

Kurnuouos- Elven God of the Forest and Master of the Wild Hunt

Description: Human theologians consider Kurnuouos as an aspect of Taal, the god of nature and wild places. In contrast, the Elves consider Taal as nothing more than an artificial human construct created to simplify the complexities of nature to make it more comprehensible.

Kurnuouos is one of the major deities of the Elven pantheon. He is both the Lord of the forest animals and Master of the Wild Hunt. Kurnuouos is also the patron of the Elven Beastfriends and is worshipped by Elven scouts and hunters. Any who venture into his realm are expected to show the Elven deity the proper respect. To do otherwise will incur Kurnuouos' displeasure. If one of forest animals are capriciously killed or maimed, then the offender may incur his wrath.

Kurnuouos is normally depicted as an Elf over ten feet in height, with the head and tail of a stag. It is believed that Kurnuouos can take the shape of any forest creature at will.

Symbol: Like Taal, Kurnuouos is represented by a stag's head with large, branching antlers. Initiates and Priests of Kurnuouos dress in the same manner as other Elves. They do embroider the symbols of Kurnuouos along the hems of their clothing. These symbols include the skull of a stag, stylized Elf head with antlers, or the head of a unicorn.

Holy Days: Kurnuouos has two main holidays: the middle of the spring when food becomes plentiful and the young of the forest animals are born in to the world and the middle of autumn when all creatures prepare themselves for the approaching winter. Priests of Kurnuouos do not fix the dates of these festivals to any specific date on a calendar. The dates are in fact determined from the various natural signs as interpreted by the Priesthood. Thus, the dates can change from one year to the next.

Cult Requirements: Any Wood Elf may pay reverence to Kurnuouos, especially when they are engaged in activity within the forested realms.

Religious Orders: Caraidh Kurnuouos - ('Beastfriends of Kurnouos')

This order of priests and initiates of Karnos are shapechangers, having been favoured by an animal spirit sent by their lord. They may take on the form of a horse, wolf, bear, cat or boar. In addition, they have been granted holy magical abilities such as a spell.

Strictures: All Initiates and Priests of Kurnuouos must abide by the following strictures:

- Never harm any animal except in self-defence, for food, or for need
- Never allow an animal to be harmed, except in similar circumstances as described above.
- Give thanks to the spirit of the animal taken for food or need as they have given up their lives for the benefit of Elfkind.
- Always respect the animals of the wild, whether they are prey or predator.
- Do everything in one's power to force Goblins, Orcs, Beastmen, Skaven, and the other Chaos servants out of the forests.

Spell Use: Priests of Kurnuou may use any of the following spells:

1st Level: [Battle] Cure Light Injury, Detect Magic; [Druidic] Animal Mastery, Cure Poison, Heal Animal; [Elemental] Assault of Stones, Blinding Flash; Cloud of Smoke, Magic Light, Ward of Arrows

2nd Level: [Battle] Break Weapon, Stampede; [Druidic] Giant Animal Mastery, Shapechange, Tanglethorn; [Elemental] Clap of Thunder, Control Lightning, Extinguish Fire, Move Object, Resist Fire

3rd Level: [Battle] Cause Instability, Cause Stupidity, Dispel Magic, Subvert Weapon; [Druidic] Animate Tree; [Elemental] Banish Elemental, Become Ethereal, Crumble Stone, Draw Down Lightning, Dust Storm

4th Level: [Battle] Bless (Enchant) Weapon, Cure Severe Wound, Drain Magic, Entanglement; [Elemental] Change Weather (Ritual), Dispel Elementals, Hedge of Thorns, Summon (Earth) Elemental, Summon Swarm

Priests of Kurnuou can also use the following spells:

Dedicate Divine Symbol (Ritual)

Spell Level: Second

Magic Points: 8

Range: Touch

Duration: Permanent

Ingredients: Symbol of the appropriate deity

The ritual is similar to that described for the cult of Mórr “Dedicate Staff” (**Apocrypha 2: Chart of Darkness**, page 26-27). Like those in the human cult, Wood Elven priests and sorcerors would have a difficult time casting spells which use components that are of an offensive nature to a Wood Elf’s sensitivities, such as body parts of woodland creatures. Being higher magical creatures, the Wood Elves have developed a ritual that calls upon the power of their gods to allow for the permanent blessing of an Elven priest’s or sorceror’s holy symbol to act as a focus for their spells.

The ritual involves a 2nd level Priest and her Initiate once the latter has learned the mysteries of his cult and is on the threshold of becoming a Priest. The mentor would have the Initiate first craft the holy symbol by hand and engrave it with the words of power that would be unique to that Elf and used to invoke the magical potential of his inner spirit. The mentor would lay the Initiate’s symbol under her own and chant the cult’s litany in order to empower the token. A sacrifice is then called upon, the nature of which also varies by cult. The cult of Adamnan might use drops of the Initiate’s blood while Isha might call upon the juice of the rare *Rhathina* berry.

The same ritual is used by Wizardly order, the *Dreinarthia Corlinalith*, (Eldritch Watchers), and other Wood Elf sorcerors of the Laurëlor.

Summon the Wild Hunt

Spell Level: Fourth

Magic Points: 30

Range: 10 yards of Priest

Duration: Until the hunt is completed or dawn breaks

Ingredients: A hunter's horn

One of the strongest available to Priests, this spell must be used only in the most desperate of situations (e.g., when a mighty Chaos warband of thirty strong led by a Chaos Hero is about to descend on a camp of a young noble lady escorted by three armed guardsmen). The spell grants the Priest the power to summon the Wild Hunt into the world. The Huntsman and his hounds appear facing the direction of their quarry, but wait for the Priest's request before sounding the horn (signalling that the hunt has begun). The Huntsman, a large man with stag antlers and cloven hooves for feet, runs with the baying hounds as they pursue their prey. He is armed with spear, sword, and bow and may use spells as if he were a fourth level Priest of Kurnuous. Should the quarry be particularly powerful, the Huntsman may tap into the Magic Points of his hounds. Thus, only the strongest of foe have any chance -- remote that it is -- to survive the hunt.

Huntsman

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|----|----|---|-----|----|-----|----|----|-----|
| 9 | 85 | 55 | 9 | 9 | 22 | 85 | 6 | 75 | 85 | 85 | 85 | 85 | 85 |

Magic Points: 40

6 Hounds of the Wild Hunt

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|----|----|---|-----|----|-----|----|----|-----|
| 9 | 45 | 0 | 5 | 5 | 11 | 55 | 3 | 0 | 40 | 35 | 60 | 40 | 25 |

Magic Points: 10

Should the Priest summon the Wild Hunt for a trivial matter (e.g., killing a band of ten goblin wolfriders because the Priest and his four buddies didn't want to risk themselves in a battle), the Huntsman will appear without his hounds. Facing the offending Priest, the Huntsman will announce that the Priest has incurred the wrath of Kurnuous and punishment would be forthcoming. There is a 10% chance that the punishment will result in the offending Priest becoming the object of the hunt (in which case the Huntsman will give the cleric a fifteen-minute head start). Otherwise, the Huntsman will simply vanish and the Priest will have to await Kurnuous' decision.

Skills: Initiates of Kurnuous receive the *Charm Animal* skill instead of *Secret Language-Classical*. Priests of Kurnuous may roll once on the Ranger Skill Table (**WFRP**, page 17) at each level, re-rolling if necessary until they receive a skill which they do not already possess. This is in addition to the skills listed for each level in the **WFRP** rulebook, page 151, and cost the normal 100 experience points. Priests of Kurnuous may gain the *Call Animal* skill at each level above Initiate, taking a different species each time. Alternatively, Initiates and Priests of

Kurnuous may choose whenever they advance a level to select the *Augury* skill at the cost 100 experience points.

Trials: Trials set by Kurnuous always involve the protection of the forest and its animals. This can involve driving away those who threaten the inhabitants of the forest whether it is a lone human trapper or a war party of Goblins or Beastmen. In rare circumstances, a trial might have to do with relieving the suffering of animals, such as freeing those captured for human sport like pit-fighting or baiting. The latter kind of trial leads to a certain amount of conflict with humans who enjoy this barbaric and cruel form of entertainment.

Blessings: Skills favoured by Kurnuous are all those that deal with animals: *Animal Care*, *Animal Training*, *Charm Animal*, *Ride*, *Spot Traps*, and *Trick Riding*. Other skills may be favoured depending upon circumstances. Favoured tests are mainly **CI** and **Fel** tests made in situations where animals are closely involved. On rare occasions, a one-time use of *Call Animal* skill may be granted. Punishments will generally be the reverse effect of blessings. Kurnuous may also decide to inflict a character with the *Animal Aversion* magical disability (**WFRP**, page 138).