranks of the Eternal Guard by the Lord of Talsyn himself, these elite warriors are the best of the best, with decades or even centuries of experience battling the most dangerous foes Athel Loren has ever faced. No matter if it is a horde of enemies or a single great foe, the Guardians of Talsyn will neither break nor falter. When the beast Morghur invaded Athel Loren, the Guardians of Talsyn were called upon to fight for many long hours and into the night, steadfastly defending their charge until aid arrived to drive the Children of Chaos away.

Infantry



Wood Elf Beast Keepers

The Asrai have always maintained a close connection with nature and hidden themselves away in the wild places of the world. There are those who take this further still, neglecting to live even within the semi-nomadic kinbands of Athel Loren, choosing to instead dwell in the company of the animals native to the forest. Alongside their animal companions, these free spirited Elves will answer the call to war not when the lords and ladies of the Asrai demand it, but when the forest itself calls upon them to gather together and join the hunt.

Wood Elf Beast Packs

	M	WS	BS	S	T	W	I	A	Ld	Points
Beast Keeper	5	4	4	3	3	1	4	1	8	11

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 1+

Equipment: Hand weapon and light armour

Options:

- Each Beast Keeper must take one of the following*:

- 1-3 Deepwood Hounds +8 points each
- 1-3 Forest Cats +6 points each
- 1-3 Sylvan Boars +11 points each
- 1 Bear of Loren +20 points

Special Rules: Elven Reflexes, Motley Crew, Move Through Cover, Run with the Pack, Skirmishers

**Note that each Beast Keeper within a Beast Pack must take the same. In other words, a Beast Pack can only contain Deepwood Hounds, Forest Cats, Sylvan Boars or Bears of Loren, not a mixture of different beasts.*

Run With The Pack

Having long hunted with their packs, Elven Beast Keepers keep pace with their charges whilst instilling them with discipline.

Whilst one or more Beast Keeper remains within this unit, the unit is not subject to the Undisciplined rule and 'war beasts' within this unit do not fear models with the Flaming Attacks special rule. In addition, a unit with this special rule may use the Movement characteristic of the majority of the models in the unit.

Beasts Of The Forest

Any army made using the Wood Elf Realms Grand Army composition list may include any number of Wood Elf Beast Packs as Rare choices.



Beast Packs

	M	WS	BS	S	T	W	I	A	Ld	Points
Deepwood Hound	9	4	-	3	3	1	3	1	5	+8
Forest Cat	7	4	-	3	3	1	4	1	5	+6
Sylvan Boar	6	3	-	4	4	1	3	1	5	+11
Bear of Loren	5	4	-	4	4	2	3	2	6	+20

Troop Type: War beast

Base Size: 25 x 50 mm

Unit Size: (See Wood Elf Beast Keeper profile)

Equipment: Claws, fangs, tusks and teeth (counts as hand weapons)

Special Rules:

- **Deepwood Hound:** Motley Crew, Run with the Pack, Skirmishers, Warband
- **Forest Cat:** Armour Bane (1), Motley Crew, Run with the Pack, Skirmishers
- **Sylvan Boar:** Furious Charge, Motley Crew, Razor Tusks, Run with the Pack, Skirmishers
- **Bear of Loren:** Armoured Hide (1), Cleaving Blow, Fear, Motley Crew, Run with the Pack, Skirmishers

Cleaving Blow

A swift and deadly strike can cleave through the thickest of armour.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'light cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

Note that if an attack wounds automatically, this special rule cannot be used.

Razor Tusks

The viciously sharp tusks of a boar at full speed can wreak utter devastation upon an unwitting foe.

During a turn in which it charged, the Armour Piercing characteristic of a boar's tusks (hand weapon) is improved by 1.



Infantry



Deepwood Hounds

Valued by the hunter kindreds for their keen senses and ferocity, Deepwood hounds are able to take on far larger prey in packs than they could alone.

Forest Cats

Stalking silently through the brush, the forest cats of Athel Loren are dangerous predators that pounce unseen upon their unwitting prey.

Sylvan Boars

Brutish and stubborn, wild boars will defend their territory recklessly, charging, goring and trampling those who come too close.

Bears of Loren

As strong as an Ogre and as large as a warhorse, a bear of Loren can fell a Man with a single swing of its paw.



WOOD ELF KINDREDS

Communities of Wood Elves often gather in small, nomadic groups of similarly-minded individuals, known as kinbands or kindreds. The Elves who live in these groups share not only attitudes and personalities with those within their kindred but sometimes physical characteristics as well. The nobles and leaders of these kindreds there are those who exemplify these qualities most clearly, the kindred they belong to easily identifiable by their appearance and their actions.

To represent this, some characters may belong to either an Alter Kindred or a Noble Kindred (a character cannot belong to both). Belonging to a Kindred gives the character access to certain benefits, as detailed on the following pages. The benefits of a Kindred (be it Alter or Noble) do not apply to a model's mount (should it have one):

Alter Kindreds

Known as alters, shifters or wild-kin, those of the alter kindreds can adopt aspects of the creatures who dwell in Athel Loren.

Wood Elf Nobles and Mages only. A character that does not belong to a Noble Kindred may belong to an Alter Kindred. A character that does may select one of the following Aspects when writing your muster list. However, units that have been joined by a Character with one of the following Aspects cannot use that character's Leadership:

Aspect Of The Hound.....+20 Points
Fighting as a pack, those in the kindred of the hound work together to bring down larger prey.

A character who adopts the Aspect of the Hound, and any unit they have joined, may re-roll any rolls To Hit of a natural 1 during the Combat phase.

Aspect Of The Bear+15 Points
Elves are usually lithe and slight of build, but those who adopt the aspect of the bear are strong and muscular warriors.

'Infantry' or 'cavalry' only. A character who adopts the Aspect of the Bear increases their Strength and Toughness characteristics by 1.

Aspect Of The Boar+10 Points
The kindred of the boar are aggressive fighters who charge into the foe with reckless abandon.

A character who adopts the Aspect of the Boar improves the Armour Piercing characteristics of its weapon(s) by 1 during a turn in which it charged and gains the Impact Hits (1) special rule.

Aspect Of The Cat+10 Points
Hunting from the shadows, the kindred of the cat are experts at hunting down prized game.

A character who adopts the Aspect of the Cat gains the Armour Bane (1) special rule and may re-roll any failed rolls To Hit during a challenge.

Noble Kindreds

The kindreds are not only bound by physical traits, but also by their shared ideals and bonds of duty. Each of the noble kindreds specialises in unique fighting styles or their approach to warfare, all of which the leaders of the Wood Elves have come to trust in times of war. Some of the kindreds rely on their countless hours of disciplined training, where others strike without hesitation, their instincts honed by decades of hunting and combat.

Wood Elf Nobles and Mages only. A character that does not belong to an Alter Kindred may belong to a Noble Kindred. A character that does may select one of the following Kindreds to belong to when writing your muster list:



Glamour Weave Kindred.....+25 Points

Though the Glamour Weave Kindred is far smaller than the others, its members are all potent spellcasters who play an important role in ensuring balance is maintained within Athel Loren.

Wood Elf Mages only. A character belonging to the Glamour Weave Kindred has a 5+ Ward save and gains the Tree Spirit special rule.

Eternal Kindred.....+20 Points

Those who dwell within the Eternal Kindreds spend the cold winters guarding Athel Loren's most sacred glades and groves.

'Infantry' only. A character belonging to the Eternal Kindred, and any unit they have joined, may re-roll any rolls To Hit of a natural 1 during the Combat phase. In addition, a character belonging to the Eternal Kindred, and any unit they have joined, may re-roll any failed rolls To Wound during the Combat phase while within 6" of a special feature.

Wild Rider Kindred.....+20 Points

Those in command of the Wild Rider Kindreds are truly embodiments of their liege lord, reckless and ferocious almost to a fault.

Wood Elf Nobles only. A character belonging to the Wild Rider Kindred must be mounted on an Elven Steed or Great Stag and may only wear light armour. In addition, they gain the Counter Charge, Frenzy, Furious Charge and Talismanic Tattoos special rules.

Scout Kindred.....+15 Points

Sometimes known as wayfarers or sentinels, the Scout Kindreds guard the borders of Athel Loren and observe the movements of those who wander too close.

'Infantry' only. A character belonging to the Scout Kindred gains the Quick Shot and Scouts special rules.

LORE OF THE WILDS

The denizens of Athel Loren have long drawn upon the Winds of Magic to tend to their homeland and its defence. Even before the arrival of the Elves in Athel Loren, Treemen and Branchwraiths wielded the ancient magic of the wilder places of the Old World with grace and poise, speeding the growth of an acre of forest with the same ease a human Wizard might conjure a burst of flame. Now that they share their primordial home with the Asrai, the ancient forest spirits have shared their magical secrets with the Elves, who have learned over the centuries to wield this power to deadly effect.

Though this wild magic is often used to maintain glades of blooming flowers and speed the recovery of local flora after the bitterness of winter subsides, it can be used by cunning practitioners to swiftly and decisively alter the course of a battle. More than once have the enemies of Athel Loren found themselves ambushed by Elves who had been shrouded from sight in swirling fog, or assaulted by branches and briars that have seemingly sprung to life of their own accord.

There are few outside of the borders of Athel Loren that know the secrets of wild magic, except for those who have stumbled upon its power accidentally through careless manipulation of the Winds of Magic. This well-guarded magical secret has allowed those who dwell within the great forest to turn intruders away from hidden glades and towards dangerous regions of the forest, or destroy them altogether with swarms of spites and biting insects, or writhing vines and bone-crushing branches.

Magic Of The Forest

In addition to the Lores of Magic detailed in the *Warhammer: the Old World* rulebook, some Wizards, especially those who dwell within the borders of the Old World's ancient forests, may know spells from the 'Lore of the Wilds' Lore of Magic. As usual, if it is stated that a Wizard knows spells from one of a number of given Lores of Magic, you must choose one of these Lores when writing your muster list.

Swirling Mists (Signature Spell)

The beguiling mist that has turned about many travellers can be called upon to shroud the forces of Athel Loren from prying eyes.

Type: Enchantment

Casting Value: 8+

Range: Self

Effect: Until your next Start of Turn sub-phase, any enemy model that directs a shooting attack at the caster, or any unit they have joined, must re-roll any rolls To Hit of a natural 6.

1. Fury Of Athel Loren

The caster summons forth writhing vines and briars from the ground to slash and strangle those who seek to harm Athel Loren and its inhabitants.

Type: Magic Missile

Casting Value: 10+

Range: 18"

Effect: The target enemy unit suffers D3+1 Strength 6 hits, each with an AP of -2 and the Multiple Wounds (2) special rule.

2. Ariel's Blessing

Channelling the power of the Mage Queen herself, the caster surrounds their allies in a healing golden light.

Type: Enchantment

Casting Value: 9+

Range: 10"

Effect: Until your next Start of Turn sub-phase, the target friendly unit gains the Regeneration (5+) special rule.

3. Spiteful Torrent

Swarms of Spites and forest insects erupt from the casters' staff, racing across the battlefield as a writhing mass that bites and stings all within reach.

Type: Magical Vortex

Casting Value: 10+

Range: 15"

Effect: Remains in Play. Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over suffers 3D6 Strength 2 hits, each with an AP of -1.

4. Durthu's Wrath

Having witnessed untold destruction within his homeland, Durthu's rage echoes through Athel Loren and can be drawn upon by those who act in harmony with the forest.

Type: Assailment

Casting Value: 10+

Range: Combat

Effect: Each model in the fighting rank of a unit that the caster is engaged with must immediately make an Initiative test. Each model that fails this test suffers D3 Strength 4 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

5. Hidden Pathways

The forests of Athel Loren can be compelled to hurry the passage of those who act with its best interests at heart.

Type: Conveyance

Casting Value: 8+

Range: 12"

Effect: Until your next Start of Turn sub-phase, the target friendly unit gains the Reserve Move special rule and may perform a Quick Turn, even if it would not normally be able to do so.

6. Sapping Blight

As roots draw water from the earth, so too can the mages of Athel Loren sap the lifeforce from their foes.

Type: Hex

Casting Value: 9+

Range: 12"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -D3 modifier to its Strength characteristic (to a minimum of 1). This spell may target an enemy unit engaged in combat. If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

Magic Items



Treasures of Kith & Kin

The Wood Elves have always looked to the natural world when crafting their tools of war, taking the gifts provided by Athel Loren and honing them to create elegant yet lethal weapons. Large leaf-bladed spears are enchanted with charms of sharpness, enchanted arrows blight those they hit and glittering tapestries are unfurled to inspire and protect. Despite the Elves' mastery at creating weapons of war, there are some things produced by the magic of Athel Loren that they cannot hope to match nor improve. It is these items that the Asrai revere most of all, for there are few indeed who possess both the physical strength and the iron will required to wield the raw power of nature.

WOOD ELF REALMS

MAGIC ITEMS

The following pages expand upon the Wood Elf Realms magic items found in *Forces of Fantasy*. These magic items are unique to Wood Elf Realms armies and can be purchased in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Vaul's Wrath 55 Points

Aggrieved by his fate, Vaul poured much of his rage into this mighty warbow during its creation.

	R	S	AP	Special Rules
Vaul's Wrath	32"	S+1	-2	Flaming Attacks, Magical Attacks, Multiple Wounds (2)

Notes: Once per game, unless the wielder moved during the previous Movement phase, Vaul's Wrath can be shot like a bolt thrower, using the 'Through & Through' special rule (see 223 of the *Warhammer: the Old World* rulebook).

Daith's Reaper 40 Points

Amongst the most finely crafted weapons in all Athel Loren, this blade is said to be able to slice through steel without pause.

	R	S	AP	Special Rules
Daith's Reaper	Combat	S+1	-1	Magical Attacks

Notes: Enemy models must re-roll any successful Armour Save rolls against wounds caused by this weapon.

Hunt Master's Pride 35 Points

Gifted to those favoured by Orion, this enchanted spear has struck the dark hearts of many beasts over the centuries.

	R	S	AP	Special Rules
Hunt Master's Pride	Combat	S	-2	Magical Attacks, Multiple Wounds (2)

Notes: The Hunt Master's Pride may only be taken by models in an Orion's Wild Hunt Army of Infamy. The Multiple Wounds (2) special rule applies only against models whose troop type is 'monstrous infantry', 'monstrous cavalry', 'monstrous creature' or 'behemoth'.

Blades Of Endless Flame 25 Points

All in Athel Loren know how swiftly fire can consume all in its path when left unchecked, which is why the Wood Elves only turn to it under the most dire circumstance.

	R	S	AP	Special Rules
Blades of Endless Flame	Combat	S	-1	Extra Attacks (1), Flaming Attacks, Magical Attacks

Magic Armour

Mantle Of Rebirth.....40 Points

This enchanted armour fills the wearer with the vitality of spring, instilling them with power and quickly healing their wound.

The Mantle of Rebirth is a suit of light armour. In addition, its wearer has the Regeneration (5+) special rule.

Cloak Of Tumbling Leaves.....30 Points

The wearer draws upon the power of the wind to carry them across the battlefield with great haste.

Models whose troop type is 'regular infantry' or 'heavy infantry' only. The Cloak of Tumbling Leaves is a suit of light armour. In addition, its wearer has the Fly (10) and Swiftstride special rule. However, the wearer cannot join a unit.



Talismans

Ariel's Favour30 Points

A token of the Mage Queen's goodwill, those who bear her gifts are shielded from the baleful magic of their enemies!

The bearer of Ariel's Favour has the Magic Resistance (-2) special rule.

Orion's Favour25 Points

Those who bear the trinkets gifted by Orion know that their spear will strike true and their arrows will soar unhindered.

Single Use. The bearer of Orion's Favour can re-roll any failed rolls To Hit and/or To Wound made during the Combat phase.

Magic Standards

Tapestry Of Talsyn.....80 Points

Known as the Groves of Eternity, Talsyn is the largest and most prosperous region of Athel Loren, its heraldry a rallying point for all the Asrai.

Battle Standard Bearer in a Host of Talsyn Army of Infamy only. A model carrying the Tapestry of Talsyn increases their Command Range to 18". In addition, friendly units within the bearer's Command Range improve their Leadership characteristic by 1 (to a maximum of 10).

Banner Of The Wild Hunt25 Points

When the Horn of the Wild Hunt sounds, this great banner is unfurled and Orion's warriors feel the call of the hunt echo through their veins.

The Banner of the Wild Hunt may only be taken by a model in an Orion's Wild Hunt Army of Infamy. When calculating its combat result, a unit carrying the Banner of the Wild Hunt may claim an additional bonus of +1 combat result point. In addition, the unit may re-roll Pursuit rolls.

Standard Of Morning's Chill.....25 Points

As the mists cloud the forest before dawn, so too do they now shield those faithful to Athel Loren from harm.

The bearer of the Standard of Morning's Chill can cast the Swirling Mists spell from the Lore of the Wilds as a Bound Spell, with a Power Level of 2.

Banner Of Springtide20 Points

Adorned with symbols of spring, this standard fills the Asrai with uncanny speed.

A unit carrying the Banner of Springtide gains the Quick Shot special rule.

Enchanted Items

Crown Of Antlers 35 Points

A glittering circlet of gold adorned with a resplendent set of antlers, this exquisite headpiece is as deadly as it is beautiful.

The Crown of Antlers gives its wearer the Armour Bane (1) and Impact Hits (D3) special rule. This Impact Hit has an Armour Piercing characteristic of -2.

Moonstone Of The Hidden Ways 30 Points

Some of the most mysterious hidden pathways within the depths of Athel Loren can only be unlocked with the power of ancient moonstones.

Single Use. The wearer of the Moonstone of Hidden Ways may cast the Forest Walker spell from the Lore of Athel Loren (see page 146 of *Forces of Fantasy*) as a Bound spell with a Power Level of 3.

Blight-Tipped Arrows* 15 Points

Coated in virulent toxins harvested from the depths of the Wild Wood, blight-tipped arrows need only nick the flesh to bring about a slow and painful death.

Single use. Models with Asrai longbow only. A Blight-Tipped Arrow can be fired as normal from the bearer's Asrai longbow. If an enemy model suffers an unsaved wound from a Blight-Tipped Arrow, at the beginning of each subsequent Start of Turn sub-phase that model must make a Toughness test. If the test is failed, the model immediately suffers a single wound with no armour or Regeneration saves permitted (Ward saves may be attempted as normal).

Arcane Items

Orb Of Midsummer 35 Points

At the height of summer, when the great forest is filled with life, the magic of the Wood Elves reaches the peak of its power.

Once per turn, the bearer of the Orb of Midsummer may re-roll a Casting roll.

Heartwood Pendant* 15 Points

Crafted from the heartwood of an ancient oak felled deep within the darkest depths of the great forest, this pendant allows its bearer to tap into the power of Athel Loren itself.

In addition to the Lores of Magic they may normally know spells from, the bearer of a Heartwood Pendant may know spells from the Lore of the Wilds (see page 44).

Sigil Of The Mage Queen 25 Points

Upon the eve of battle, Ariel, beloved Queen of Athel Loren, infuses arcane vessels with a measure of her power. These tokens she gifts to her most favoured mages.

Single Use. The bearer of the Sigil of the Mage Queen may use it before making a Casting roll. If they do, they may apply a +2 modifier to that Casting roll.



“AS SPRING’S WARMTH VANQUISHES WINTER’S CHILL,
SO SHALL WE OVERCOME THE COLD CRUELTY OF THE FOE.”

- Orion, the King in the Woods