



DEFENDERS OF THE FOREST

APPENDIX

CHARTS AND TABLES


TABLE I.1: WOOD ELF CAREERS

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

TABLE I.2: CURSE OF THE WILDS

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

TABLE 8.2: FOREST SPIRIT CORRUPTION

1d10	Mutation
1	Agitated: The spirit becomes twitchy and agitated, incurring an additional -10% modifier to Creature Disposition.
2	Oracle: The spirit can foretell the future, gaining a Fortune Point (see <i>WFRP</i> pg. 135). PCs who interact with the Oracle may gain a single-use Fortune Point if they pass a Fellowship Test .
3	Malign: The spirit is ill-disposed towards all mortals, including the Asrai, and attempts to lead them to their deaths through trickery and deception. Creature Disposition is secretly Enemy (-30), although higher Dispositions can be feigned.
4	Ethereal: The spirit warps between one reality and the next, gaining the Ethereal Talent (see <i>OWA</i> pg. 77).
5	Obsessive: The spirit slavishly follows a favoured animal or Wood Elf (or even another spirit), mimicking its every movement and sound.
6	Indifferent: The spirit lacks the will to show interest in anything or anyone. It does not interact with characters, and only fights in self-defence.
7	Erratic: The spirit has an unpredictable personality causing it to vacillate randomly between friendly and hostile. Every time the spirit is spoken to, the GM must roll 1d10: 1-5 indicates a friendly response and 6-10 indicates a hostile reaction. Ignore the listed Creature Disposition.
8	Sleepy: The spirit is overcome with malaise, and must pass a Will Power Test every day or spend the whole day in a half slumber (-20% to all stats).
9	Thorny: The spirit is covered with spikes and barbs. All successful Grapple attacks and subsequent Strength Tests inflict damage at SB-1, in addition to the normal grappling rules.
10	Woodwalker: The spirit can travel through the Shadow Walk using elemental entry and exit fulcrums made of Wood (see pg. 22).

TABLE 9.I: FLORA CORRUPTION

1d10	Mutation
1	Pods: Releases a small cloud of seemingly harmless spores when disturbed. Characters caught within sprout green buds from their skin in 1d5 days (roll vs. WP or gain 1 Insanity Point).
2	Fragrance: The sickly-sweet scent is intoxicating. Characters must pass a Routine (+10) Will Power test or become placid (-1 M, -5% WS and -10% Agi).
3	Poisonous: Characters eating the plant suffer 1d10 Wounds (ignoring TB).

4	Repellent: A putrid musk causes those within 2 yards failing a Routine (+10) Toughness Test to retch violently for 1d5 rounds (wastes a Half Action/round).
5	Rotten: A cloud of flies buzzes around. The plant turns to mush when picked.
6	Fibrous: Tough, difficult to pick and utterly inedible.
7	Thorns: Anyone climbing or picking the plant suffers 1d10 Wounds (minus TB and any armour on hands).
8	Tendrils: Serpentine vines can grasp objects or Grapple characters with WS 25 and S 10-30 (varies according to plant's size).
9	Ambulant: Uses roots as legs, allowing plant to walk slowly at Movement 1 (plant), 2 (small tree) or 3 (large tree).
10	Telepathy: Communicates basic messages via thought-projection (Secret Language - Malla-room-ba-larin). Messages are usually intended to distract or persuade characters.

TABLE 9.I: FAUNA CORRUPTION

1d10	Mutation
1	Rabid: Gains the Frenzy Talent (if animal is already Frenzied, it gains the Unsettling Talent instead).
2	Venom: Characters bitten by the animal lose 1 additional Wound per round, until a Toughness test is passed or they die.
3	Extra Heads: Gains +1 Attack, +10 Perception and loses -10% Agility.
4	Extra Legs: Gains +1 Attack, loses 1 Movement and -10% Agility.
5	Sores: Covered in weeping cuts or festering boils.
6	Giganticus: Twice the normal size, gaining +10% Strength and Toughness, and +50% of its normal Wounds (rounded up).
7	Breeder: Females are bloated with pregnancy, or nurse double the normal number of young. Males try to breed with all females – even other species.
8	Quills: Inflicts a SB2 hit against characters who Grapple with the animal. The animal's attacks leave quills embedded (Heal test to remove without inflicting 1d5 extra Wounds).
9	Tentacles: Gains +1 Attack (Grapple only) and the Frightening Talent.
10	Speech: Animal can talk with an almost human voice (Speak Language - Beast Tongue). This ability is typically used to intimidate or deceive characters.



TABLE 4.1: LORE OF THE FORESTS SPELL LISTS

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

TABLE 4.2: FOREST GROWTH

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

TABLE 4.4: SHADOW WALK NAVIGATION

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

NAVIGATION, MAGICAL SENSE AND UNSKILLED EXPLORATION

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

TABLE 4.3: ELEMENTAL FULCRUMS

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

OTHERWORLD AVATARS

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

UNSKILLED EXPLORATION

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

Success: Roll 1d5 on *Trials of the Forest* table
Failure: *Lost in Time and Space!* (pg. 58)

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

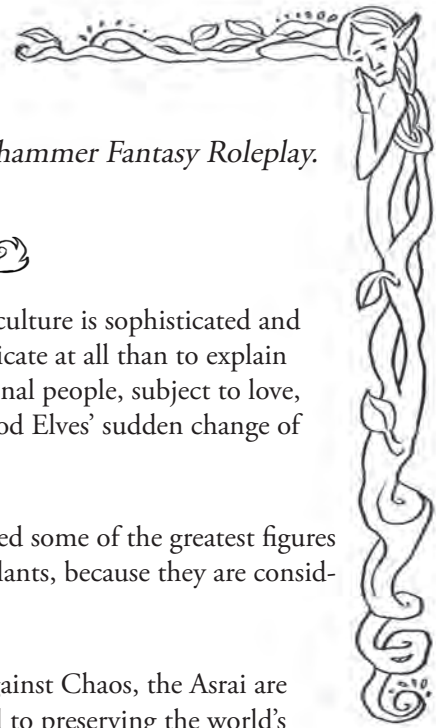
Lost in the Forest: Parties without **Navigation** or **Magical Sense** that become *Lost in the Forest* may only wander aimlessly. Roll 1d100 for the entire group:

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

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

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





WOOD ELF ROLEPLAY TIPS

This page can be printed for players who are new to playing Wood Elves in *Warhammer Fantasy Roleplay*.



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

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

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

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

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

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

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

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

ISHA'S SECRETS: Most Asrai know something about their spirit-neighbours. GMs can provide basic information about magical forest creatures to Wood Elf players who pass a Common Knowledge (Woodland Realm) Test. However, Elves do not trust other races to respect the woodlands as they do. When asked questions about the Forest Spirits by their non-Elven colleagues, Wood Elves usually respond cryptically, change the topic, or lie outright.

