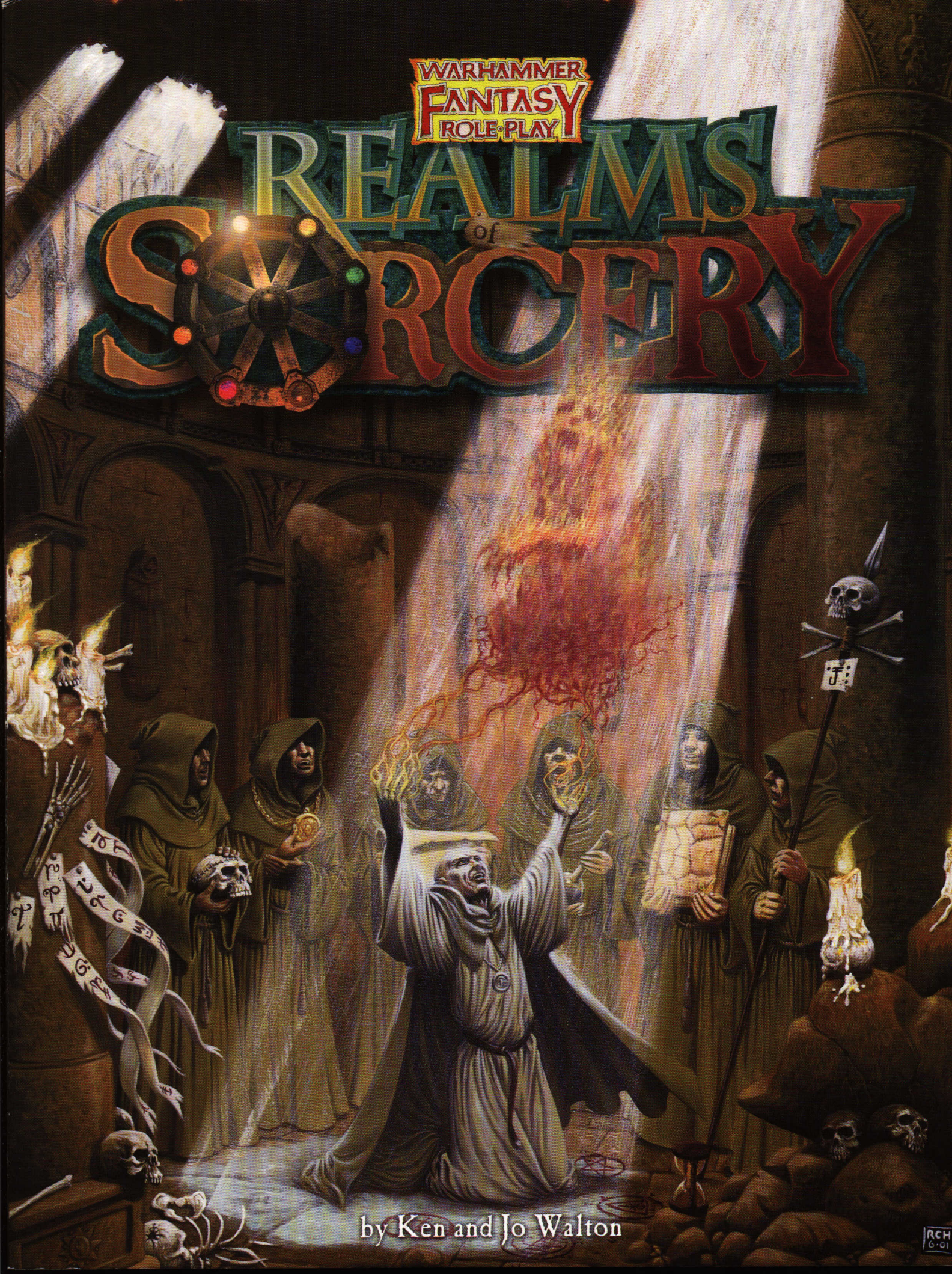

WARHAMMER
FANTASY
ROLE·PLAY
REALMS of SORCERY
by Ken and Jo Walton



THE MAGIC SUPPLEMENT FOR WARHAMMER FANTASY ROLEPLAY

By Ken and Jo Walton

Edited by Martin Oliver

Cover art by Ralph Horsley
Cover design by Peter Gifford (www.universalhead.com)

Additional text
Carol Johnson; Alfred Nunez; Martin Oliver; Anthony Ragan; Iain Smedley; Ian Sturrock; James Wallis

Interior artists
Tony Ackland; Radoslaw Gruszewicz; John Keane; Karl Kopinski; Rik Martin; Russ Nicholson; Tomasz Oracz; and Adrian Smith

Graphic elements
Ralph Horsley; Tomasz Kowalik; Russ Nicholson

Layout and production
Carol Johnson; James Wallis

Our sincere, grateful, utter thanks to:
Kevin Bronakoski; Graeme Davis; Marc Gascoigne; Ed Gross; Richard Iorio II; Stephen Hudson; Alfred Nunez; Anthony Ragan; Iain Smedley; Ignacy Trzewiczek; all at Games Workshop; and the faithful who waited so long

Published by Hogshead Publishing Ltd
18-20 Bromell's Road, London SW4 0BG, United Kingdom
wfrp@hogshead.demon.co.uk
http://www.hogshead.demon.co.uk

Softcover: HOG207S ISBN: 1 899749 13 6
Hardcover: HOG207H ISBN: 1 899749 33 0

Produced under licence from Games Workshop Ltd. ©2001 Games Workshop Ltd. All rights reserved. Games Workshop, *Warhammer* and *White Dwarf* are registered trademarks and other names herein are trademarks of Games Workshop Limited. All are used with permission.

All artwork in all *Warhammer Fantasy Roleplay* products and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Limited. ©1986-2001. All rights reserved. No part of this book may be reproduced in any form or by any means without prior permission from the publishers. All characters, places and events are fictitious: any resemblance to any persons living or dead is coincidental.

Designed in the UK; printed in the USA
First edition: September 2001
9 8 7 6 5 4 3 2 1





Ken Walton is a writer from Lancaster, England, whose first published article appeared in *White Dwarf*. Some time passed before *GURPS Celtic Myth* appeared, followed by contributions to RPG magazines and supplements, mostly co-written with Jo. He spends his summers in Germany, which feels like home after many years of playing WFRP, though with fewer Skaven. He is planning to "retire" to the country and become a communard. His greatest ambition is to own a copy of the fabled *Realms of Sorcery*.

Jo Walton lives in Swansea, Wales, with her son Sasha. She has a degree in Ancient History from the University of Lancaster. Her previous publications include *GURPS Celtic Myth* (1995, with Ken Walton) and other roleplaying bits and pieces for **WFRP**, *GURPS*, Last Unicorn and various magazines. Her first novel, *The King's Peace*, came out from Tor in October 2000, and the sequel *The King's Name* will follow in November 2001. A collection of her poetry, *Muses and Lurkers* was published by Rune Press in April 2001.

CONTENTS



CHAPTER 1: A HISTORY OF MAGIC 4
A History of Magic 6
The Coming of Chaos 6
The Rise of Magic 7
The Emergence of Wizardry 8
Legacy of the High Elves 8



CHAPTER 2: THE NATURE OF MAGIC 10
The Range of Magic 12
The Colours of Magic 12
Celestial Magic 13; Grey Magic 13; Bright Magic 13; Gold Magic 13; Jade Magic 13; Light Magic 14; Amber Magic 14; Amethyst Magic 14
Hedge Magic 14
Petty Magic 14
Battle Magic 15
Elementalism 15
Illusionism 15
Ice Magic 15
Alchemy 15
Dark and Chaotic Magic 16
Daemonology 16; Chaos Magic 16; Necromancy 16
Non-human Magic 16
Elf Magic 16; Dwarf Runes 17; Halfling Magic 17; Gnome Magic 17; Skaven Magic 17; Greenskin Magic 17; Magics of Other Races 17



CHAPTER 3: A WIZARD'S LIFE 18
Magic and Society 20
The Study of Magic 20
An Apprentice's Life 21; Journeyman Apprentices 21
Magical Licences 22
Obtaining a Licence 22; Costs 23; Renewing a Licence 23; Non-human Spellcaster Laws 23; Unlicensed Wizards 24; The Penalty of the Law 24
Magic and Religion 25
The Number of Wizards 25
Revised Academic Basic Career Chart 25



CHAPTER 4: HEDGE-WIZARDRY 26
Non-human Hedge-wizards 28
Hedge-wizard Magic 28
Hedge-wizards and Chaos 29
Hedge-wizard's Apprentice 30
Hedge-wizard 30



CHAPTER 5: BATTLE MAGIC 32
Life of a Colour Wizard 34
The Oath of Allegiance 34
Learning Magic at the Colleges 35
Colleges of Battle Magic 35
Wizards' & Alchemists' Guild 36; Talabheim Battle College 37; University College of Nuln 38; Other Battle Magic Colleges 38
Imperial Colleges 38
The Celestial College 39; The Grey College 40; The Bright College 43; The Gold College 44; The Jade College 46; The Light College 47; The Amber College 49; The Amethyst College 50



CHAPTER 6: ILLUSIONISM 54
Modern Illusionism 56
The Backlash 56
The Empire College 57
Lugenheim 58
Independent Illusionists 59



CHAPTER 7: ELEMENTALISM 60
Elementalists in Society 62
The Eldritch University 63
College of Earth 64
The Air College 65
The Fire College 66
Castle Water 68



CHAPTER 8: ALCHEMY 70
Studying Alchemy 72
Working as an Alchemist 72
Goals of Alchemy 73
True Transmutation 73; The Alkahest 73; The Elixir of Life and Medicine 73; Combustibles and Explosives 73; Elixirs and Potions 73; Metalworking 73; Pigments, Dyes & Mordants 73; Pesticides and Purifiers 74; Soap-Making 74
The Laboratory 74
Alchemical Compounds 75
Ingredients 75; Spells 75; Making Compounds 75
Types of Compounds 76
Acids and Alkalis 76; Elixirs 76; Soaps 77; Pigments 77; Poisons 77; Combustibles 77



CHAPTER 9: ICE MAGIC 78
A History of Ice Magic 80
Life of an Ice Magician 80
Ice Magic and Society 80
The Caucus 81
Ice Wildness 81
Learning Ice Magic 81
Ice Magic in Practice 82
Kislevite Shaman's Apprentice 82
Kislevite Shaman 83



CHAPTER 10: MINOR COLLEGES OF THE OLD WORLD 84
Öbelstein 86
Einzelheit 86
The Ancient Library 87
Baron Henryk's College 88
College of Noble Sorcery 88
Association of Wise Wizards 89
Children Of Teclis 89



CHAPTER 11: ELF MAGIC 90
Wood Elf Mages 92
Learning the Wood Elf Way 92; Life of a Wood Elf Mage 92; Wood Elf Mage's Apprentice 93; Wood Elf Mage 93
High Magic 94
High Elf Mage 95
Dryads 95



CHAPTER 12: RUNES AND RUNESMITHS 96
The Guild of Runesmiths 98
Carving Runes 99
Anvils of Doom 99
The Life of a Runesmith 99
Advance Scheme 100; Runesmith's Apprentice 100; Runesmith 100; Master Runesmith 101; Rune Lord 101
New Skills 101
Arcane Languages – Runic 101; Craft Master Rune 101; Inscribe Runes 101; Rune Litany 102; Runic History 102; Runesmithing 102
Permanent Runes 102
Temporary Runes 103
Rune Forms 104
Learning Runes 104
Master Rune Table 105



CHAPTER 13: RUNE MASTERS 108
History of Rune Mastery 110
The Nature of Rune Mastery 110
The Life of a Rune Master 111
Rune Master 111; New Skill: Rune Mastery 111; Recovering Magic Points 112; Learning Runes 112
Dwarf Vengeance 113



CHAPTER 14: FORBIDDEN MAGIC 114
Necromancy 116
Daemonology 117
Dark Magic 117
Chaos Magic 118
The Gods of Chaos 120
Blessings 121; Tzeentch 121; Order of the Inconstant Eye 121; Nurgle 122; Order of the Pustulent Boil 122; Slaanesh 122; Khorne 123; Marks of Chaos 123



CHAPTER 15: SKAVEN MAGIC 126
Grey Seers 126
Clan Skryre 126
Clan Pestilens Sorcerers 127
Warpstone 127
Pure Warpstone 127; Part-Refined Warpstone 127; Refined Warpstone 128; Warpstone Weapons 128; Warplock Jezzail 128; Poison Wind Globes 128; Warpfire Thrower 128
Skaven Sorcerers 129
The Horned Rat 129



CHAPTER 16: GREENSKIN MAGIC 130
Working the Waaagh! 133
Calculating Magical Power 133; Casting Spells 133; 'Eadbangerz Chart 133
Types of Shamans 134
Savage Orc Shamans 134; Hobgoblin Shamans 134; Night Goblin Shamans 134; Forest Goblin Shamans 134
Snotling Shamans 135
Ogre Shamans 135



CHAPTER 17: WITCH-HUNTERS 136
History of Witch-Hunting 138
Duties and Powers 138; Life of a Witch-Hunter 139
Seekers After Truth and Justice 139
Exorcists 140



CHAPTER 18: SPELL CASTING & CREATION 142
Spell Casting 144
Magical Ingredients 144; Casting without Ingredients 144; Performing Magic 145; Gestures or Invocations 145; Magical Power 145; Targeting Spells 146; Resisting Magic 146; Spells & Initiative 146; Group Magic 146; Performing Rituals 146
Spell Creation 147
Researching the Spell 147; Spell Creation Table 149; Reducing Magic Point Cost 149; Finding Spell Ingredients 149; The Cost of Magic Items 151



CHAPTER 19: MAGIC ITEMS 152
Roleplaying with Magic Items 154
Making Magic Items 154
Research 155; Reproducing Existing Items 155; Difficulty Table 155; Inventing New Items 155; Working Together 156; Making an Item 156; Magic Item Failure Table 158; Magic Item Difficulty 158
Magic Items List 160
Amulets 160; Armour 160; Jewels 160; Wands 160; Weapons 160; Special and Unique Items 161; Potions 164



CHAPTER 20: SPELLS 170
Petty Magic 172
Battle Magic 175
Colour Magic Spells 183
Amethyst Magic 183
Gold Spells 185
Amber Spells 187
Light Spells 189
Celestial Spells 192
Jade Spells 193
Grey Spells 195
Bright Spells 197
Illusionist Spells 198
Elemental Spells 199
Earth Spells 204
Air Spells 205
Water Spells 206
Fire Spells 208
Alchemist Spells 208
Ice Magic Spells 210
Wood Elf Tree-Songs 211
High Magic Spells 214
Thungni's Runes 215
Master Runes 224
Klauser's Runes 227
Necromantic Spells 228
Guardian Spirits 230
Daemonologist Spells 231
Dark Magic Spells 232
Chaotic Magic Spells 234
Skaven Spells 236
The Waaagh! 238



CHAPTER 21: FAMILIARS 240
Familiar Forms 242
Numbers of Familiars 242
Types of Familiars 242
Assistant Familiars 242; Power Familiars 243; Spell Familiars 244; Warrior Familiars 244
Controlling Familiars 244
Role-playing Familiars 245
Death and Familiars 245
Death of the Master 245; Ways of Mourning 245



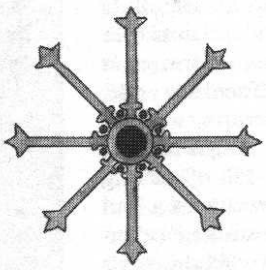
CHAPTER 22: ARCANE SECRETS 246
Setting the Mood 248; Non-Player Spell-Users 248; Characters &Spells 249; Magic &the Setting 249; New Magic in Campaigns 250; Making Magic the Focus 251



APPENDIX
Spell list arranged by type 252
Spell list in alphabetical order 254


DOUG NICHOLSON

CHAPTER 1



A HISTORY OF MAGIC

"So Gerhard, we are agreed on a drawing of lots?"

"We are agreed, Erich."

Candle flames reflected in the two men's eyes. Around them in the underground room lay papers, manuscripts, scrolls and books in various ancient languages with pages marked and margins filled with scribbled notes. One table was a jumble of alchemical equipment, its glassware cold and blackened.

The two men stood beside the main table. A space had been cleared among the papers and a small flask stood there, half filled with a dark liquid like oil or tar. The mouthful had taken thirteen years to produce: nine years of Erich's work in the library of the Bright College, and four years of Gerhard's alchemical labours. And all of it based on a tiny discrepancy in the historical records: the hint that the Elf mage Teclis had lied when he told Magnus the Pious that humans could not perceive the eight colours of magic.

"The lots, Erich."

"I have them, Gerhard." The older man held out his clenched hand, the ends of two spills showing between his fingers. The younger took hold of one and pulled it slowly. It was long. Erich opened his fist, letting the short straw fall to the floor, and then in a single movement took the flask, raised it and downed its contents. Gerhard looked momentarily surprised, but not displeased.

"Sit, Erich, sit. Relax, concentrate. Let it take effect. Tell me what you see."

Erich stood, hands gripping the edge of the table, eyes wide. Gerhard watched as the wizard's pupils contracted to pinpricks, his voice shaking.

"I see... I see the magic, Gerhard. I can see its flows and tides. I sense it as it runs through the world, through you and me. It is so, so... and I can see its divisions! Gerhard, I can see it split! I can see the Bright and the Jade and the Amethyst... the Gold... I see the eight unfurl like threads from a loom! And Gerhard, I see further, I see them twist and bind together into the pure source, the essence, the fundamental... the Dark! Gerhard, I can see the...."

There was a noise like ripping and the bones of Erich's face bulged, as if it had been hit from inside, as if something was trying to get out. A black liquid oozed from his nose and his mouth began to open, very widely. Gerhard turned and sprinted from the room, screaming, out into the dark Nuln night.

MAGIC IN THE WARHAMMER WORLD IS A powerful but fickle force, more closely allied to Chaos than most wizards would ever care to admit. It is a force that can perform great good, but which is more often used for self-seeking ends, and for the power it brings. All power corrupts, and the power of magic is more corrupting than most. Many a wizard has begun training with the intention of making the world a better place – only to end their life as a foul creature, communing with the dead in the stink of a charnel-house, waiting in fear for the sound of a witch-hunter's tread outside the door.

Those who practise magic in the Old World are respected and held in awe, but they are also feared. The authorities of the Empire recognize the need for wizards in their armies, but do not trust them any more than is absolutely necessary. All wizards must be licensed; those who are not keep a low profile. Even licensed wizards can find themselves facing an angry lynch-mob in a backwater village, if they happen to show their powers at a time when plague or crop-blight has struck.

✻ A HISTORY OF MAGIC ✻

The first and greatest masters of magic are the High Elves, who were taught their skills by the mysterious beings known as the Old Ones. The few records of this time are kept in the Tower of Hoeth, the half-mile-high centre of all Elven magical knowledge, which is inaccessible to all but Elven scholars and sorcerers of the highest standing.

ǂ THE COMING OF CHAOS

Of all the civilized races of the Warhammer world, only the High Elves have records of the days before the coming of Chaos, and those records are obscure and sometimes contradictory. One of the most colourful accounts is that of the High Elven scholar Baratheon, who died seven thousand years ago.

Truly, that was the Golden Time. The Elves lived in peace and harmony in Ulthuan, and nothing gave warning of the evil that was to come. In those days, so the stories tell, the Old Ones still visited our people, sailing their mighty vessels between the stars in the same way that our ships sail the oceans of the world. They brought with them great learning, as well as gifts of new crops and animals.

At this time, when Humans and Dwarfs were still primitives grubbing for roots in the dark jungles of the Southlands, the High Elves sat at the feet of the Old Ones and drank in their wisdom.

Baratheon goes on to describe the manners and customs of the High Elves in those glorious times, often in such vivid detail that many scholars believe that the account owes more to Baratheon's imagination than to any facts that may have survived from the Golden Time. But of the events that ended that epoch; most scholars agree:

Then came the time of evil. No one will ever know what caused the great disaster; the powers of the Old Ones were so far beyond our meagre comprehension that the reasons for their mistake, if mistake it was, will never be known. But in one dreadful day, the world changed forever.

In the far north, the Old Ones had used their arcane powers to build a great gate through which their mighty sky-ships entered our world, braving the void of Chaos between the stars. With no warning, the gate collapsed. Maybe the eldritch machinery sustaining it had given way, or some powerful creature from the void had forced its way through the Old Ones' safeguards. The reason remains a mystery; only the results are known. The gate expanded, spilling black radiance over the north, letting forth the hordes of Chaos into a peaceful world unprepared for such horror. Powerful energies surged outward, warping and changing everything they fell upon. In the wake of this tide of change, new and evil races sprang forth. Daemons stalked the land, gathering armies, and slaughtered all before them. A time of darkness fell upon the world, when those left living envied the dead.

What happened to the Old Ones in that dark time is not known. The High Elves took to their mountain fastnesses, determined to make a last stand against the forces of Chaos. It was in those days that the hero-king Aenarion took up the Sword of Khaine and fought battles, the tales of which are still told in the songs of our people. For many years he fought, and his armies fought with him. Sometimes it seemed the minions of Chaos were beaten back, but always they returned and in greater numbers. And still the warping power of Chaos spilled across the land, causing maidens to give birth to monsters and spawning foul abominations in the dark places of the world. Magic glittered on the high peaks of the Isle of Ulthuan, which served as a natural focus for the great sorcerous powers.

Finally, Aenarion's companion and friend Caledor Dragontamer devised a desperate plan to end the horror. Having studied magic at the feet of the Old Ones in the peace of the Golden Time, he knew more of the nature of the energy pouring through the gate than anyone else alive. Aenarion was convinced the plan was doomed to failure, and several times forbade it. But the situation grew increasingly worse until it seemed certain Chaos would soon overwhelm all. Gathering the most powerful mages of Ulthuan to him, Caledor began a mighty ritual on the Isle of the Dead at the very centre of the High Elf realm. His intention was to open a vortex in reality and send the powers of Chaos back to their own domain, leaving the world untainted once more.

As soon as the ritual was begun, the forces of Chaos realized what was happening. The Four Powers of Chaos – Khorne, Slaanesh, Nurgle and Tzeentch – put aside their differences to fight in unison against

this new challenge to their dominance. The forces of the High Elves pulled back to the Isle of the Dead to protect the mages from the evil armies besetting them. The air grew dark with the battle dragons of Ulthuan, and at sea Elven ships fought vast monsters in the churning waters.

As the vortex began to form, the clouds grew dark, a foul wind blew from the north and lightning split the sky. Aenarion's forces battled furiously against vast and powerful Daemons, while the mages chanted their desperate spells. Soon the weakest began to fall, their brains burned out and the flesh stripped from their bones by the power of the forces they tried to control. Still the remainder continued to chant, knowing if they stopped the ritual would fail and the world would be lost to Chaos. Even as they chanted, Aenarion was fighting his last battle, the sword of Khaine dripping with the blood and gore of Daemons.

Slowly the power of the mighty enchantment built up. Lightning flickered from the mountain tops, down toward the Isle of the Dead. Clouds formed a pulsating dark tornado, consuming dragon and Daemon alike. The earth shook; magic crackled and flared on armour and weapons within the battle; the very air became thick and hard to breathe.

Finally the spell was completed. The few who survive from that dreadful day describe a vast blinding flash as the Isle of the Dead disappeared into the centre of a great storm of magical energies. Caledor and his mages had done their best, but their number was too few. The ritual had succeeded, but only partially. A vortex had opened to suck the magical energy out of the world, but the mages were trapped within it, forever re-living the last moments of that terrible battle.

As the energy of Chaos was drained from the land the Daemons began to fall, stranded without the magical power they needed to survive. The remaining High Elf warriors, bloodstained, weary and surrounded by the bodies of their comrades-in-arms, began a ragged cheer – but their joy was short-lived. From the Isle of the Dead, vast tidal waves radiated outward. Great walls of water overwhelmed the proud ships of the Elves, and destroyed forests and settlements all round the shores of Ulthuan. Those who could, fled, but many were unable to escape the surging waters and were lost.

It would be long years before the civilization of the High Elves recovered from these disasters. The power of Chaos was diminished by the great vortex that channelled magic from the world, but it was not extinguished and the vast corruption that had been loosed upon the world remained. Though they retreated to the Chaos Wastes beneath the flickering energies of the northern gate, they still pour down into the world without warning, determined to conquer all. We must be forever on our guard.

Baratheon's description of the creation of the Great Vortex, whilst being one of the most colourful and detailed, differs from that of other scholars. There are some who say that the Old Ones had two warp gates, one at the North Pole, and another at the South. Of those scholars, some maintain that the southern gate must have collapsed as well. If so, Chaos could be building up its forces in the south as well as the north. Of the few explorers foolhardy enough to travel to the Southlands, none have returned. Some travellers say that the High Elves have a citadel, known as the Fortress of Dawn, on the most southern tip of the Southlands; but as to what lies beyond, no one knows.

As for the Old Ones, little remains of them but a memory and a myth. Several Old World historians maintain that the ruins of their once-great civilization can still be found in the wild places of the world. Explorers have even been known to claim to have found the Old Ones themselves. From their accounts, though, they are but a twisted, degenerate remnant of the once-great race, living as little more than animals in the jungles of far off Lustria among the ruined cities of their mighty forebears. Others, however, tell a different story – that an empire of reptiles guard the few beings that remain of this fallen civilization. No matter what people choose to believe, who knows what strange and powerful knowledge, what arcane machineries may remain in the dangerous, hidden places of the world?

THE RISE OF MAGIC

While the High Elves battled the forces of Chaos in Ulthuan, back in the Old World things were grim indeed for the humans and Dwarfs. With no knowledge of what had happened in the far north, they could only look on in horror as their children were born deformed and hideous, as they themselves were changed into foul Beastmen and mutants by the warping hand of Chaos. Strange new creatures awoke in the forests of the Old World and began to prey on the primitive peoples. Small hunting bands of humans were forced to gather together into fortified settlements by the threat of chimerae, griffons, manticores and other such creatures.

Only those humans with an innate resistant to Chaos survived those early years, and even they were affected by it. A few found that they could actually manipulate the strange new energies coursing around them, for the warping power of Chaos contains within it the power of magic. And so the first magicians, little understanding what they did, began to practise their art. Rituals and spells were invented that gave these people a measure of control over their world, a control that those without such power envied. But many were lost: not understanding the relationship between magic and Chaos, many were corrupted, becoming necromancers and daemonologists, or turning to the worship of the foul Chaos Gods.

Meanwhile, the Dwarfs were threatened on all sides by Chaos. Those that could, withdrew beneath the earth to avoid the cataclysm that followed the collapse of the warp gates. When they emerged, it was to a land torn and twisted. Grimly, they took up their weapons, and set about trying to reclaim their heritage.

Not all Dwarfs escaped the taint of Chaos. One group in the east lost contact with their western neighbours. Long ago they were corrupted, and now, in the Dark Lands beyond the World's Edge Mountains, Chaos Dwarf sorcerers rule a vast slave empire of Orcs and Goblins from the evil tower of Zharr-Naggrund. They have long been forgotten by the people of the Old World, but their power is growing and one day they may decide to return to the western lands of their ancestors.

THE EMERGENCE OF WIZARDRY

In the years that followed the incursions of Chaos, the humans made the most progress in their understanding of magic. The elder races had already gained considerable mastery over this mysterious force – they had little left to learn. At first, the humans made no distinction between sorcerous and divine power. For most, any such ability was viewed as a gift from the Mother Goddess. Slowly, though, secular practitioners of these arts grew in number.

Most improvised as best they could, learning by trial and error, much as the hedge-wizards of present times do; others started to group together in an attempt to understand the principles that controlled magic. One band in particular was influenced by the newly emerging discipline of Alchemy, and posited that magic (like all other things) must be made up of the basic building blocks that comprised the world, perhaps in some pure and energetic form. Over time, their beliefs came to be known as Elementalism.

Not all developments were for the better. Having little understanding, it was inevitable that the weak and the greedy would use this new power to further their own ends. Where some sought to enhance life, others sought to control death. Where some delighted in charming the spirits of plant and air, others turned to the darkness and found strange, wise and cruel entities lurking just beyond the shadows. Slowly, their numbers grew. Slowly, their lore was shared and built upon. Slowly, necromancy and daemonology were added to the repertoire of wizardly disciplines.

LEGACY OF THE HIGH ELVES

In the seven thousand years since the fall of the Old Ones, there has been much contact between the High Elves of Ulthuan and the Old World. Many tales are told of the great wars between the Elves and Dwarfs, but these are of little interest to a scholar of magic. The High Elves had learned how to manipulate the powers of magic flowing from the northern warp gate, though some were corrupted to worship the Dark Gods. Of the Dark Elves of Naggaroth, little is known in the Old World, except for the rumours that the High Elves of Ulthuan fight a constant and unceasing war against them. Among all the peoples known to the inhabitants of the Old World, the High Elves have the greatest abilities to manipulate magic. While humans fumbled with their petty spells and began to create the nations which we know today, the Elves of Ulthuan had already created a powerful body of arcane knowledge for use against their Chaotic enemies.

So it was that in the darkest days of the Empire, during the great Incursion of Chaos of 2302 IC, Magnus the Pious called for magical help from the High Elves of Ulthuan. Though many wizards – people who would today be classed as elementalists and hedge-wizards – had answered the call to arms as the forces of Chaos swarmed south through Kislev, screaming and gibbering at the borders of the Empire, their magical power was too weak and too easily corrupted by Chaos to be relied upon.

Magnus directed his friend Pieter Lazlo to travel as an envoy to the Elves and plead for their aid. Lazlo set sail from Marienburg with a hand-picked crew on the ship *Hope of Sigmar*, heading for an uncertain welcome. The ship was beset by peril from the day it left harbour: the weather, affected by the increased activity of the warp gate, was the worst seen in living memory, and the Marienburg harbourmaster pleaded with them not to set sail, afraid they would sink even before they reached the sea. Storms lashed the ship as it crossed the Sea of Claws and entered the Sea of Chaos. Here, a wave as high as the walls of Altdorf fractured their mainmast and while they struggled to repair it, the ship was blown leagues off course. A week later they were attacked by a Dark Elf warship, and only the onset of another violent storm saved Lazlo's expedition from certain destruction by driving the two ships apart. Even so, the presence of Dark Elf ships so close to Ulthuan was an omen that not all was well in the homelands of the High Elves.

It was a sad and battered ship that finally limped into the harbour of Lothern, its crew weak with starvation, scurvy and battle wounds. The sight that met their eyes did little to lift their spirits. Past the great lighthouse of the Glittering Tower they came. The massive white structure was blackened with smoke, and many of its thousand lamps shattered. The Straits of Lothern were crowded with the floating wreckage of warships and the bodies of drowned sailors. The High Elf pilot who came aboard to guide them through the mighty fortified Gates of Emerald spoke of a great siege. For days the forces of the Dark Elves, with their Chaos Daemon allies, had thrown themselves against the walls of the mighty port city. At last, the great Elven heroes Tyrion and Teclis had marched down from battles in northern Ulthuan to raise the siege and send the enemy fleeing back to Naggaroth. But many Dark Elves remained in the High Elf realm, and it seemed unlikely that any of the defenders' forces could be spared to help the Empire in their hour of need.

At this news, Lazlo's heart was filled with despair. As their ship arrived at the mighty docks of Lothern, the High Elven armies were already gathering to march north. It was by chance that Lazlo's tattered party of humans was spotted by the great sorcerer Teclis, as he discussed strategy with his warrior brother Tyrion and the Phoenix King, Finubar. Leaving his companions, he went to talk to these rare travellers from the Old World, and what he learned of the state of things in the Empire filled him with horror. He quickly realized that if the human armies in the Old World were defeated, the forces of Chaos there would be free to come to the aid of the Dark Elves, and Ulthuan would be lost. Quickly, he spoke to the Phoenix King, but the ruler of Ulthuan was adamant that no forces could be spared to travel to the Old World. So it was that Teclis, with only two

wizards as companions, set sail in his own ship to save the Empire in its hour of need.

Back in the Old World, matters had worsened. The Imperial forces were still holding their own, although the sheer numbers of Chaotic forces were steadily wearing them down. Together with his companions Yrtle and Finreir, Teclis went among the armies of Magnus, gathering together anyone with the slightest hint of magical ability, and began to teach them spells that they could use in battle. Though these were nothing compared to the mighty spells of High Magic, they were so much more powerful than the best magic that could be produced by the leading human wizards – the elementalists and the general wizards whose skills today would be classed as little more than petty magic – that they seemed almost miraculous.

A long war followed, and slowly, with the aid of the newly named 'battle magic', the human forces began to gain the upper hand. The three High Elf sorcerers were not slow to join in the fighting, and gained great admiration from the troops who fought alongside them. Indeed, Yrtle himself fell in battle, and was buried with great honour in Altdorf, where his magnificent tomb is visited by respectful wizards to this day.

The tales of the final defeat of the Chaos armies by Magnus are told in many songs and histories and do not need repeating here. (See **WFRP**, p284 and *Shadows Over Bögenhafen*, pp12-13.) But it was after that great war that Teclis made his greatest contribution to the history of the Old World. Magnus requested that the great High Elf sorcerer stay and teach more of the wisdom of magic to humanity. Teclis's companion Finreir argued against this, saying that Elves and humans had fought in the past and might again one day; therefore it would be foolish to give this lesser race a weapon that might be turned against Ulthuan. But Teclis agreed with Magnus: giving humanity magic would help them to become a bulwark against Chaos, and might create an invaluable ally to the Elves in the centuries to come.

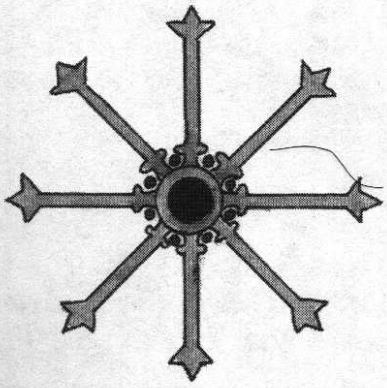
Teclis proposed that a series of colleges should be set up, so that humans could learn magic in the service of the Empire. He was wise enough though to recognize the ease with which humans could be corrupted by Chaos, and built safeguards into what he taught them. Thus Teclis explained the true nature of magic.

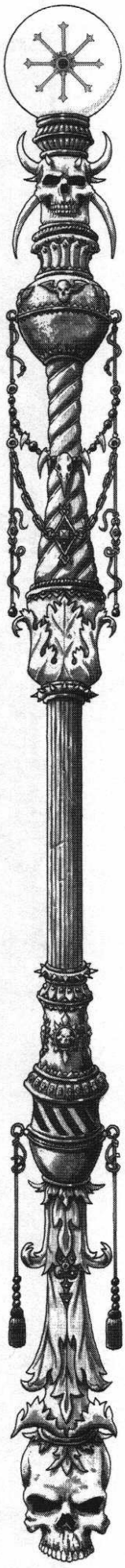
When the power of Chaos spills through the warp gate, he taught, it is in its purest and most powerful form, the foul corrupting stream of energy known as Dark magic. As it swirls southward, it splits into different component elements, in much the same way that white light can be split into the colours of the rainbow. Only the powerful High Elf sorcerers can see all of these 'colours' of magic; humans, with their younger minds and less-developed senses, are unable to comprehend more than one colour, although which one depends on the wizard's nature.

By splitting the teaching of magic into eight separate disciplines, and founding eight separate colleges, each focusing its studies on only one of the colours, Teclis hoped that the powerful mages needed by the Empire in its fight against Chaos would be able to reach their maximum potential while being protected from the powerful but corrupting influence of Dark magic.

Guided by the teachings of Teclis and inspired by the patronage of Magnus the Pious, the great Imperial Colleges of Battle Magic were created in Altdorf. Other cities still have their general practitioners of magic and their colleges for the basic education of wizards, or for the study of other disciplines not founded by Teclis – all of which have been ever more closely monitored by the Imperial authorities over the years – and hedge-wizards still practise their minor magics in country districts. Nonetheless, the most pre-eminent wizards in the Empire, those most trusted in these darkening days and most respected for their wisdom and the awesome power they wield, are those who have trained at one of the eight Imperial Colleges, or the 'Colour Colleges', in Altdorf.

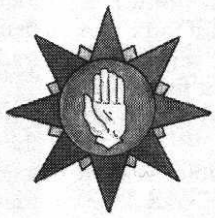
As for Teclis, after twenty years he returned to Ulthuan to continue his studies. High Elves are a long-lived race, and it is said that sometimes Teclis leaves his White Tower in the Elven Isles and returns to the Old World, disguised and unannounced, to wander in the lands of men, spreading his wisdom and helping them in their constant fight against the menace that is Chaos.






Being, in the main, a Depiction of the varied Hues of Magick arranged in the Fashion of a Great Wheel and, further to this Purpose, a graphickal Discourse upon their relative Merits and Symbols, as described by sagacious Wizards and other Men of Learning.
Rainbow
Dark
Tree
Here are presented
SUPERIOR
Hawk
Arrow
Herein are esoteric and unlearned and
Light
Amber
Golden
geometric
for the common Man
Texts
The Hub of Light and Dark wherein these opposing Principles conjoin
Key
Bright
Jade
Triskele
Representations
broad Symbols
in learned
Hues of Magick
Amethyst
Celestial
Comet
Scythe
Grey
that serve
of the Hues
which mark and
INFERIOR
distinguish the
Sword
Dark
Rainbow
As the Hands of a Clock do travel, so is a Colour, Hue or Pigment of Magic superior to its Neighbour. Yet counter to this Motion, said Colour, Hue or Pigment is in every way weaker, lesser and inferior to its adjoining Tincture.

CHAPTER 2



THE NATURE OF MAGIC

From the Liber Hereticus
Chapter LVIII: 'Galdrath's Vision'

I. *And I saw before me a barren plain under a burning sky, that was bathed in swirling, surging energies, which I knew I should not be able to see. For I did not see this raw power with my eyes but sensed it with a sense beyond the normal five, which projected this unreal landscape across my troubled mind.*

II. *And I knew that this was the source of all energy employed by those practitioners of the sorcerous arts, the place that is so crudely named the Realm of Chaos, for that is all our frail human minds can understand. And I was chilled as if Mórr himself had closed his hand around my heart, for I also knew that these energies were in their darkest, purest form, the force known as Dark magic.*

III. *And there was a disturbance in the forces and a tendril of energy lashed from the seething currents, breaking free and flowing out over the twisted plain as if drawn by some inexorable pull to the south.*

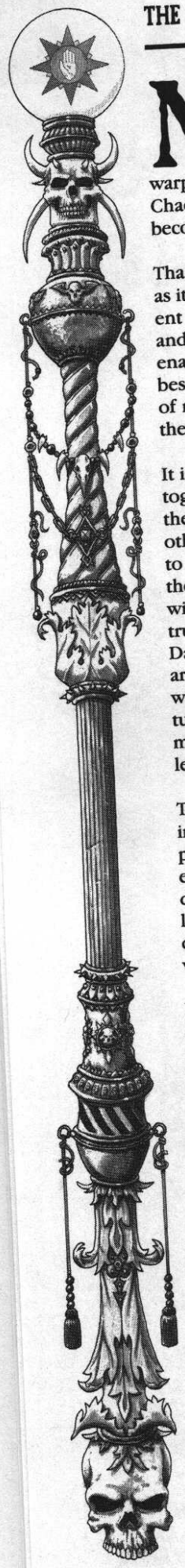
IV. *And I felt I was racing over the world, following the writhing tendril of energy, but now it seemed to my mind's eye more like a wind, only a wind of many impossible colours, that chose their own course as they blew over ice-capped mountains, stormy seas and brooding forests.*

V. *The winds that appeared azure to my mind rose high into the sky, forming swirling clouds. Those that were as crimson tongues of flame were drawn down into the fiery mouths of forbidding crater-topped mountains or towards the hot sands of endless deserts.*

VI. *Emerald snaking tendrils of magical energy followed the courses of rivers that flowed through forests bursting with green life. A raw force, that was to me like the heaving flanks of the stag, the claws of the wolf and the guttural growl of the bear, would not be tamed and raced snarling to the wild places of the world.*

VII. *And then I found myself descending with the magical winds to those places where the dead lie, the graveyards where foul, inhuman things feast upon rotting flesh, the battlefields strewn with the aftermath of bloody war and the gibbets where the corpses of criminals hang.*

VIII. *And my heart was heavy for then I understood the truth of the fate that awaits all those who would practise the art of magic. For that inescapable fate is death.*



MAGIC IS A FORM OF ENERGY THAT FLOWS from the northern warp gate and permeates the whole world. In its 'purest' form it is known as Dark magic, a powerful force that warps and twists those who use it. This is the very stuff of Chaos. In its most concentrated form, Dark magic can become solid, forming the substance known as warpstone.

Thankfully, Dark magic is not particularly stable. As soon as it leaves the warp gate it begins to break up into different 'colours', which then drift across the world in swirls and eddies known as the winds of magic. These phenomena are not really colours or winds at all, but this is the best analogy that has yet been found to explain the nature of magic to laymen. The colours are often presented in the form of a wheel (see p10 and p256).

It is these eight types of magic that the High Elves weave together to form the powerful High Magic, untainted by the corrupting force of Dark magic. This is something that other races cannot do, since they lack the mental abilities to control magic in such a way. This is why Teclis set up the eight Imperial Colleges of Magic. Previously, human wizards had been using magic without understanding its true nature, and were as likely to call on the power of Dark magic as one of the colours. Even today, novice wizards without knowledge of the true nature of the forces with which they are tampering will call on a muddy mixture of the different colours to work their spells, with Dark magic as an accidental but critical 'ingredient'. This often leads to the corruption of the practitioner.

Teclis realized that the human mind was incapable of weaving the eight colours into High Magic. In an attempt to prevent the indiscriminate and muddled use of magical energies by those who barely understood what they were dealing with, he encouraged humans to learn to manipulate just one of the colours. In this way they could become proficient and powerful in their narrow speciality while minimizing the chance of being corrupted by Chaos.

However, by the time Teclis set up the eight Imperial Colleges of Magic, humankind had been devising, researching and practising many theories of magic for centuries. The introduction of an official, Imperially sanctioned system of sorcery did not cause these to die off: some were forced underground; others tried to get along with the new colleges and theories; and some preferred to ignore or dismiss the Elven ideas, giving reasons ranging from simple distaste to outright xenophobia or paranoia.

Of the old schools, elementalism in particular still has a strong following and a well-developed body of learning behind it. Zone magic – the manipulation of magical energies to affect the properties of a particular area – has a small but diligent following, and self-taught hedge-wizards continue to appear in the rural areas of the Old World. None of these schools has a level of power approaching either Colour magic or High Magic: the Elves would say that this is because High Magic is the purest form, but there are human scholars who have their doubts.

There are some magical arts, such as necromancy and daemonology, that use Dark magic almost exclusively in their spell casting, though many practitioners of these schools deny it. Hedge-wizardry uses a bizarre mixture of the eight colours and an occasional dash of Dark magic, together with herbalism and sleight-of-hand, in a system that owes more to superstition, old wives' tales and folk tradition than to any scientific study.

Some might wonder why such schools of magic persist in the face of the teachings coming out of the Imperial Colleges. In searching for an answer, it must be remembered that the Imperial Colleges were set up at a time of great peril for the Empire, and Teclis's main concern was to teach styles of magic and in particular spells that would be useful in the battle against Chaos. Consequently, the Imperial Colleges concentrate on offensive and defensive magic in order to provide front-line 'troops' for the battlefield. The study of non-combat magic was, and still is, neglected. As a result, wizards with less of an interest in fighting for their country (whether through cowardice, unpatriotic feelings or a healthy regard for their own safety) are attracted to other schools of magic, where the emphasis is different, or at the very least balanced with a wider selection of magical knowledge and spells. Understandably, the Imperial authorities are somewhat suspicious of these magicians and colleges – particularly of any organized wizardry outside the Imperial Colleges, and beyond the Empire – and keep a close watch over their activities.

All wizards within the Empire are required to obtain a licence to practise their art. For more details, see chapter 3: 'A Wizard's Life'.



✻ THE RANGE OF MAGIC ✻

From the variety of types of magic across the Old World and beyond, it is clear that magic is a flexible energy, mutable into many forms. Some of these forms predate the teachings of Teclis; others have arisen since. Some universities even offer courses in the scholarship of magic that deal only with the theories behind the disciplines, without teaching the students a single spell.

ǂ THE COLOURS OF MAGIC

The eight colours of magic are described below. Each type has its own particular 'feel', has developed its own practices and lore, and attracts a certain sort of person. As a result, over the years, the Imperial Colleges of Magic in Altdorf have grown more eccentric and isolated from each other, with their scholars convinced that their particular type of magic is somehow 'superior' to the others. Details of the eight Imperial Colleges and their members are in chapter 5: 'Battle Magic'.

Note that the systematic study of these forms of magic is only taught at the Imperial Colleges, although the nature of magic is such that certain spells and effects based on a particular colour can sometimes be used and taught without knowing their true origin.

‡ CELESTIAL MAGIC

From the Wind of Azyr comes the Lore of the Heavens, known as Astromancy or Celestial magic.

Colour: Blue
Rune: Azyr, the comet of power



High above the airs are moving,
Winds are blowing, lightning striking,
Swirling with Celestial magic,
Hiding stars and moons and comets.

Celestial magic is very light and disperses quickly into the high air, where it forms swirling clouds between earth and sky. The clouds of Celestial magic distort the patterns of the stars and other heavenly bodies, and it is these patterns of distortion that Celestial wizards have learned to detect and analyze. Some Celestial wizards are able to predict the future and see portents in the skies; their predictions are often very accurate. The relationship between the high airs and Celestial magic also gives these wizards the ability to call down lightning and summon up fierce winds, abilities that are often of great use in combat.

‡ GREY MAGIC

From the Wind of Ulgu comes the Lore of Shadow, known as Grey magic.

Colour: Grey
Rune: Ulgu, the sword of judgement



On the ground a grey mist blowing
Changing all that flows before it.
Wind and weather, minds and movement
Temper use of Grey with wisdom.

Grey magic drifts along the ground like a mist and is often affected by the wind, which sometimes blows it up into vast thunderheads. Those who study at the Grey College have a extensive knowledge of the weather, and can manipulate and control the winds and rains of the Old World.

A Grey wizard can bring rain to an area blighted by drought, or bog down an army in a torrential downpour. But manipulation of vast forces like the weather requires great care and judgement; bringing rain to one region inevitably takes it from another. Consequently, Grey wizards have a reputation for wisdom, thinking through actions before taking them: regions suffering from droughts or floods often send representatives to the Grey College asking for magical relief, but they are usually turned away.

‡ BRIGHT MAGIC

From the Wind of Agshy comes the Lore of Fire, known as Pyromancy or Bright magic.

Colour: Red
Rune: Agshy, also known as Aqushy; the key of secrets



Burning bright in heat and fire,
All consuming, all destroying,
Channel well the hot Bright magic,
Beware for flames are ever-changing.

Bright magic is like a hot, dry wind, blowing from the heart of a desert. It gutters and flares like flame, and runs like wildfire over desert sands and sun-baked fields. It is attracted by fire and heat, and swirls in a powerful vortex over the volcanoes of the World's Edge Mountains. Bright wizards have a reputation as specialists with fire, their ability to throw fireballs and cause conflagrations being of great use to armies. They tend to be temperamental, with fierce tempers and mercurial emotions; an angry Bright wizard is someone to avoid.

‡ GOLD MAGIC

From the Wind of Channon comes the Lore of Metal known as Gold magic.

Colour: Gold
Rune: Channon, also known as Chamon; the soaring eagle



Delving deep is joy to Dwarf-kind,
Gold that lies at mountain's root
Longing stirred and forged creation;
Gold is more than that which glitters.

Gold magic is heavy and dense, sinking into the ground, where it is attracted to metallic ores, particularly precious metals such as gold. Some say this explains the attraction gold has for the intelligent races, and their desire to fight and kill each other over it. Gold magic can be used to manipulate emotions, particularly the baser emotions such as greed, lust and envy. But Gold wizards are, first and foremost, alchemists. Their knowledge of metallurgy and ability to find (and some believe to make) gold has made their College very rich. This wealth has brought the Gold wizards high status within the Old World, and they are often found serving as advisors to nobles and kings. They are also renowned for their skill at making magical artefacts from precious metals.

‡ JADE MAGIC

From the Wind of Ghyran comes the Lore of Life, known as Jade magic.

Colour: Green
Rune: Ghyran, the coil of life



Green life grows along the river,
Water courses through Jade depths,
Giving power to life, protection too,
Flowing strong at summer's tide.

Jade magic is also dense, though somewhat lighter than Gold magic. It drifts down toward the ground, where it precipitates like rain and, following the contours of the land, flows into rivers and streams. It is consequently associated with water and, as it is sucked up through the roots of plants and trees, with growing things.

Jade magic is the magic of nature, waxing and waning with the passage of the seasons – powerful in the summer when life is burgeoning, and weak in winter when living things are at their most dormant. Wizards of the Jade College have a great affinity with nature, walking barefoot to keep constant contact with the earth. They are often confused with Druidic Priests in the minds of common folk: both Jade wizards and Druids are annoyed by this mistake.

‡ LIGHT MAGIC

From the Wind of Hysh comes the Lore of Light

Colour: White
Rune: Hysh, the serpent of light

See, the earth is filled with power,
Light magic seeping into soil.
Seize it, grasp it, tease it, trap it,
Ride the spark and be its master.

Light magic is particularly diffuse; it permeates all solid things, and is found particularly in the earth. Here it slowly builds like an electrical charge until too much is in one place, at which point it dissipates, causing earthquakes, landslides and other such destructive phenomena. Because it is so diffuse, it is difficult for wizards to gather and channel effectively. The Light College therefore employs large numbers of acolytes, who perform subsidiary incantations and chants to boost the energy of their masters when spell-casting. Light wizards tend to be charismatic individuals, who can command the loyalty of their many acolytes.

‡ AMBER MAGIC

From the Wind of Ghur comes the Lore of Beasts, known as Amber magic.

Colour: Amber
Rune: Ghur, the arrow

Wild, untamed, a vicious flicker,
Amber magic chills the soul.
Binds wild creatures, best for curses,
Savage Amber bites alone.

Amber magic is a raw, almost untameable, force which cuts like the claws of a hunting cat. Few can successfully work with Amber magic, since its primitive force drives away reason in all but those most fitted for it. Amber magic gathers in the wild places of the world, in the deep forests far from human habitation, where savage beasts roam in the gloom beneath the trees. Amber wizards share some of this wildness, and often live in the wilderness, being fierce hunters with a natural affinity for the animal world. They are usually loners, rarely at ease in civilized society. The Amber College in Altdorf is simply a token meeting place; most of the teaching of the college takes place at certain caves and clearings in the deep forests of the Empire.

‡ AMETHYST MAGIC

From the Wind of Shyish comes the Lore of Death, known as Amethyst magic.

Colour: Purple
Rune: Shyish, the scythe

Death and doom lie thick about us,
Amethyst, the magic here,
Works on bodies dead or living:
Dark and dreadful are its ways.

Amethyst magic is a dangerous force for of all the eight streams it comes closest to the Dark magic of Chaos. It blows through the past, present and future, weaving in and out of time and following the undetectable currents of fate. It is said to have an affinity with death, being attracted to graveyards, mortuaries and battlefields, and hanging like a purple shadow around gibbets.

Amethyst wizards are sinister figures, often being confused in the popular mind with necromancers. They do not speak aloud, but converse through obscure magics that enable them to speak to and pry into others' minds. That, and their habit of dressing in hooded purple cloaks and carrying a scythe as their symbol of office, endears them to few; when they walk through a crowd, it tends to part before them. The Amethyst College is the least trusted of the Imperial Colleges, and attracts more than its fair share of attention from witch-hunters and exorcists.

‡ HEDGE MAGIC



Hedge magic is the catch-all term given to unstructured forms of magic, often found in rural areas. Among the oldest forms of magic in the Old World, much of it consists of local lore and rites passed from one generation of local healer or village seer to the next. Although some hedge-wizards have a natural affinity for sorcerous matters, they have nobody to teach them the true art and thus have no choice but to devise a selection of simple spells and enchantments on their own.

Hedge-magic spells are mostly created to serve the needs of rural communities and their members, and usually centre around rituals and mixtures of components. Hedge magic may seem innocuous but it is its simplicity and naivety that makes it dangerous. Hedge magicians have no way of knowing what powers they are calling on for their spells, and many have unwittingly brought disaster on themselves and their communities.

‡ PETTY MAGIC

Petty magic is a mishmash of minor spells, none of them particularly powerful, though some are distinctly unpleasant. Many are derived from the hedge magics that were the basis of most of the Empire's sorcery in the days before the teachings of Teclis; others were devised more recently for specific purposes. While not powerful, they are simple to cast, easy to control and ideal for students to practise their magical techniques. For this reason petty-magic spells are taught to wizards' apprentices so that they can begin to understand the principles of magic. However, only the most useful and least harmful spells are considered to be suitable subjects of study.

Not all petty-magic spells are innocent parlour-tricks: there are several that definitely draw on Dark magic for their effects. These spells are generally less well known and are rarely given to students: any master worth their salt will stay well away from them. Any apprentices who find themselves being taught *Curse* at the beginning of their magical career should have reason to suspect that their instructor is someone of whom they should be wary.

BATTLE MAGIC



Battle magic is more advanced than petty magic but less focused than the Colour magics. Arising from the teachings of Teclis, it contains powerful spells and effects, not all of which are centred on military application. While the Imperial Colleges in Altdorf are the only places in the Old World where Colour magic is taught, the lesser discipline of Battle magic is taught in a number of colleges in the Old World, and most importantly at the Wizards' and Alchemists' Guild in Middenheim.

Recognizing that not all wizards could hope to achieve the skill needed to control pure Colour magic, several schools were founded to find and train the best battle wizards, with the high achievers going on to one of the Imperial Colleges in Altdorf. Many wizards never achieve this standard, either through lack of magical talent or lack of application, and most reach old age without ever having progressed from Battle magic to the upper levels of the Imperial Colleges of Altdorf.

ELEMENTALISM



Elementalism was humanity's attempt to create its own all-encompassing theory of magic. It was created in the time before Teclis arrived from Ulthuan and taught humans the truth. Despite being rejected by the Imperial Colleges centuries ago the theory still has many adherents, thanks mainly to the fact that elementalists are prepared to study things other than offensive and defensive spells.

Those who have studied elementalism are often vehement that their underlying theory of magic is correct and Teclis's teachings were at best misguided, or at worst, a scheme to lure humanity's knowledge of sorcery into a dead-end. Their evidence for this is that they can perform a number of spells and command certain primeval forces about which the warmongers at the Imperial Colleges can only dream. They tend to gloss over the fact that Imperial wizards have more power at their disposal; subtlety and depth of knowledge, they say, is more important than brute force.

ILLUSIONISM



Illusionism is a sub-branch of Battle magic that deals with spells designed to deceive the senses. These enchantments can be a great boon on the battlefield, where enemy forces can be made to see troops where they do not exist, or to see woods where there are soldiers. Unfortunately, illusionism also has great potential to be used for nefarious purposes, and sometimes comes uncomfortably close to Dark magic. Illusionists' activities are closely monitored by most Old World governments, and some illusionists work directly for the local noble or ruler, or an influential power-bloc, or even the Emperor or his agents. Sometimes this is in a military capacity, but more often they find themselves being used as spies, assassins or in other covert and less than respectable operations.

The primary 'honest' use of illusionism outside of government employment is in the theatre, where illusions are used to enhance the most spectacular of plays, shows and the like. But every year a number of illusionists 'go rogue', to make a more nefarious living through deception, swindling, thievery and corruption. Unlicensed illusionists are a target for witch-hunters – but an illusionist who wishes to avoid attention can be very hard to find.

ICE MAGIC



In their cold northern home, the shamans of Kislev have created a form of magic related to the nature of their homeland. This magic draws its power from the earth and the fierce winter that rules their country for so much of the year. Ice magic was first developed by the Khan-Queens of the Gospodars, the race of nomads who eventually settled to form the nation of Kislev. Although the knowledge of Ice magic has spread across the Northlands, the majority of ice mages are female. This school of magic is little known outside its native lands, partly because Kislevite shamans prefer to stay with their people, and partly because their magic seems to work better in the cold and darkness of the northern lands where it was created.

ALCHEMY



Alchemy is a blend of what we would call magic and chemistry, although its Old World practitioners view it as one integrated field of study. Though alchemy's greatest scholars spend much of their time searching for great hidden secrets of transmutation and eternal life, in everyday use alchemy is mostly used for creating potions, chemical reagents and explosives. Most of the spells used by alchemists are of a practical nature, and have little Dark magic in them, being concerned with the cooling, heating and manipulating of alchemical compounds.

Alchemists tend to take a practical, scientific approach to their subject. Much of their work is not magical at all, being more concerned with chemistry – though the difference between magical ingredients and purely mundane substances is hazy. Some claim to be looking for the Elixir of Life, or for a way of turning lead into gold, but most are too busy earning a living to study such subjects in depth. Those who do pursue such higher goals tend to be the ones who leave pure alchemy and gravitate towards further study at the Gold College in Altdorf.

Alchemists are generally tolerated by the governors of the area in which they live, since they are able to make many useful chemicals and reagents – although like other magicians, they must possess a valid licence or risk being accused of consorting with Chaos. However, they are often

viewed with suspicion by their community, not for fear of Chaos but because their laboratories often emit strange smells or clouds of smoke, and occasionally explode.

* DARK AND CHAOTIC MAGIC *

For those who use Battle magic without understanding its underlying principles, it is easy to slip into the use of Dark magic without being aware of it. Once that process is begun, corruption is sure to follow. The quest for power and security in a hostile world takes many forms. Many a daemonologist or necromancer has persuaded himself that his studies are not really wrong; however, once the corruption of Chaos takes hold there is no turning back.

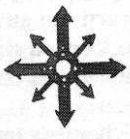
DAEMONOLOGY



Daemonology deals with the summoning, binding and controlling of Daemons. While there are said to be some Daemons of Law, these are few and far between, and are difficult to summon. Most Daemons, by their very nature, are Chaotic, and many are willing to be summoned for the chance to claim another soul for Chaos. Many Daemons will serve their daemonologist master, while scheming to bring about his inevitable downfall.

Most daemonologists enjoy the feeling of power they get from commanding such a mighty entity as a Daemon, and often do not see the pitfalls until it is too late. As they become mired in the snares of Chaos, they often become aligned to one of the Chaos powers. Which particular god they follow will depend on their temperament and the uses to which they put the Daemons they summon.

CHAOS MAGIC



Dark magic is inherently Chaotic, and its purest form is reserved for the followers of three of the four Powers of Chaos: Tzeentch, Slaanesh and Nurgle. Not all users of Chaos magic are wizards who have been turned by their desire for power; some are cultists who have been granted spells by their Chaos God, or schooled in its use by Daemons or by other cult members. The spells of the three gods are very different, and there is intense rivalry between them. Moreover, because there is so little communication between cults of the same god, each one may have developed particular spells and magical techniques unique to them.

Chaos magicians are, like all users of Dark magic, intensely secretive about their art, for to be found out is certain death. Some have discovered that the best disguise is as a reputable member of one of the other schools of magic: that way they can even acquire a licence. All the colleges are wary of this potential deception, but some are better at detecting dubious members than others.

NECROMANCY



Necromancers are concerned with power over the dead, particularly with the summoning and control of Undead creatures. Most necromantic spells call on some element of Dark magic, though some have an affinity with Amethyst magic. Many necromancers are somehow able to exist without allying themselves to one of the Chaos powers. Most necromancers are driven obsessives, totally corrupted by their own desire for power, and their motives are beyond the comprehension of sane people. Some strive to discover the secrets of eternal life, or at least eternal un-life, and attempt to transform themselves into the gruesome form of Undead known as a Liche (see **WFRP**, p249).

There are very few places in the Old World where necromancers can act openly: only in the Land of the Dead to the east of Araby, the more lawless parts of Bretonnia, the less frequented parts of the Border Princes, and – so it is said – the more remote valleys of Sylvania do they dare throw off their secretive habits. Here, they can rule over the terrified peasants, who can appeal to no higher law for help. In the more civilized parts of the Old World, necromancers tend to be recluses, often living in remote areas and practising their vile spells mostly at night.

* NON-HUMAN MAGIC *

There are only a handful of intelligent species across the Warhammer world that have not evolved some way of harnessing the winds of magic. Whatever their race, magicians often share a common mind-set and a way of perceiving the world. When two sorcerers meet, the one emotion they won't show is disinterest: they will either feel a common bond or they will loathe each other on sight. Many long-running feuds and minor wars have started because one mage didn't like the look in another's eye, or kicked someone's familiar a little too hard.

ELVEN MAGIC



Of all the races, the Elves are the most proficient at magic, and those who choose to learn Battle magic often progress swiftly in their colleges, their advancement held back only by human bigotry and what some call the 'crystal ceiling' rather than any lack of ability. It is very rare for an Elf to be allowed to join one of the Imperial Colleges, but a few succeed.

The most powerful magic known in the Warhammer world today is that practised by the High Elves, called simply High Magic. Developed from the spells of the Old Ones thousands of years ago, this form of magic uses all the colours of magic yet seems incorruptible by Chaos – or at least that is what the High Elves say. High Magic is rarely seen in the Old World, since magic-using members of that

race visit its shores only very rarely. It is said that the High Elf mages have spells capable of destroying whole armies and raising castles in a single night, though most reputable scholars scoff at such tales.

When the High Elves left the Old World, some of their number retreated to the woods and forests rather than leave the land they had grown to love. Over the centuries they lost contact with the High Elves and grew closer to the world of nature, learning a new magic based on their deep knowledge of the forests. Their ability to affect the shaping of growing things with their magical singing is unique, although Wood Elf magic has an affinity to Jade and Amber magic, and has some resemblance to the magic of Druidic Priests. More information is in chapter 11.

DWARF RUNES



Dwarf magic has developed differently from the other races of the Old World. Instead of using spells, they use a system of runes, which are inscribed into weapons and other items by master-craftsmen known as runesmiths. It is a discipline that requires years of study and much sweat and manual labour, as well as skill and single-minded dedication. Only Dwarfs possess the strength and patience to master its ancient and jealously guarded secrets, and runesmiths are highly respected members of their communities. Although their secrets and the items they create are traditionally kept for their own race, some of the greatest heroes of the Old World have wielded weapons created by runesmiths, including Sigmar himself, whose warhammer Ghal-maraz is said to have been made by the personal runesmith of the Dwarf-King Kargan Ironbeard. More on runes can be found in chapter 12.

Although runesmithing is a skill only known to the Dwarfs, some of its techniques have fallen into the hands of human mages, who style themselves 'rune masters'. The Dwarfs regard this as a betrayal of their racial secrets. Many people have found to their misfortune that owning an item created by a human rune master is, in the eyes of many Dwarfs, an unpardonable crime. Rune masters and their abilities are described in chapter 13.

It is not impossible for a Dwarf to learn Battle magic, but ones with the aptitude for it are few and far between. Learning magic and casting spells is seen by most Dwarfs as something that no self-respecting member of the race would want to do. Any Dwarf who wants to become a sorcerer must either learn and practise in secret, or leave their community to live among humans. Dwarfs cannot see the colours of magic, and therefore cannot learn Colour magic. No Dwarf has ever been admitted to membership in any of the Imperial Colleges of Magic in Altdorf.

HALFLING MAGIC

There is something in the nature of Halflings that does not sit well with magic: they are the only civilized race in the Old World that has not created its own forms of sorcery. Halflings do not distrust or fear magic the way that untutored humans do, but they show little interest in it. Some Halflings do become wizards, but despite the efforts of a small lobby there are no colleges of magic in the Moot, and almost all Halfling wizards have studied under a human master or at one of the colleges in the Empire. One or two have achieved high positions and respect from their human colleagues, but even the most powerful Halfling mages receive little honour from their own kind.

GNOME MAGIC

Unlike their close cousins the Dwarfs, Gnomes have a strong affinity for magic, particularly illusionist magic. Gnomes see illusions as a natural extension of their love for jokes, tricks and gadgets. Within Gnome society, some clans have a spellmaster who passes on illusionist skills to apprentices. Some gnomes are present at the highest levels of the Empire College of Illusionists; others follow their forebear Addic – according to legend, the first gnome to leave Glimdwarrow and travel in human society – and wander the Empire either alone or with a band of travelling players, providing illusions as entertainment.

SKAVEN MAGIC



Skaven magic is a potent blend of Dark magic and the raw Chaos-power of warpstone, from which the rat-men gain much of their magical energy. Their wizards can cast spells of terrifying power, but more often their magical energies are combined with arcane technologies to create devastating weapons that any Skaven warrior can use. Their magic is usually geared towards destruction and disease. More information is given in chapter 15.

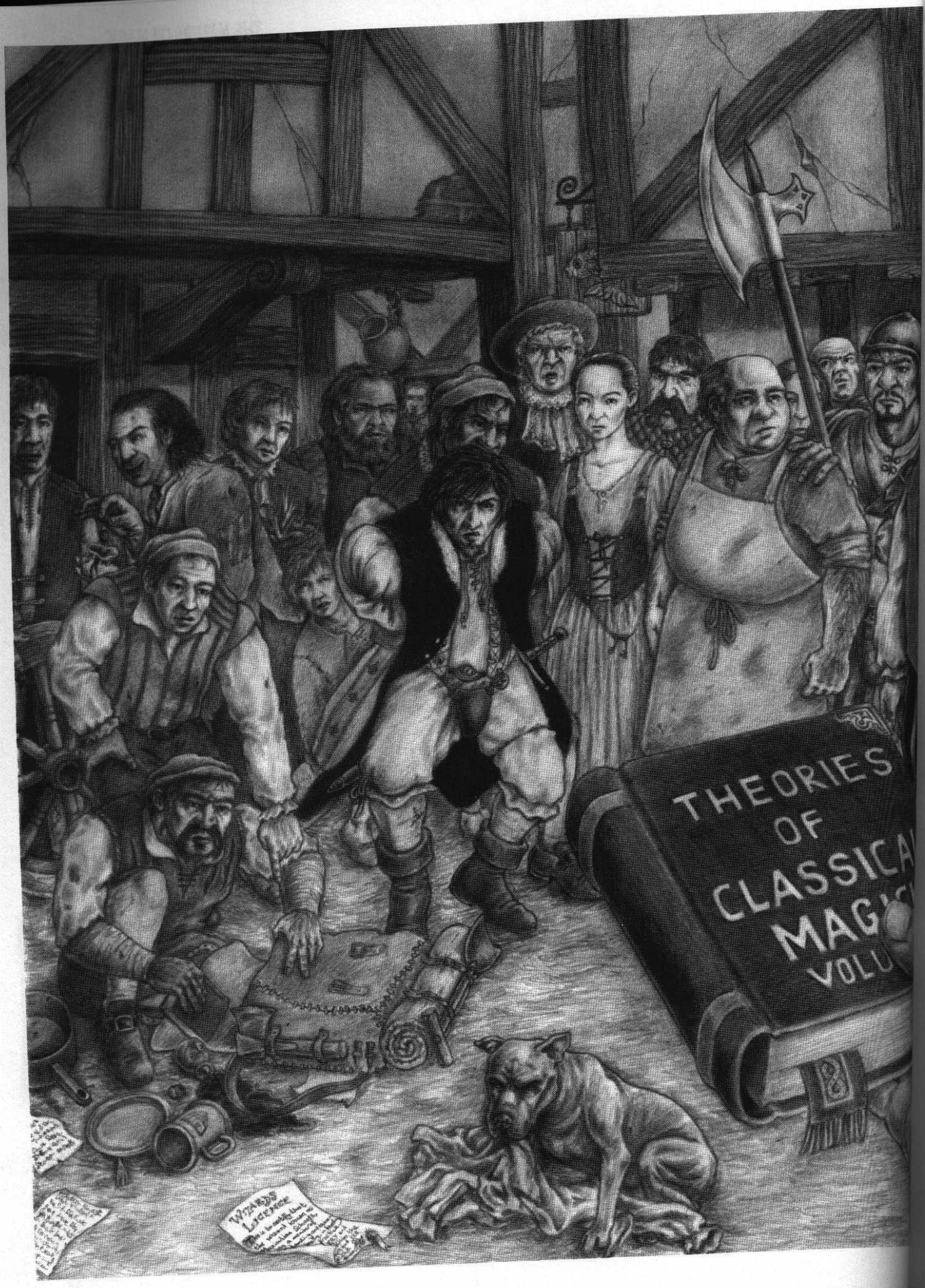
GREENSKIN MAGIC



Even the less intelligent races of the Old World have some magical ability, although their knowledge of the subject is primitive and half-formed. Certain Ogres, Orcs and Goblins can cast spells, but for all three races magic is tied to religious, shamanistic practices. Orcs and Goblins use shamans to channel the peculiar energy that they call the Waaagh!, unique to their species, to create spells and magical effects which can have surprisingly devastating results including the spectacular explosion of the shaman's head. More information on greenskins and their magic can be found in chapter 16.

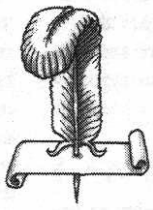
MAGICS OF OTHER RACES

If they use magic at all, other non-human races (Dark Elves, Fimir, Beastmen, etc.) tend to use some form of Dark magic or Chaos magic, with varying degrees of power and success. The magic of Dark Elves approaches High Magic in power and complexity, while there are few Beastmen with enough intelligence to use magic at all. Dark Elves and their magic will be described in a forthcoming sourcebook.


THEORIES
OF
CLASSICA
MAGI
VOLU



CHAPTER 3



A WIZARD'S LIFE

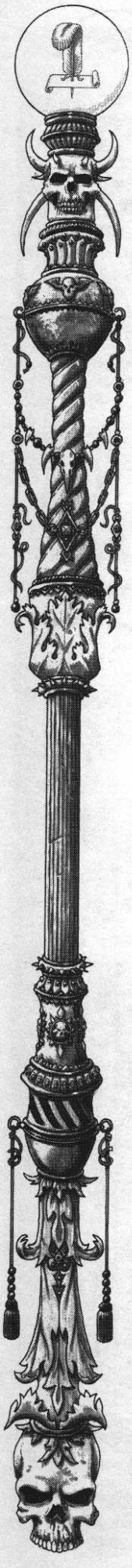
As the flames began to lick around his feet, Tomas tested the strength of the cords tying him to the stake, and cursed himself for a poltroon one more time. He had nothing to blame for his position except his own arrogance. Any wizard travelling through rural areas knew better than to flaunt his powers, and he'd done it not once but twice, forgetting that his Protection from Rain was still working as he entered the village, and then – idiot! simpleton! – using petty magic to produce a white mouse which he had thought would amuse the young daughter of the local squire. He had been wrong. And it wasn't as if the village had experienced any ill-luck like a plague recently: it was only the routine terror of sorcery that had led him to this predicament.

The cords were just as strong as the last time he'd tested them a few moments earlier. He'd been afraid of that. Still, at least the villagers had not waited until morning to burn him, and they'd forgotten to gag him. They'd not have made that mistake if there had been a witch-hunter around but, Tomas mused, superstition and rational thought do not sit well together.

The villagers stood in a circle around the stake and its surrounding bonfire. The only respectful thing about them was the distance they were keeping: the insults they were shouting were disgracefully impertinent. Tomas thought about shouting back, but reminding them that he could still speak would, he decided, be a mistake.

The flames around his legs were by now thoroughly uncomfortable. Tomas tried to look behind him to see if his robe was on fire yet, but the thick stake and the cord around his neck made it impossible to see. Still, the intense pain against the backs of his thighs and the fiery sensation in his buttocks could only mean he was firmly ablaze. Time to test his old master's advice about tailoring. He took a deep breath, reached back with his fingertips to touch the top end of the ribbon sewn across the inside of his robes – which, he sincerely hoped, was burning enough to serve as the component he required – and chanted the short incantation for the Flame Sheet spell.

Tomas felt the jet of fire shoot backwards, slicing through the cords that bound him to the stake, and suddenly he could move again. Very gratifying to know that it worked. The peasants, startled by the sudden explosion, were confused long enough for him to grab the hawk-feather from his hatband, cast Flight and disappear straight upwards into the night, flames and smoke trailing from his roasted legs, pursued a moment later by arrows.



THE ABILITY TO CONTROL THE FORCES OF magic is inherent in all races to a greater or lesser extent, but in all cases it takes some kind of training, either formal or self-taught, for the ability to manifest itself. In a world in which wizards are treated with such suspicion, however, it takes a certain type of person to wish to become a wizard.

MAGIC AND SOCIETY

Most inhabitants of the Old World are deeply suspicious of anything concerning magic. They live in a grim world where strange supernatural effects are almost always connected to something bad, and so while they can understand that in theory it's possible for magic to be used for good as well as for evil or Chaos, they are still at best wary of it, and at worst terrified. Magic is seen by many as alien, beyond comprehension, an untameable force that should not be meddled with, the raw stuff of the Chaos powers.

Whilst few people within the civilized parts of the Old World have had any contact with Chaos, they have all heard the tales told by the fireside on long winter evenings, or sung by troubadours and minstrels, and most seem to involve an evil magician at some point. So no matter how upright and respectable wizards may be in society, and no matter how civilized their surroundings, there will always be people who suspect them of performing strange rites, kidnapping children, consorting with Daemons, or just of being generally undesirable. The fact that most wizards are more than a little eccentric in their behaviour doesn't help either.

In country districts, hedge-wizards are seen as suspicious but useful characters. Many people will go to see a hedge-wizard for medical advice or for a love potion, but they will do so surreptitiously, and will be reluctant to admit it in polite company. If a child disappears in the forest, or a two-headed calf is born, the hedge-wizard is likely to be the first person to be suspected. More than one village in the Empire has fallen because the only person who could have saved it from the Beastmen living in the forest nearby had been burned at the stake by an angry mob. Matters are not made easier by the fact that most hedge-wizards have no licence to perform magic, and therefore are easy prey for witch-hunters.

In towns and cities, people are slightly more open-minded about magic, particularly in more cosmopolitan regions such as Altdorf, Middenheim and Nuln, where wizards act openly and have colleges dedicated to their training. They are not above suspicion, but they are less likely to be lynched in times of trouble than their country cousins. The general city attitude is that anyone with a licence to practise magic is probably trustworthy; if strange events occur, the blame is more likely to be laid at the door of that reclusive old man down the street, who's got seven cats and who might just be a wizard after all.

However rational people may be about magic, almost all normal citizens will be terrified if they see it in public, whether spellcasting or the use of a magic item. The only places where people are casual and relaxed about magic is inside the colleges, or at organized public displays like the Black Pool Illuminations during Middenheim's carnival week. Casting spells recklessly in a city is a good way to start a panic or a riot. In a small town such behaviour will rouse the militia or the local witch-hunter, and in a rural community it may well bring a mob of peasants carrying pitchforks and blazing torches to lead the unwary wizard to a hastily erected stake. And in a world where only a few can read, the ability to brandish a written licence to perform magic isn't always a route to safety.

THE STUDY OF MAGIC

Anyone can in theory become a wizard. There is no mystical difference between a wizard and a warrior; both are capable of channelling the flow of magic as it spills from the northern warp gate. Of course not everyone has the same aptitude for magic, in the same way that not everyone has the same aptitude for fighting. Anyone can be taught to swing a sword but not all will become great heroes, nor will most sane people have any wish to. The same is true of wizardry. In its own way spellcasting is as much a creative art as singing, storytelling or acting, and in the same way, the career of wizard attracts those driven by a great need to cast spells, those who feel that being a wizard is their life's vocation.

Usually, unless they come from a family with wizardly parents, a youngster's decision to become apprenticed to a wizard will be frowned upon by the family. Partly, this is simply a social reaction, in much the same way that a blacksmith in a rural district might object to his son going off to be an actor in Altdorf – although there is an added stigma attached to wizardry resulting from its association in many people's minds with the corrupting influence of Chaos.

Most people who become a wizard's apprentice do so in their youth, usually around the age of fourteen, as learning magic is a long, slow process. A few become apprentices later in life, though there are few wizards who would be willing to take on an adult apprentice. A lot of the work of an apprentice involves fetching and carrying, preparing ingredients and keeping house for the wizard. Few adults are prepared to perform such demeaning duties for no wages beyond the promise of future learning.

Although some apprentices are based in colleges, each is tutored by an individual wizard, who becomes their master. (The title 'master' is an honorific, and is used whatever the tutor's sex). In a rural community this master might be the local hedge-wizard; in a college of magic it will be one of the masters of the college. Magic is sometimes taught in a 'classroom' style of instruction, but more usually on a one-to-one basis. The better colleges may also have classes with a lecturer teaching subjects like the history of magic or the preparation of spell ingredients to a group of students, but the actual teaching of theory and practice, magical skills and spells is best passed on as a dialogue between a master and his apprentice.

However, before this process can begin, potential apprentices must persuade their master-to-be of their fitness to be taught. This has little to do with the novice's ability

and everything to do with attitude. Sometimes a master can tell immediately (with the use of *magical sense*; see **WFRP**, p53) that a young person has great magical potential; at other times no magical aptitude may be apparent. That matters little to the master – it has become obvious over the years that a lazy person with an instinctive feel for the workings of magic may start learning faster, but will eventually achieve less than a diligent and studious person without a spark of magical creativity (and furthermore the former are more likely to succumb to the dark temptations that lie on every side). Truly great magicians, of course, have magical aptitude and apply themselves diligently.

Most wizards will only take a handful of apprentices over their entire lives, though there are those in the colleges who make a career of teaching magic and will constantly be taking on new students. In the smaller towns of the Old World there may be only one wizard, who may be reluctant to take on an apprentice at all. Those who do will teach the magic that they learned from their master. All properly licensed wizards are associated with some college somewhere in the Old World, the college which issues their own licence, and an apprentice who is ready to become a wizard must travel to his master's 'home' college, wherever this may be, in order to be tested and to acquire his own licence. Until they have done this, all apprentices remain the responsibility of their masters, and any harm or damage caused by an apprentice's spellcasting is deemed by law to be the responsibility of the master, who will receive equal punishment for the misdemeanour. Those who have learned from an unlicensed wizard, of course, do not have a 'home' college to go to, though some, fearful of the penalties for unlicensed spellcasting, will 'come clean' and try to affiliate themselves to an official college – if any will have them.

The most important factor in the training of apprentices is their attitude toward magic. There tend to be two sorts of children who grow up wanting to be wizards. Both of them tend to be loners, dreamers who are happier with their own company than in a crowd. Both sorts tend to be made fun of or bullied by their peers, or at the very least ignored. But there are subtle differences between these two types of children. One sort are bullied and made fun of because of their wish to be wizards; the other sort wish to be wizards because they are bullied and made fun of.

The first sort of children are likely to make good wizards, since they will tend to see magic as an end in itself, or as a heroic thing which, whilst dangerous, can be used to help the needy, or to save the Empire in its darkest hour. The second sort of children may be bullied and made fun of for any number of reasons; being fat, or thin, or ugly, say. It is this sort of child who makes a dangerous wizard, because they tend to see magic as a road to power. "If I could throw fireballs, no one would ever laugh at me again...."

Anyone who approaches magic with this attitude has already taken the first steps on the road to Chaos, and a decent, respectable wizard will not take on any apprentice with this mind-set. These are the sort of magical students who tend to learn from less scrupulous hedge-wizards, or who apprentice themselves to a sorcerer who has lost or never had a licence, or to a wizard who has already succumbed to the power of Dark magic or Chaos. These are the apprentices who must always be careful, lest the witch-hunters catch up with them. They live a secret life, practising one trade by day, whilst continuing their secret studies by night. The likelihood is that they will end up as necromancers or daemonologists, making pacts with the forces of Chaos for greater power.

AN APPRENTICE'S LIFE

The life of any apprentice in any trade is one of hard work and drudgery, with only a little learning thrown in. The life of wizard's apprentice is harder than most, because it also tends to be lonely. Where as apprentices in the Stevedores' Guild are able to socialize with plenty of people their own age, the average wizard's apprentice has only a crotchety old magician for company.

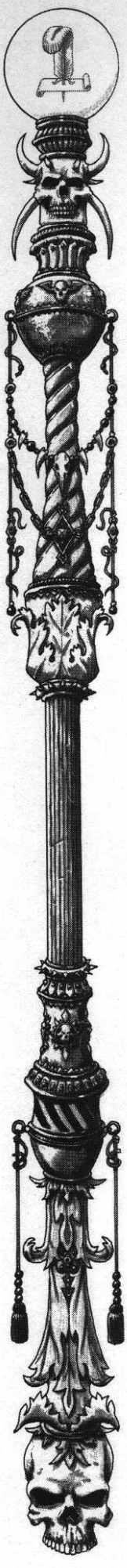
Of course, for apprentices studying at one of the magical colleges, this is not necessarily true. When 'off duty', apprentices have the chance to mix with other students. But discipline is strict in most magical colleges. Apprentices in training who cast spells without the presence and permission of a senior mage are usually expelled without further ado, unless the spell was cast in an emergency. The potential mischief that could be caused by a group of youths with even a couple of petty magic spells is too awful to contemplate. The last thing the city watch in Altdorf wants is gangs of young people roaming the streets casting *Magic Lock* on the doors of public buildings, or *Curse* on local innkeepers who refuse them credit. Apart from the immediate effect, many of the poorly educated citizens are likely to panic at the use of magic and start calling for witch-hunters. So the masters of the magical colleges keep a tight rein on their apprentices, even during their free time.

JOURNEYMAN APPRENTICES

Wizards know that magical knowledge is of no use without knowledge of the real world, so once apprentices are deemed to be sufficiently experienced and trustworthy by their master, they will be let out into the wide world. This period of wandering is known as 'journeying', and a wizard's apprentice in this period is known as a 'journeyman apprentice'. Some journeyman apprentices are as young as sixteen – if they are particularly mature for their age – but for some this stage may not come for many years.

Journeyman apprentices are usually given a small amount of money and told not to return for between six months and a year. During this time they are encouraged to travel and to find some way of earning a living in the big, wide, dangerous world. Sometimes an apprentice will be given the name and address of one of the master's colleagues in another town or city and be encouraged to visit them, with the intention of learning further petty magic spells that their master doesn't have in his grimoires.

During this time the apprentice must carry a certificate from his master, stating the apprentice's name, the name and address of their master, and what college the master is affiliated to (see 'Magical Licences', below). An appren-



tice found casting spells without this 'Journeyman Licence' is liable to the full penalty of the law, and the apprentice's master will be punished in exactly the same way for the transgressions of his student. Therefore very few apprentices are allowed to become journeymen until the master is absolutely sure that they are sufficiently responsible.

Upon the student's return from journeying, the master can choose to send them off time and time again if he feels that the student still has more to learn. As a result, the period of study as a journeyman may last several years, and for some unfortunates it may never end. Some wizards are known to never release apprentices from this stage: having an unpaid messenger is more convenient than continuing the apprentice's education.

During their time as a journeyman, some apprentices become involved in adventuring. Whilst this is, no doubt, character-building, most masters disapprove of such dangerous pursuits, though a few encourage it. For apprentices, the good thing about going off into the wilderness with a bunch of would-be heroes, looking for treasure, lost ruins or bands of outlaws, is that away from civilization they can practise casting spells to their heart's content without having witch-hunters breathing down their neck. However their powers are still weak, and many an over-confident journeyman has set off to find adventure, only to be disembowelled by the first Goblin they met.

Sometimes wizard's apprentices grow dissatisfied with the life of drudgery they are forced to endure, and decides to run away. Many gravitate toward the cities of the Empire, aiming to make their fortunes, and never think about being a wizard again. Some, indeed, do go on to other careers and never look back. But for most the urge to cast spells proves too great to deny. Apprentices in this situation have two choices: either go back to their master with their tail between their legs, apologize profusely and hope that he will take them back again, or try to find someone else to teach them magic.

In the first case, the wizard may take them in, although they will undoubtedly be severely chastised and their life of drudgery will worsen for a while. In the second case, things become much more dangerous. No licensed wizard will willingly take on someone else's apprentice (except in exceptional circumstances, such as if the original master has died), and the apprentice will be left looking for those shadowy figures who work magic in secret. What they find may be more than they bargained for; more than one foolish apprentice has run away from a harsh but law-abiding master straight into the clutches of a necromancer or a daemonologist.

❋ MAGICAL LICENCES ❋

Three years after the foundation of the Imperial Colleges of Magic in 2304, as part of his general reforms of the laws of the Empire, Emperor Magnus created the Articles of Imperial Wizardry, a set of laws and rules which all users of magical abilities within the Empire must obey on pain of death. Having been schooled by Teclis, Magnus knew that magic drew its power from the same source as Chaos, and the disorganization and lack of loyalty to the Empire shown by its mages and wizards during the recent conflict with Chaos had dismayed him.

His solution was twofold. The first part was offensive: the foundation of the Imperial Colleges, to create an elite group of high-level wizards within the Empire who were sworn to defend it if need be. The second part was defensive: Magnus decreed that everyone capable of using secular magic (that is, magic not granted by one of the Old World's recognized gods) must possess a licence granted either by one of the colleges sanctioned by the Empire, or by the council of their nearest major town. Anyone found to be practising magic without a licence would automatically be assumed to be a follower of Dark magic, and would be exiled or put to death, "for the great safety of all". Furthermore, Magnus reaffirmed the charter of 1913 which had placed the Church of Sigmar in charge of hunting down and wiping out daemonology and Chaos-worship in the Empire, and gave them responsibility for enforcing the Articles. (For more on this subject, see chapter 17: 'Witch-Hunters'.)

There was more in the Articles: restrictions on the use of spells near Imperial barracks or armouries; descriptions of conduct for apprentices; conditions under which non-members of the Imperial Colleges could be drafted into the service of the Empire's armies and so forth; but the rules on licensing were at its centre. After some token protests the community of wizards agreed to its terms, not wanting to be identified as sympathizing with dark magicians, and the system began operating in 2308.

A 'licence to perform magical research, sorcery and thaumaturgy within the bounds and territories of the Empire', to give its full title, signifies that the holder is a fully fledged magician. It is usually written on paper or vellum, often in a leather folder or a watertight container, and kept with the wizard at all times. Any priest of Sigmar, Ulric, Solkan, Verena or Mórr, law officer, soldier of the Empire, nobleman or sanctioned witch-hunter may demand to see the licence, and any wizard unable to produce one may be placed under arrest, tried, and burned (see p24).

ǂ OBTAINING A LICENCE

At the end of their period of journeying, a wizard's apprentice will return and spend a few more months studying under the master. Once this is done, the apprentice will be expected to travel (sometimes with the master, but more often without) to the master's 'home' college, which is the only place where a licence for a new wizard can be issued. In the case of an apprentice who has learned his skills at a college, this is a simple matter of contacting the right administrator; but for apprentices who have learned from a solitary wizard, they will have to travel to wherever the master was originally licensed.

Apprentices take a written report from the master with them to the college, and will be questioned at great length by the highest-ranking master present before their licence is granted. The colleges are very scrupulous about who they give licences to, and will reject anyone who does not

match up to their standards of excellence. A wizard's behaviour reflects on the college that issued the licence, and no colleges want 'loose cannons', in case they lose the right to grant licences altogether.

Different colleges have different criteria for what makes a good wizard. An elementalist college would want to be certain of the apprentice's attitude to the natural world. An illusionist college would need assurances that the wizard-to-be would not use magic for nefarious or immoral purposes. A Battle magic or Imperial College would focus on the applicant's loyalty to the Empire and willingness to serve it in time of war, or possibly on the apprentice's level of scholarship and understanding of the true nature of magic, and how much the new wizard is likely to add to the college's body of knowledge.

In the Imperial Colleges in Altdorf, licensing is usually a formality; anyone good enough to have been admitted to an Imperial College in the first place will be considered trustworthy, and a licence from an Imperial College will require only the signature of the relevant High Wizard. Records of all licensed wizards of the Imperial Colleges are kept in each college, and are theoretically open to inspection by the Imperial Government, the office of the Grand Theogonist of the Cult of Sigmar, the Church of Verena and the Church of Mórr. In practice, it is not often that an inspection is called for, since Imperial wizards very rarely go rogue. If an inspection is made, it is usually at the behest of the Grand Theogonist, and is almost always to make a political point and worry some Imperial wizard whom the Grand Theogonist thinks is getting above his station.

In lesser colleges, controls are stricter. The exact rules vary from state to Imperial state, but usually at least three people are required to sign a licence. One signatory is usually a representative of the local government, one a representative of the college in question and one a representative of the Church of Sigmar, the Church of Ulric, the Church of Verena or (more rarely) the Church of Mórr.

Once a licence is obtained, the apprenticeship is at an end and the apprentice is considered to be a full wizard, no longer bound to a master.

COSTS

A licence is not granted for free. A fee of around 50 gold crowns per year must be paid; the exact level is usually set by the council of the town in which the licence is issued. In smaller colleges and in more feudal parts of the Old World, the fee may be anything from five up to 500 gold crowns, depending on the attitude of the local lord towards magic. Some of these fees are returned to the issuing college for the purposes of upkeep, and a proportion is kept by the administering college to cover its costs. The rest are given to the local authorities, and are often set aside to fund the Watch, the militia, town defences, the temple of Sigmar, witch-hunters or other local projects.

RENEWING A LICENCE

Once the initial licence has been granted, it may be renewed at the nearest college (to which the fee is paid) without the need to return to the home college, but the wizard must pay the local going rate. In a few cases, if the college granting the original licence is particularly obscure or in some far-flung part of the world, a renewal of the licence may not be granted, and a wizard may have to travel to another college which will recognize the original licence. The older a licence is, and the more times it has been stamped by representatives of renowned colleges, the more likely it is to be accepted elsewhere.

Some colleges will only renew a licence to a wizard who has been living within their jurisdiction for three months, so that they have some knowledge of the applicant's activities. If the wizard has been bringing the profession into disrepute, the renewal will not be granted. In rare cases a college may confiscate a licence, at which point the wizard must return to their home college and try to obtain another one. An exchange of correspondence between the two colleges is likely to take place in such a situation, with each side arguing why the wizard in question should or should not be allowed to have a licence. In the worst case (and bear in mind the unreliability of the Old World messenger service, which often depends on letters being carried by anyone going in the right direction) these disputes can drag on for years. Thankfully, most are sorted out one way or another within three months of the wizard arriving at their home college. During this time, of course, the wizard may not officially practise magic at all.

The wording for a typical licence is shown below:

Magical Licence For Sebastian Graubner

The wizard known as SEBASTIAN GRAUBNER, being a member in good standing of this community and known to me personally, is hereby permitted to practise the profession of MAGIC, SORCERY and THAUMATURGY within the boundaries of the Grand County of AVERLAND. The said GRAUBNER has paid FIFTY GOLD CROWNS and sworn in my presence and in the presence of a CLERIC of VERENA and a MASTER WIZARD of the University College of Battle Magic in Nuln, that he will not consort with Chaos or practise any unholy or forbidden rites. This licence is valid for ONE YEAR from the date given below, and must thereupon be renewed.

Signed this day 1 Sigmarzeit 2496
Wilhelm Van Der Rijn, Town Clerk of Averheim

NONHUMAN SPELLCASTER LAWS

The Halflings of the Moot have their own licensing rules. Whilst they follow the rules above, in accordance with their status within the Empire, they also require hedge-wizards to hold a licence. This allows them to practise magic, but only within their home village. These licences are generally granted by the village mayor. Hedge-wizards wishing to move to another village within the Moot must take their old licence to the mayor of the new village. Recently moved



hedge-wizards must refrain from practising magic for six months, during which time they must prove themselves to be upright and worthy members of society. If, at the end of six months, the village council gives a majority vote to the hedge-wizard, the mayor will grant the licence. This generally only applies to Halflings. On rare occasions, a human hedge-wizard may attempt to gain a Moot hedge-wizard's licence, but few are awarded. Halflings rarely trust the "Big People" when it comes to magic – they are seen as much more susceptible to corruption by Chaos than Halflings.

Wood Elf wizards remain almost entirely outside the human licensing system. The one or two Elves who study in human colleges do, of course, abide by the human rules. Those who study magic from Wood Elf mages rarely leave their forests to travel in human lands, and those who do are generally considered immune to the influence of Chaos, and therefore in no need of licensing. Few humans have heard of the Dark Elves of Naggaroth, so it would be very easy for one such to infiltrate human society, pretending to be a Wood Elf. In the past, the Dark Elves have been too concerned with their age-old war with the High Elves of Ulthuan to bother much with the Old World. However, with the warp gate once more in an active cycle, who knows what the Dark Elves may decide to do in the years to come?

Few Dwarfs learn magic (most find it very difficult), and those who study within the human system abide by the human licensing laws. Runesmithing is not considered a branch of magic by most wizards, but rather a form of smith-work. Since most runesmiths learn their trade in the Dwarf Kingdoms, no licensing system exists for them.

UNLICENSED WIZARDS

For those wizards who choose to follow the dark arts there is obviously no chance of getting a licence, unless they know enough spells of other disciplines to pass themselves off as respectable. But there may be other, less sinister reasons why a wizard may be forced to practise their art without a licence.

Anyone who uses magic for an unlawful purpose – even if that magic, in itself, is not considered evil – may have their licence revoked. Using a spell such as *Fireball* to murder someone would inevitably lead to the revoking of the wizard's licence, but since in most parts of the Old World the penalty for murder is death anyway, this is the least of the criminal's concerns. (Naturally, if the murderer is a noble and the victim a peasant, this might not apply.) Using illusionism to perform a robbery may lead to the revoking of a licence, as would any form of malicious property damage using magic. Casting 'mood-altering' spells such as *Cause Frenzy* in a public place would certainly lead to a wizard's licence being revoked, although such a crime would probably be hard to prove.

Any wizard, or suspected wizard, arrested for abusing their magical powers is likely to be found guilty, unless it can be proved beyond a doubt that they did not use magic; and proving a negative is notoriously hard. Witnesses saying that the accused was seen muttering and gesturing near the site of the alleged magical misdemeanour is likely to be enough to prove guilt. It generally takes the testimony of at least two wizards who have held licences for ten years or more, who were present and who actually saw what happened, to testify that magic was not involved or that the accused was not responsible for the magic, before the accused has a chance of being found innocent.

Another way that wizards may lose their licence is through the actions of their apprentices or former apprentices. If magicians lose their licence, their former masters will automatically lose their licence too. Likewise, any wizard sentenced to death for practising Chaotic magic will cause the death penalty to also be applied to their master. Sometimes, if this is the case, the old master will get wind of the news of the apprentice's arrest and will flee before the law can catch up with them. There are cases of wizards who have moved to the other end of the Empire, ceased practising magic, and settled into a new and successful career as respectable members of society, only to find a witch-hunter on their doorstep years later. As a result, no wizard takes on an apprentice lightly, or without doing their best to ensure that their student will not subsequently make them a criminal.

In most places hedge-wizards are never granted licences. In country districts, where the forces of law and order are few, this hardly matters, but a hedge-wizard travelling to more organized parts of the Old World is likely to get into trouble at the slightest hint of magic. Being in possession of magical ingredients is enough to cause hedge-wizards to be found guilty of following Chaos, once someone has accused them of practising magic without a licence.

THE PENALTY OF THE LAW

Any use of daemonology, necromancy, dark or Chaotic magic, or the practising of other magic without a licence, is punishable by death by burning – that being the only true way to destroy the scourge of Chaos. This sentence is usually passed after a trial, although sometimes an over-zealous witch-hunter, cleric or templar will take the law into his own hands and perform the sentence then and there, without waiting for a judge.

Practising magic without a licence is considered a case for the Criminal Court; arrest will be made by the Watch, and the trial will be conducted by a local noble or official. Daemonology, necromancy, Dark and Chaotic magic are considered to be religious crimes. In these cases arrest is made by clerics, templars or sanctioned witch-hunters (usually of Sigmar or Ulric within the Empire, but this varies by region – see chapter 17: 'Witch-Hunters'), and the trial is held in a temple court. These laws apply throughout the Empire, the Wasteland, Bretonnia, Kislev, the Estalian Kingdoms and the Tilean City States.

In the Border Princes, the law varies from place to place. In most principalities, wizards do not need to be licensed, but are more likely to be lynched by the independent locals, who don't bother waiting for such things as judges and juries. Many wizards who have lost their licence for one reason or another flee to the Border Princes; the really corrupt ones flee to the Chaos Wastes.

* MAGIC AND RELIGION *

Most of the established and respectable cults of the Old World are highly suspicious of wizards. As far as most clerics are concerned, the difference between magic and Chaos is very slight. Any hint of necromancy or daemonology is likely to bring down the full force of witch-hunters and exorcists on the hapless wizard. A wizard accused of trafficking with Chaos is likely to be presumed guilty until proved innocent, and the methods witch-hunters use to extract the truth are rarely gentle. Many an innocent wizard has confessed to fictitious crimes whilst undergoing torture. Of course, a reasonable proportion accused of consorting with Chaos are actually guilty, a fact which only makes the witch-hunters more zealous. The Cult of Mórr is particularly fervent in hunting out necromancers, while the Cults of Sigmar and Ulric, often at odds over other things, will join forces at the slightest hint of daemonology.

The only wizards trusted at all by the major religious organizations are those who are licensed through one of the Imperial Colleges. But with these, another problem arises. The Imperial wizards wield much political as well as magical power, and have the ear of the Electors and the Emperor himself, which disturbs the High Priests of the major cults. Whilst the Cult of Sigmar officially approves of the Imperial Colleges, the Grand Theogonist is jealous of the political power of these organizations.

For their part, most wizards are devout worshippers of the gods, but generally they have little time for clerics, whom they see as second-rate magic-users. Religious methods of spellcasting are seen as a superstitious mixture of half-baked magical theory and hocus-pocus when compared to the academic rigour of wizardly scholarship. An individual wizard may respect an individual cleric, but clerics as a whole are thought of with contempt, at least as far as spellcasting is concerned. Clerics, in the opinion of most wizards, should look after the moral well-being of their flocks, and leave magic to the experts.

* THE NUMBER OF WIZARDS *

The Old World is not a magic-rich place: there aren't wizards in every village or even in every town, and adventurers don't have to watch their backs in every tavern in case the barmaid might have learned a couple of spells at her mother's knee. Magic is rare and frightening, and is treated with the respect it deserves. However, if you want to know how many wizards there are in the Old World, that information is not in this book. You should be the person who decides those numbers, depending on the way you run your campaign of **Warhammer FRP**.

If you prefer to keep magic scarce and dangerous in your game, with the highest levels accessible only to non-player characters, then you should rule that there are only a few hundred people schooled in the nature of magic in the whole of the Empire, with the Colour Colleges in Altdorf having as few as twenty or thirty members each, and even hedge-wizards being difficult people to find.

On the other hand, you may want to increase the amount of magic in your game: so each college has a population of masters and apprentices numbering in the hundreds, and there are wizards in every market-town. In this kind of world magic isn't commonplace but it is widespread – so that if player characters want to talk to an Air Elementalist in a hurry, there will be one within a couple of days' travel. If you want to give player characters access to higher levels of magic, then make sure that there are plenty of other powerful spellcasting characters who can counter them if they start to throw their weight around.

You should also think about the balance between legitimate wizards and those who follow the dark arts of necromancy, daemonology and Chaos magic. Does one side have the upper hand? Might there be more unlicensed magicians than licensed ones – if not across the whole of the Old World, then at least in some parts of it? The answers to these questions will set the tone of your **WFRP** game, and may give you ideas for adventures as well.

Whatever you decide, your players and player-characters should never know the number of sorcerers in the game-world. That information does exist, through the records of the various colleges and the local bodies who issue licences, all of which send annual reports to Altdorf, but only a few people have access to it. Experienced wizards might be able to make an educated guess at their numbers in the Empire; no one else would have any idea.

REVISED ACADEMIC BASIC CAREER CHART

This table can be used in place of the one on **WFRP** p18 when generating careers for academic characters.

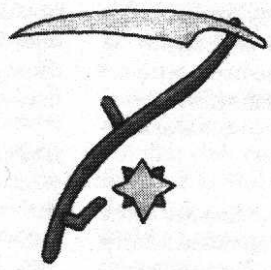
D100 Roll by Character Race

Human	Elf	Dwarf	Halfling	Career
01-10	01-10	01-10	01-10	Alchemist's apprentice
11-20	11-15	11-20	11-25	Artisan's apprentice
21-25	–	–	–	Druid
–	–	21-30	–	Engineer
26-30	–	31-35	26-30	Exciseman
31-35	16-30	–	31-40	Herbalist
36-38	–	–	41-47	Hedge-wizard's apprentice
39-42	31-35	–	–	Hypnotist
43-52	36-40	36-40	48-52	Initiate
53-57	41-45	41-50	53-62	Pharmacist
58-62	46-50	51-55	63-68	Physician's student
–	–	56-60	–	Runesmith's apprentice
63-72	51-55	61-70	69-78	Scribe
73-77	56-65	71-75	79-83	Seer
78-82	66-70	76-80	84-88	Student
83-92	71-85	81-98	89-98	Trader
93-00	86-87	99-00	99-00	Wizard's apprentice*
–	88-00	–	–	Wood Elf Mage's apprentice

*If the character is from Kislev, the player may choose to be a Kislevite shaman's apprentice instead.


RUSS NICHOLSON

CHAPTER 4



HEDGE-WIZARDRY

Hansel put the stopper into the little earthenware flask and slumped into his chair. "There. Finished, Rudi." He stroked the head of the black cat, which had come to sit in his lap the moment he sat down. Hansel had spent the morning brewing a love potion for one of the village girls, who was hoping to turn the eye of the blacksmith's son. He wasn't exactly sure whether the potion would work, but his customer was quite pretty anyway, so something would probably come of it.

"Now, what have we to do this afternoon?" The cat mewed plaintively. "Yes, yes, feed you, I know. And after that... there's Farmer Schmitt's horse to look at; and then I want to spend some time perfecting that Fireball spell." The cat mewed again. "I know, you don't like all those flashes and bangs, and I singed your tail yesterday. But it's the only way to do it. I'm too old to go apprenticing myself to one of those high-and-mighty wizards in Altdorf, and besides, they don't allow pets in the students' quarters, so I've heard."

Hansel got up from his seat, dropping the cat unceremoniously to the floor. He walked across the single room of his cottage, ducking under bunches of drying herbs hung from the low ceiling. One wall of the cottage was taken up with shelves lined with an amazing array of bottles and jars containing herbs, potions and spell ingredients.

"Now where was that Powdered Mugwort? Must be here somewhere... Powdered Unicorn Horn, Powdered Zombie... You know, Rudi, that reminds me. I promised to visit Frau Schimmerling this afternoon to try to call up the spirit of her dear departed mother. There's some argument in the family about who should get the silver spoon, and it seems like the only way..."

Hansel's mumblings were suddenly interrupted by a loud hammering on the door. "I bet it's those blasted urchins again. I've threatened to turn them into frogs before now, but they just laugh. They know I can't really do it. Wait till I get that Fireball *working, then they'll be sorry... all right, all right, I'm coming.... Look," Hansel said loudly, reaching the door, "I've told you a hundred times, I'll turn you into.... Oh."*

The hedge-wizard opened the door; sunlight streamed in, silhouetting a tall, dark figure. He leaned one hand casually against the doorframe, effectively blocking the way out. "You are Hansel Halsenberg?" His voice was low and grim.

"Yes? Do I know you?"

"Dieter Schwartzheim. Witch-hunter. I have reason to believe that you are involved in the practice of Necromancy."

ACROSS THE OLD WORLD, PARTICULARLY IN rural areas, there are practitioners of the magical arts who have never had any formal training. These people are known collectively as 'hedge-wizards', a catch-all term for magic-users who do not follow one of the orthodox schools of magical theory. Locally such magic-users are referred to as wise ones, healers or witches.

There are three kinds of hedge-wizard. The first are those who follow a set of teachings that have been passed down from generation to generation, slowly gathering new understanding and new spells. These teachings are usually a hotchpotch of local lore, superstition, rites and incantations that hang together to make a rough collection of low-level spells, although occasionally their enchantments will be based on the remains of ancient theories and systems of magic dating back millenniums, that still retain some ancient power. This kind of learning can be fascinating to scholars, if they can locate someone who has it.

The second kind are ones who have received some education in one of the recognized forms of magic, but who have not completed their training and never received a licence. Some apprentices who have abandoned their masters end up this way. They understand the basic rules of magic but have no way of learning more, apart from performing their own haphazard research.

The last kind of hedge-wizard is the rarest, the most interesting and definitely the most dangerous. These are people who are born with strong innate magical abilities, who have done their best to learn, through trial and error, how the magical world works. Frequently they are repeating experiments that were done many hundreds of years ago, and are now considered to be apprentices's work by those in the great magical colleges of the Empire's cities. Sometimes, rarely, they happen across previously undiscovered branches of magical theory, and tap into new and powerful areas of spell-use. More often they find themselves caught up in the web of Chaos and lured into the service of the dark gods.

Being a hedge-wizard is a precarious career. Apart from the meagre living to be earned, they are always vulnerable to accusations of consorting with the forces of Chaos, and are often the target of witch-hunters. Eccentrics are often feared, especially in the more backward rural areas, and people who live alone and potter about collecting herbs by night and muttering to themselves are likely to be treated with suspicion.

A hedge-wizard, by definition, has no association with any of the approved colleges of magic, and therefore is likely to find it almost impossible to obtain a licence. This fact makes hedge-wizards easy pickings for witch-hunters, no matter how upstanding a member of the community they may be – and some hedge-wizards do manage to rise to be village leaders or local representatives on provincial councils, although they would be advised to keep their powers well hidden if they do.

The majority of hedge-wizards live alone, growing more eccentric as the years go by. But a hedge-wizard can get lonely, even with a cat or toad for company. Some decide to take on apprentices. There are two sorts of hedge-wizard's apprentices: those who go to learn hedge-wizardry because they have a natural talent for the subject but no one with formal training is around to teach them, and those misfits whom no one else will take on as an apprentice, and who go to the hedge-wizard as a last resort.

A village is unlikely to put up with more than one hedge-wizard. Someone taken on as an apprentice may find it difficult to practise locally, since the master hedge-wizard will view the apprentice as unwanted competition. In this case, an apprentice must either wait until the master dies (a process sometimes helped along by the more ruthless young students) or leave in search of a village without its own spellcaster. But most villagers are suspicious of strangers, particularly those claiming knowledge of magic, and a hedge-wizard may travel for years, becoming better at magic, picking up spells here and there, before finding somewhere to settle down.

NON-HUMAN HEDGE-WIZARDS

Halfling hedge-wizards are less common than human ones, but there are a small number to be found, particularly in the Moot. They tend to rely more on herbal remedies, non-magical cures and potions than on spells. They are often treated with more respect by many Halflings than are academically trained wizards, and are sometimes considered to be a valuable member of the Halfling village community. The licensing system within the Moot is somewhat different to that in the Empire. Hedge-wizards are licensed in the Moot, but only by the local Mayor of a village and only to practise magic within that one village (see pp23-24). Since most Halflings have little desire to travel, this makes no difference to them. Halfling hedge-wizards almost never dabble in necromancy or daemonology.

HEDGE-WIZARD MAGIC

The majority of hedge-wizards never progress beyond having a handful of petty magic spells: their lack of magical ability means that they cannot begin to create more complex enchantments, even though they may spend every evening stirring ingredients into a cauldron and muttering words that they hope will form a new enchantment. Petty magic is the staple of hedge-wizardry, and in fact many of the petty magic spells now taught as standard in the colleges of the Empire started their existence as hedge-wizard incan-

Hansel Halsenberg learned Cure Se vere Wound *without having fir learned* Cure Light Injury. *Th means he must wear himself ou when treating even minor ailment On a more dangerous level, his search into the* Fire Ball *spell h gone wrong somewhere too – he's a tually managed to get a vague u derstanding of the* Blast *spell. If ever has to cast it in combat, h likely to cause rather more dam to passers-by than he intends. P haps it's lucky for those around that the witch-hunters are after h*

Matthias Pouka is a self-styled warlock who, as a hedge-wizard, has never learnt to read. As a result he won't be able to learn a necromantic spell to raise the dead without getting aid from a friendly necromancer. However, there would be nothing to stop him devising a similarly sinister spell of his own, if he has the time and resources to do so.

However, Matthias manages to find a teacher, and begins his studies. In addition to gaining a disability and D6 Insanity Points, his alignment changes from Good to Neutral. Should he then learn a Daemonic spell, his alignment will change again, from Neutral to Evil.

tations, becoming formalized and polished as the theories behind their workings became better known.

For hedge-wizards who attempt to expand their magical knowledge further than simple incantations, their lack of understanding of the formal theories of magic – with its winds, colours and avoidance of anything that might be the taint of Chaos – can be both advantage and a hindrance. It allows them to create and use spells of a much wider variety than most wizards. However it takes them longer to create or learn these spells, and there are other dangers. Wizards who dip into necromantic or daemonic magic, even if they do not realize it, will begin to gain insanity points and, if you use the alignment rules, then their alignment will also shift towards Chaos, one step for each of the schools of Dark magic from which they learn.

The spells available to hedge-wizards should come from the list of spells given in the Appendix (pp252-256), unless the wizard is specifically trying to devise a completely new type of enchantment. For some reasons not properly understood by the scholars of magic in Altdorf, spells tend to fall into similar groups, in the same way that a little quicksilver poured onto a floor will not spread out to form a single surface, but a collection of clusters. For example, if two wizards from completely different colleges or schools of learning each set out to create a flight spell of a certain level, the chances are that although the details will be different, the two finished enchantments will be similar in their effects, even though each is channelling a different type of magic in a different way. It seems as though there are only a certain number of ways that each type of spell can be formulated.

So it is with hedge-wizardry too: spells may have been created by a different magician, thousands of miles and hundreds of years apart, but each one newly developed will always fall within a known category. What's more, should a hedge-wizard try to devise a second-level spell to create enmity between two people, they will almost certainly come up with something very similar to *Cause Hatred* (WFRP, p157). The gestures and incantations will be different, and there's a good chance the spell components will be too, but the spell's effect when cast, and even its range and duration, will all fit the same formula.

Partly as an effect of this, and also because they mostly do their own research, hedge-wizards will occasionally stumble on a spell more powerful than they need, without understanding its principles well enough to tone it down to a more useable level. This can lead to some unexpected effects, not to mention the over-use of MPs in casting. It is not unheard of for hedge-wizards to have blown themselves up testing a spell that turned out to be rather more powerful than expected.

It is possible for hedge-wizards to devise completely new spells if they have a particular effect they are trying to create that isn't covered by any of the existing spells in this book or in **Warhammer FRP**. The gamesmaster should first check carefully that there is nothing similar – of a higher or lower power – before allowing the new spell to be formulated. New spells devised by hedge-wizards also tend to have side-effects or other elements beyond the caster's control, which is why most hedge-wizards prefer to work at home, out of sight of people.

MORE ON PETTY MAGIC

The simplest spells known to wizards are the basic enchantments called 'petty magic'. They need little skill to cast, are relatively safe, and therefore are the first pieces of practical sorcery taught to apprentices before they tackle more complex and dangerous spells. Petty magic usually has fairly unspectacular results, most of which could be passed off as being quite mundane in origin, if the caster is careful. For instance, someone who wiggles a bent pin in a lock whilst quietly casting the *Open* spell will probably not be suspected of being a wizard. Casting spells without the usual gestures and incantations is harder, but if you don't want your talents known, it is often safer. (Details of how characters can do this can be found on p145.)

Most competent wizards look down on petty magic as something for youngsters (though this doesn't stop them using *Protection from Rain* on a wet day). Any licensed wizard will have learned a few petty magic spells as an apprentice, but will be unlikely to want to learn more upon reaching higher levels of mastery.

Unlicensed wizards are a different matter, however. A spell that can be passed off as sleight of hand or a natural phenomenon is going to be useful to those who don't want the world to know that they are a wizard. And for others, such as the hedge-wizards who have limited learning, limited magical resources and no access to more complicated spell components, petty magic is sometimes the only option available to them.

HEDGE-WIZARDS AND CHAOS

Because they do not have an academic understanding of the forces of magic, it is not difficult for a hedge-wizard to be corrupted by Chaos. Because they dabble with spells whilst not really understanding the forces they are using, hedge-wizards are likely to slip into using Dark magic without really knowing it. This can manifest itself in many ways. The more obvious ones are insanity, mutation, visitations from Daemons, and a megalomaniac desire for more

power and more knowledge that can see the wizard setting off to find a necromancer or Chaos-magician to teach them more skills. Less obviously, the hedge-wizard may find that they can summon up the spirits of the dead or tiny impish beings, without realizing that they have tapped into Dark magic. Not only have they endangered their souls, they have also made themselves easy meat for any witch-hunter or exorcist who hears a villager telling tales of the local sage's strange powers.

But the forces of darkness are pervasive and persuasive, and more than a few hedge-wizards have begun their career providing helpful advice and medical aid to a village, and ended up earning a living by putting curses on people and blighting rival villages' crops. At one end of the hedge-wizard spectrum is the kindly wise-woman who finds lost items, helps with childbirth and provides love-potions for besotted teenagers. At the other end of the spectrum is the evil witch, who lives in a ruined cottage in the woods and sacrifices small children to prolong her life. Most hedge-wizards fall somewhere between these two caricatures.

Mixed up with their magical knowledge, hedge-wizards also have a fund of more practical lore – knowledge of herbs and medicines and a smattering of fortune-telling skills. It is these abilities, rather than their magic, which usually allow them to survive from day to day and earn a modest living from the others in their community, possibly by healing wounds and illnesses, or selling love-charms of dubious use, or giving advice and predictions. Their potions are in great demand by housewives, as well as by farmers with sick livestock – much to the disgust of the religious authorities, who would prefer the peasants were visiting the temples to pray for cures and putting their money in the clerical coffers. It is rare for a hedge-wizard to last long in an area with a strong religious community.

‡ HEDGE-WIZARD'S APPRENTICE ‡

Hedge-wizards tend to be an eccentric lot, and any child taken in by a hedge-wizard is likely to end up a little strange too. Hedge-wizards' apprentices will spend a lot of their time picking herbs at odd hours of the day and night, fetching and carrying, washing up and the like. They will also tend to be teased, bullied or treated with suspicion by the locals. Most apprentices are taken on at about the age of fourteen, and may spend years performing minor tasks for their master whilst slowly learning spells. Even after apprentices have gained the capability to be hedge-wizards in their own right, they will often stay with their master until the master's death, and only then take over as the new village hedge-wizard.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+5	–	–	–	+1	–	–	+10	–	+5	–	+5	–

Career Entries
Random entry (see revised table on p25)
Druid
Physician's student
Woodsman

Skills
Animal Care
Cast Spells – Petty Magic
Flee!
Identify Plants
Palm Object
50% chance of Silent Move Rural

Magic Points
2D4 (and start with two petty magic spells)

Trappings
None

Career Exits
Alchemist's Apprentice
Beggar
Charlatan
Hedge-Wizard – Level 1
Herbalist
Pharmacist
Servant
Wizard's Apprentice

‡ HEDGE-WIZARD ‡

Hedge-wizards are common in rural areas, where their mixture of magic, herbalism and quackery is frequently in demand by peasants who cannot afford more professional services. Hedge-wizards can range from harmless old men and women (often called warlocks and witches) to sinister recluses living in ruined towers.

Their main distinguishing feature is their lack of formal magical training. Many cannot read or write, and have discovered spells in their own eccentric fashion, which bears little resemblance to the formal theories of the magical colleges. Their dabblings in magic sometimes lead them into the dangerous paths of necromancy and daemonology, and experienced hedge-wizards often know more about such things than more formally trained wizards. Much of their time is spent working with herbs and medical potions (which some may pass off as magic), healing the sick and telling fortunes.

Hedge-wizards can learn and cast spells from any discipline of magic, except Colour and High Magic, up to their level of hedge-wizardry. However, spells from disciplines other than petty magic cost double the normal cost (i.e. 400 EPs per level), and a hedge-wizard can learn no more than four non-petty magic spells at each level. This is because hedge-wizards have had little or no formal training in magic, and therefore have difficulty understanding other methods of describing and explaining spells.

Their lack of knowledge of *arcane language – magick*, and in many cases the fact that they cannot even read, means that hedge-wizards must either learn spells from a teacher or invent them themselves, which is time-consuming and often unsuccessful (see 'Spell Creation', p147).

Being able to learn spells from any discipline can allow hedge-wizards to become powerful users of magic, although if it happens this will take a long time. GMs are free to veto any spells that they don't think a PC hedge-wizard could reasonably have learned during a campaign. On top of this, any hedge-wizards who study daemonology, necromancy, Dark or Chaotic magic gain D6 Insanity Points and one disability (**WFRP**, pp138-139) each time they learn a spell of this type, due to the lack of training that would give them some way of resisting the damaging influence of the spells. In addition, the first time they attempt to learn a spell from each of these disciplines, their alignment will move one step closer to Chaos as a result of the corrupting nature of their work.

Becoming a traditional wizard is possible but difficult for hedge-wizards. Their illiteracy and lack of understanding of the basic skills needed to study and learn magical texts means that they must swallow their pride and become apprenticed to an academic wizard – something most hedge-wizards are too independent-minded to even consider, even if they could find a wizard who would take them on. There is also the danger that if they reveal their magical abilities to the wrong person, they will be denounced as a witch or a follower of Chaos, and burnt alive.

Level 1 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	–	–	+2	+10	–	–	–	–	–	–	+10

Level 2 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+3	+20	–	+10	–	+10	+10	+10	+10

Level 3 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+30	–	+20	–	+20	+20	+20	+20

Level 4 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	–	+30	–	+30	+30	+30	+30

Career Entries
Hedge-Wizard's Apprentice

Skills – Level 1
Blather
Cast Spells – any Level 1*
Dowsing
Herb Lore
Magic Sense
Meditation
Palmistry

Skills – Level 2
Brewing
Cast Spells – any Level 2*
Chemistry
Divining
Evaluate
Heal Wounds
Magical Awareness

Skills – Level 3
Cast Spells – any Level 3*
Cure Disease
Identify Undead
Manufacture Potions
Prepare Poisons

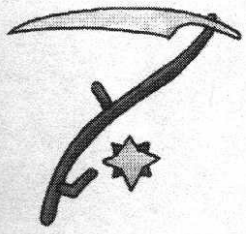
Skills – Level 4
Cast Spells – any Level 4*
Daemon Lore
Identify Magical Artefact
Surgery

*This does not include Colour magic spells. See the description on the previous page for EP costs and possible penalties.

Magic Points
+4D4 per level

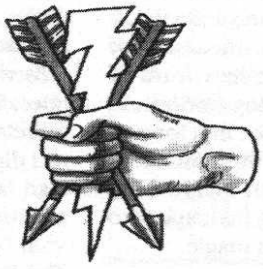
Trappings
Old and tattered robes
Staff
3D6 gold crowns

Career Exits
Hedge-Wizard of the next level
Wizard's Apprentice





CHAPTER 5



BATTLE MAGIC

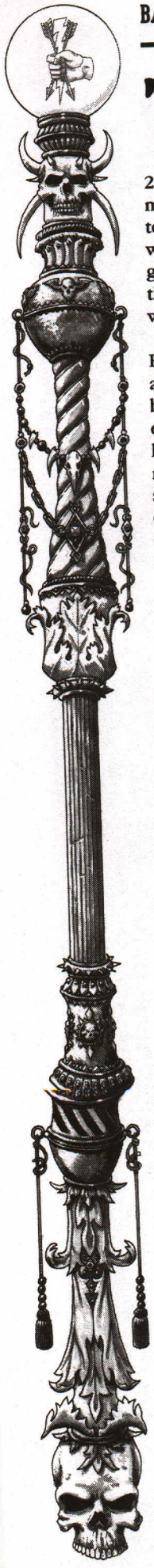
The druids gathered in sacred Nemetstein to discuss whether they should learn the Jade magic from Teclis and go to war. First one spoke, and then another, and nobody could decide what was best to do. Then Katelina Matthias stepped forward. She was young and as beautiful as a flame. She let her hood fall back, and her long hair tumbled around her face.

"Friends –" she began, "for we are all friends here – the spirits of the land have sent a dream to me. In my dream the whole land fell to Chaos. Trees were chopped down, Beastmen roamed the world and there was no place of safety. One tree was left on the barren plain, and in my dream I made my way towards it. When I stood beneath its branches I reached up my hand and plucked a twig. The twig grew into a sickle, and I saw that before me on the tree was a bunch of mistletoe. Then I saw that on the other side of the tree was a great horde of Chaos. I knew I had a choice. I could flee, and die. I could stand and fight with my hands – for that is not forbidden to us. Or I could use the sickle to cut the mistletoe and release the magic within it, and in this way defeat the horde. I did not hesitate. Nor should we hesitate now. We must use our powers against the creatures of Chaos. If Chaos should win there will be nothing left of the nature we love."

Then Markus Feintuch stepped forward. He was an old man with a white beard and he looked the very image of a druid as he leaned on his staff. "No!" he said. "Our ways are our own. Maybe all will fall to Chaos, but that would be better than that we should accept evil into our hearts and minds. Our powers come from the gods, from Mother Nature. They are not drawn from magic – for magic is close to Chaos, or so we have always taught. If we learn magic we will be embracing Chaos. If the Chaos hordes are such a menace then we should put our bodies between them and our beloved woods. That we can do without compromising our beliefs."

He spoke, and the assembled druids muttered among themselves, and some seemed to pay heed to him and others to Katelina. There was more debate, but no speech of substance, and the day was drawing on. At length Katelina could be seen trying to hold back the man at her side, her husband Johann. But he stepped forward and there was silence for him to speak.

"Hear this," he said, and his voice was rough but full of sincerity. "While we stand talking, people are dying in Talabheim and along the borders. We must go to Altdorf and learn from the Elf Teclis – he has called us. Will you stand here for days discussing fine ethics while our kinsfolk fall to the swords of Beastmen and Orcs? I leave now. Come with me who will. There will be time for niceties later." And he cast a contemptuous glance at Markus. Then he stepped out of the circle, and Katelina went with him. Many others joined them and set forth in that hour for Altdorf, and I was among them.



THE PRE-EMINENT FORM OF MAGIC IN THE OLD World is Battle magic. The reasons for this can be traced back to the intervention of the High Elf mage Teclis during the Chaos Incursion of 2302 IC (see p9), when the might of this new form of magic was needed to drive back the invading hordes. After the war was won, Battle magic became the first form of wizardry to receive official support from the Empire. It grew in power and reputation, bringing in mages from the other disciplines of sorcery and altering their spells to work with the new theories and systems of magic.

Battle magic has its name for a reason. Most of its spells are specifically designed for offensive and defensive combat, and in particular for defending the Empire from its enemies. As a result, in terms of social standing and public respect, practitioners of Battle magic are more highly regarded and more trusted than followers of any other school of wizardry. Imperial wizards, as well as being powerful individuals in their own right, are important political figures, and those who rise to the top of their profession have the ear of the Emperor and the Electors.

The older and less combative colleges of magic still attract plenty of apprentices, but there is a rivalry between them and the eight newer colleges. Battle magicians claim the theories underlying the older schools of magic are flawed and can never be as powerful as spells derived from the pure Colours of magic. Elementalists and illusionists look down on Battle magic as an upstart, less than two centuries old, with no accumulated body of theory to back it up, and little finesse or delicacy to its enchantments.

LIFE OF A COLOUR WIZARD

For the ambitious wizard, there is no greater goal than to join one of the eight Imperial Colleges of Magic in Altdorf. These colleges, founded by Teclis at the behest of Magnus the Pious, are sometimes called the Colour Colleges, but are more commonly known as the Imperial Colleges. It is here that the most powerful wizards end up, assuming they have sufficient dedication and loyalty to the Empire.

However, not all Colour magicians stay in their colleges. Many prefer to pursue their studies elsewhere, or become visiting scholars at another college – wizards are allowed to visit other colleges, although this must be formally sanctioned by the masters of both colleges, magicians who are not Imperial wizards must swear the Oath of Allegiance before entering any of the Imperial Colleges, and Colour wizards do not receive warm welcomes at other Colour colleges. Other Battle magicians join the courts of Electors or other nobles, working as advisors, emissaries, magical security consultants, or even as tutors. Some travel the Empire or the world. A few disappear, and are seen only once a year when they return to re-swear their oath.

THE OATH OF ALLEGIANCE

Any wizard who wishes to study at one of the Colleges of Magic must first swear an oath of allegiance to "Sigmar's Empire, the Emperor and the Electors who enthrone him" before being permitted to begin their studies. It is the duty of every Imperial wizard to return to Altdorf once a year to renew this oath of allegiance and to see if there are any duties they can perform on the Emperor's behalf. Usually no duty is forthcoming, but in times of war Imperial wizards will find their services required in the Empire's armies, fighting against the forces of Chaos or invaders; and more rarely wizards may be asked to accompany and protect diplomatic missions or expeditions to other cities, foreign lands or remote regions of the world, or to undertake other jobs of subtlety and subterfuge.

The Emperor is not the only person able to call on the services of Imperial wizards. Any of the Electors are also able to request aid from members of the Colour Colleges; and although it is always phrased as a request rather than a demand, wizards will find themselves under pressure from the leaders of their college and the Supreme Patriarch to accept. Although it's not obvious to outsiders and new students, the Colleges are deeply involved in the subtle battles of power and influence that are continually waging between the rulers of the Empire, in which influence, favours owed and resources are important parts of the shifting tides of power.

In some cases, wizards may find they are working for one Elector against another, or even against the Emperor. This can put them in a delicate position: on one hand they are fulfilling the terms of their oath, while on another they're breaking it, and they must ask themselves which side is right and what the proper course of action is. For a wizard used to academia and the study of musty books, being thrown into the raging tides of diplomacy and power-politics can be a shock, and while some swim in it with ease, others find themselves completely out of their depth.

Wizards who decline a summons from an Elector may find that they lose friends and influence within their college. Requests for books or facilities may be dropped to the bottom of the queue; they may be passed over for promotion or even, in some cases, barred from further studies.

The Ceremony of Allegiance is held every year in the Imperial Palace, on the evening of Geheimnistag (the Day of Mystery). All day long, wizards enter the city and file up to the palace. The early evening is a time for meeting old friends and discussing the past year over a cup of mulled ale and a pastry or two. But at midnight, the doors of the Wizards' Chamber are closed and barred with great ceremony, and the Supreme Patriarch of the Colleges of Magic makes the roll-call of Imperial wizards. If people are missing when their names are called, a note is made. Once the call is finished, the names of those missing are read out, and anyone on the floor of the chamber may come forward in that person's defence.

If the wizard in question is dead, a sombre call of "deceased" from one of those assembled is explanation enough. If anyone has knowledge of a missing wizard, they must ascend the platform and explain the absence. Sometimes there is a legitimate reason – a wizard is on a mission for the Empire or serving in a distant army. Or the missing wizard may be lying ill in some far-flung part of the world, or involved in research with cannot be interrupted. Some send a letter with a colleague, explaining their absence on important college business.

Once the deputation has been made, the Supreme Patriarch will consider its merits, after which he will declare the wizard in question either "deferred" or "banned". Unless there is reason to assume ill intent, any wizard who has not arrived nor made representation is put into the "deferred" category. Wizards who are "deferred" have three months to come to Altdorf and renew their vow of allegiance before automatically becoming "banned".

Wizards who are "banned" are automatically cast out of the Imperial Colleges; their licence is revoked, and they are forbidden to practise any magic on pain of death. It is the duty of any Imperial wizard who hears of a banned wizard performing magic to bring him to justice as soon as possible. Even those who retire gracefully often die mysteriously soon after: magic in the wrong hands is a powerful weapon, and the Empire cannot risk leaving any more enemies than it already has. Many new members of the Imperial colleges find their first mission for the Empire is to track down and eliminate a "banned" wizard.

Not all wizards who begin learning Battle magic have the ambition to become Imperial wizards. Many are happy to be small-time practitioners, learning the lower levels of the art without ever going on to specialize in one of the Colours. Some wizards are simply not good enough to reach those dizzy heights. Others have no wish to commit themselves to the Oath of Allegiance and the responsibilities that come with it. And some prefer not to get involved in the complex and sometimes deadly politics of the Imperial Colleges.

* COLLEGES OF BATTLE MAGIC *

As previously explained (see p12), when Dark magic spills through the northern warp gate, it immediately begins to split into its eight component colours. It is these colours that the Imperial Colleges harness. A wizard who has mastered the spells of one of the Colours of magic is a mighty mage indeed but, unlike the High Elves, no human wizard has ever managed to master more than one Colour. Some scholars say this is because humans do not live long enough; others say it is because the human brain is incapable of such things. There are those who whisper that Teclis deliberately taught these magical techniques in such a way that it would be impossible for human wizards to become as powerful as High Elf mages.

LEARNING MAGIC AT THE COLLEGES

While apprentices and lower-level students are taught in groups, the higher levels of magic are almost always taught on a one-to-one basis, which is costly and time-consuming for both the student and the teacher. Some wizards are willing to take on a student who wishes to learn just one spell, whilst others will only take on students who are willing to undertake a whole course of study (i.e., learn enough to go up a level). A spell cannot usually be learned just by reading the right book – it must be taught by a wizard who knows it.

Colleges are the most common places for wizards to go to learn new skills or spells. For each college, three ratings are given:

Course Cost:
This is the cost for a whole course of study. A whole course will last at least six months and takes eight hours per day. Students may be able to negotiate fewer daily study hours with an increased length of course. At the end of that time, the student will have learned just enough to advance to the next level. This price does not include the cost for learning individual spells, nor does it include costs for food and accommodation. Characters must, of course, pay the requisite Experience Points as well as the course fees. Fees are as follows:

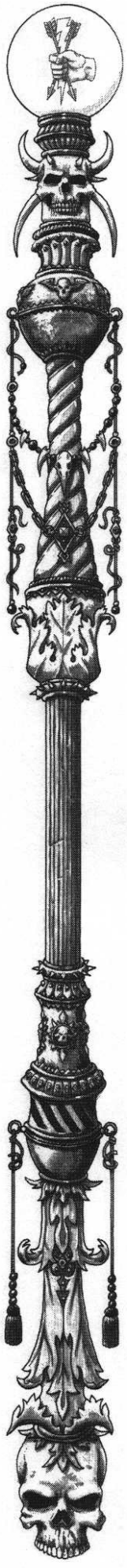
Low	200-300 GC
Reasonable	300-600 GC
High	600-900 GC
Very High	above 900 GC

Spell Cost:
This is the cost to be taught one spell by a wizard who knows it. The cost is calculated by multiplying the listed amount by the level of the spell. Learning a spell takes a total of 40 hours multiplied by the level of the spell. (Note that petty magic is treated as being of level 'half' for the purposes of calculating these figures.) Students may study for no more than 10 hours per day. At the end of the period, they must make an **Int** test (**WFRP**, p136) and pay the required EPs. Note that the time spent with the tutor is only 1/10th of the total time needed to learn the spell; the rest must be spent studying books, practising the spell and so forth.

Low	50-100 GC
Reasonable	100-250 GC
High	250-500 GC
Very High	above 500 GC

Knowledge:
This is an indication of which spells are available for teaching at the college. The GM should roll against this number whenever the PC wants to learn a spell. If the roll is a success, the spell is available. If it is a failure, there is no one at the college who can teach the spell at the moment and the character must wait six months (game time) before being allowed to try again. The GM is free to disallow any spells that would unbalance the campaign, or to guarantee that certain spells are available if appropriate NPCs are presently at the college.

The percentage chance of gaining access to a spell is modified by -10% per level above one. So if there is a 90% chance of learning a Battle magic spell at a college, this applies to level 1 Battle magic. The chance to learn level 2 spells will be 80%, level three will be 70% and level 4 will be 60%. In smaller colleges, this means higher-level spells are not available at all.



Before wizards can aspire to become an Imperial wizard, they must have mastered the techniques of Battle magic to at least level three. There are many colleges capable of teaching Battle magic to this degree, pre-eminent among them being the Wizards' and Alchemists' Guild in Middenheim. The Imperial Colleges will not accept wizards from disciplines other than Battle magic, except under special circumstances – the Gold College, for instance, accepts qualified alchemists. The descriptions of individual colleges that follow provide further details of these special circumstances and qualifications.

ǂ COLLEGE LIFE

Many apprentices assume that when they are accepted to study at a college of magic, what they will learn is spells and how to cast them. That is not the case. Before apprentices can begin to perform magic they must understand it and how it works, spending long hours in study of theory and history. This gathering of knowledge will continue throughout their life as a wizard.

At the higher levels of magic, in the Colour Colleges and the councils of the elementalists, wizards must also learn mastery of different essences of the streams of magic in order to channel them. They are also expected to take part in new magical research, discussion, criticism, teaching and acquiring knowledge – which can mean anything from testing a new enchantment in the field, to recovering a lost artefact from a sunken ship or obtaining a copy of a particularly useful inscription from a rival college.

Wizards who only visit their college to learn new spells will find that their behaviour is frowned upon. If they make a habit of it, the college may refuse them access to new magic until they take their responsibilities as a member of the organization seriously.

ǂ WIZARDS' & ALCHEMISTS' GUILD

The Wizards' and Alchemists' Guild, located in Middenheim, is the oldest place of organized learning for wizards in the Empire, and, as such, has a formidable reputation. Founded in 97 IC by the ruler of Middenheim, Graf Erich, for hundreds of years it was the focal point for wizards from all over the Empire who wanted to learn magic. In the early days, of course, magic was less well understood than it is now, and the teaching there was a mishmash of elementalism, hedge-wizardry, alchemy, illusionism, and what would later evolve into 'battle magic'.

Graf Erich's intention was to get wizards involved in the defence of the city, and he succeeded – Middenheim still has more wizards in its standing armies than any other in the Empire. It even has more than Altdorf itself since the capital, lying at the heart of the Empire, has little need of a standing defence force.

When Teclis came from Ulthuan to teach magic to the wizards of the Empire, there were some in Middenheim who were extremely angry that the Emperor chose Altdorf to be the seat of learning for the new colleges. It may have been a political decision on the Emperor's part, strategically placing the colleges in the centre of the Empire, midway between Nuln and Middenheim, and under the watchful eye of the Grand Theogonist in the heartland of the cult of Sigmar. There was certainly justification for such a concern: when Graf Heinrich of Middenheim laid claim to the throne in 1547, he had made great use of his wizards. While many magicians claim loyalty to Middenheim, the best and most ambitious plan to learn all they can at the Wizards' and Alchemists' Guild before moving on to the more prestigious Imperial Colleges in Altdorf.

The period following Teclis's introduction of Colour magic saw turmoil in the Wizards' and Alchemists' Guild. With the new wizards off in Altdorf and the theories of the elementalists proven incorrect, a major reorganization was called for. Elementalism was taken off the syllabus, and replaced by a 'new' field of study called Battle magic. This was, in effect, a method of learning that would lay the necessary groundwork to go on to study Colour magic. The department of alchemy was maintained, as was illusionism, since both covered aspects of magic that were useful to the Empire and not entirely covered by the teachings of Teclis. Most hedge-wizardry was rejected, renamed with the derogatory epithet 'petty magic', and is now considered only suitable as a means of teaching apprentices the rudiments of the art.

The elementalists, given a choice between teaching the new magics or leaving, mostly departed to form their own council. Those with only a little magic, or without the will or loyalty to learn the new Battle magic, left also, either giving up the art or continuing its practice in secret.

The newly restructured college has continued in the same form for the last two hundred years. It is still the focal point for young wizards that it always was, though now many wish to use it as a stepping-stone on their way to the Imperial Colleges in Altdorf. Many of those would-be wizards are turned away: only the best are accepted for training, and there are always more applicants than there are wizards to teach them.

Only members of the Wizards' and Alchemists' Guild will be able to learn spells here, and visiting wizards may have a hard time joining. They must be able to show their licences to prove they are legitimate wizards or alchemists, pay the 200 GC joining fee, and be able to provide two reliable character witnesses who have been resident in Middenheim for at least ten years and who will vouch that the wizard in question has no evil intentions towards the city.

Once a wizard has been accepted into the Guild, however, the facilities are second to none. The library is the best-stocked repository of magical information in the Old World – far better for the general wizard than the specialized libraries of the Imperial Colleges. Almost any spell (at the GM's discretion) from Battle magic, illusionism and alchemy can be found here, as can most petty magic spells. On top of that, the Guild stocks a wide range of magical ingredients for first- to third-level spells, as well as some rarer items; but the prices for these are far from cheap.

The Guild building itself is a three-storey edifice, built in a grand but rather eccentric style, with a pillared portico rising all the way to the roof. Inside there is a small shop selling basic magical ingredients to members of the Guild, a large library on the first floor, and a number of research

laboratories for alchemists. There is no accommodation within the building for wizards, except for the rooms of the head of the Guild, Albrecht Helseher, on the third floor. Further information on the Guild can be found in *Middenheim: City of Chaos*, p44.

Course Cost: Very High
Spell Cost: High
Knowledge: Petty Magic 90%; Battle Magic 100%; Alchemy 70%; Illusionism 60%

ALBRECHT HELSEHER, HIGH WIZARD

Helseher is a third-level wizard in his early sixties. He is slightly above average in height (5'10"), and is gaunt and ascetic-looking. He has a long mane of black hair, greying slightly at the temples, and piercing eyes of a startlingly vivid blue. His eyes and his long, delicate-but-strong fingers are the two things that stick most in a person's memory after meeting him. Helseher dresses with a lack of vanity that verges on carelessness; he favours free-flowing garments in black or grey, which allow him maximum freedom of movement.

He is more concerned with abstractions and his research than with "real life", and rarely leaves his apartments and offices in the Guildhouse. Consequently he is little seen by the general populace, who regard him as a mysterious figure to be feared rather than loved.

JANNA EBERHAUER

Janna, the High Wizard's deputy, is only in her mid thirties, but is already on the verge of entering the third level of wizardry. She looks much younger than her age. She is tall (5'9") and statuesque, with a tumbling mass of auburn hair reaching to her shoulders, hazel eyes flecked with amber, and freckles across her cheeks and the bridge of her nose. She is always well-dressed, favouring practicality and classic style over fashion, and looks quite unlike anyone's expectations of a wizard.

Intelligent and friendly, Janna has the great gift of being able to put people at their ease, which she finds useful for gaining information that they might not otherwise disclose. She does not air her own opinions too readily, however, and often sounds ambivalent – quite deliberately.

More information about Helseher and Eberhauer can be found in the book *Power Behind the Throne*, p49.

TALABHEIM BATTLE COLLEGE

Whilst Talabheim Battle College is less venerable than the Wizards' and Alchemists' Guild in Middenheim, it predates the Imperial Colleges by a good thousand years. Like most institutions in Talabheim it is fiercely independent, and proud of its history and rather odd traditions.

The college was founded by Frieda Grünwald, a powerful hedge-wizard during the Age of Wars, in 1361. Grand Duchess Ottilia had just declared herself Empress in Talabheim without election, and felt a need to have magical defences to counter those of Middenheim. She gave a grant to Frieda for the founding of a college, which has existed ever since.

Frieda Grünwald is a folk hero to the people of Talabheim, and is credited with all sorts of wonders, including building the Wizards' Way, the tunnel through the high mountain wall that surrounds the city-state. However, serious historians point out that the tunnel must have been there when the city-state was founded, or it would have been very difficult to get in. (See **WFRP** p286 for more about the history of Talabheim.) Despite having had no formal training Frieda was a powerful wizard, as was shown in 1367 when she won a magical duel against the head of the Middenheim Wizards' and Alchemists' Guild; an event which is remembered with a statue in Talabheim, but which goes unmentioned in the histories of the City of the White Wolf. As a result of these and other stories about Frieda, wizards who are known to have studied at Talabheim are treated with less suspicion by the locals than wizards from other parts of the world, including the colleges in Altdorf.

It was one of Frieda's direct descendants, Heinz Grünwald, who went to Altdorf to learn magic from Teclis during the Chaos Incursion. After the war was over he returned to Talabheim and claimed, much to the delight of the locals, that he hadn't learned much from the High Elf that wasn't already taught in Talabheim. This was partly true, but was really more of a reflection on his skill as a student than on what Teclis had to teach. However, Heinz excelled as a self-publicist, and knew exactly how to appeal to public opinion; and his sayings are still quoted to this day. Everyone in Talabheim knows they have the best wizards in the Empire, despite any evidence to the contrary.

The college itself is an unimpressive timber-framed building with a walled garden at back. Inside it is light and airy with many rooms for the teaching of magic, a small alchemical laboratory, and a small library. The High Wizard of the college and a couple of masters are resident at all times; students must find accommodation in the city.

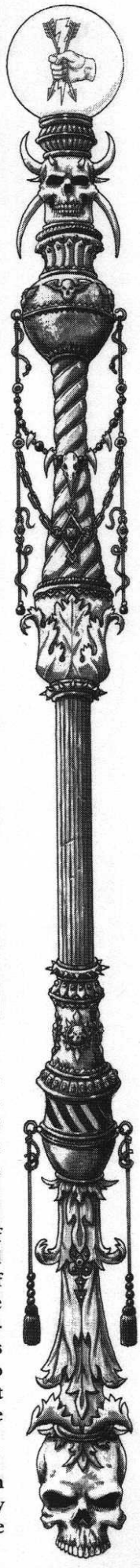
Course Cost: Reasonable
Spell Cost: Reasonable
Knowledge: Petty Magic 80%; Battle Magic 80%

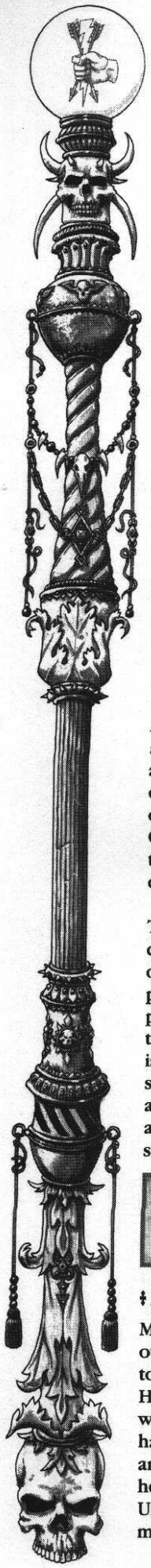
GÜNTHER GRÜNWALD, HIGH WIZARD

Günther Grünwald is one of the wizardly Grünwald family of Talabheim. Günther studied at the Celestial College but returned to teach at Talabheim upon the death of his mother. He regards the traditions of the city-state and the college as very important. His cousin Hubert is the High Light in Altdorf, and the two do not see eye-to-eye.

Günther is very precise and fussy, almost to the point of obsession. He is very thorough and strict as a teacher, and his pupils remember him with respect and admiration, if little affection. He will not allow anything to besmirch the reputation of the college, and attempts to hush up rumours that might affect its reputation. So important is this to him that he will even try to hide matters for which no one could hold the college responsible, such as the fact that a student who once spent six months studying there became a necromancer many years later.

The masters who teach at the college view Günther with mixed feelings. Whilst he is clearly professional and only employs competent people, he is inclined to supervise





them too much. Few masters stay for more than a few years, even though the pay is good.

UNIVERSITY COLLEGE OF NULN

Located in Nuln, the University College was originally called the Nuln Wizards' Guild, and was founded around 1000 IC to provide an informal meeting place for wizards who did not follow the doctrines of elementalism taught at the nearby Elementalists' Guild. During and after the Chaos Incursion many of its members studied under Teclis and returned to Nuln full of these new teachings. In a city famous for its universities, they felt the stature of their organization should be no less, and so successfully applied for a charter to re-establish themselves as the University College of Battle Magic. The University College is now primarily a training school for wizards who want to go on to the Imperial Colleges in Altdorf.

Upgrading the guild to a university soon led their rivals to do the same, and within two years of the college's renaming, the Elementalists' Guild had become the Eldritch University of Nuln, to the Battle wizards' disgust. What had been a friendly rivalry turned into an ideological antagonism that has lasted for two hundred years. At times the competition has been almost jocular, as with the near-legendary incident of the exploding daffodil eighty years ago. At others, it has been close to open war. Forty years ago students at the opposing colleges laid ambushes for one another and many, including bystanders, ended up injured or maimed. After the front of the temple of Verena was damaged in an iceball fight twenty years ago, the Grand Count insisted that peace must be declared between the two colleges. The two now exist in a state of cold war, each constantly doing their best to discredit the other.

The University College itself consists of a number of interconnected buildings surrounding a courtyard, reminiscent of the Celestial College in Altdorf. The locals are eager to point out that the Nuln buildings came first. There is ample space for any number of students, though the fact that the rooms are dirty, draughty and rat-infested, and the food is terrible, means that only the poorest students tend to stay here. Consequently much of the building is empty, and some rooms have not been disturbed for years. There are many laboratories and workrooms, and a reasonably stocked but poorly organized library.

Course Cost: Reasonable
Spell Cost: Low
Knowledge: Petty Magic 80%; Battle Magic 60%

MARIA GLOCKENSPIEL, HIGH WIZARD

Maria Glockenspiel is the High Wizard of Nuln. She is jealous of her title, and insists on the "of Nuln" being added to the honourific, because it distinguishes her from the High Wizard of the Eldritch University. She is a fourth-level wizard who has served for long periods in the army, and has been High Wizard here for five years. She is sixty-six, and has long grey hair, which is always worn in a bun. In her youth she was wounded in a fight with the Eldritch University and has a burn scar on one cheek and a simmering resentment in her heart as a result.

OTHER BATTLE MAGIC COLLEGES

The colleges described above are not the only Colleges of Battle Magic in the Empire, though they are the only ones likely to be known outside their immediate area. Some of the larger towns and smaller cities of the Empire have something calling itself a college or a Wizards' Guild. Most of these are run by an individual wizard who has obtained an official sanction to teach, although sometimes such individuals manage to scrape together sufficient funds to employ others to take on the humdrum work of coaching the students in their basic studies.

All battle magic colleges of this type receive a small grant from the Imperial Government, and are subject to twice-yearly inspections to make sure they are sticking to the officially sanctioned curriculum. Facilities tend to be fairly basic – a teaching room or two and a small library (which is usually the master's personal collection), all of which may be situated in the master's house.

GMs should feel free to introduce such colleges whenever they seem appropriate. For instance, if a character wishes to learn some spells or skills, but is nowhere near any of the colleges mentioned above, it might be appropriate to mention that the character has heard of a small institution in a nearby town. However, care should be taken to ensure that these institutions do not seem commonplace. Whilst cosmopolitan cities may take their colleges for granted, there are many small towns and villages where the residents have never even seen a real wizard.

Course Cost: Reasonable to Low
Spell Cost: Reasonable to Low
Knowledge: Petty Magic 60-80%; Battle Magic 40-60%; Alchemy 20-40% (GM's discretion)

IMPERIAL COLLEGES

There are eight Imperial Colleges of Battle Magic in Altdorf, one for each of the colours of magic. As explained previously (p12), these Colleges are relatively new institutions within the Empire, having been set up two hundred years ago by the High Elf Teclis. In spite of this, they have managed to acquire patrons and political influence far in excess of their rivals.

A Supreme Patriarch of the Imperial Colleges of Battle Magic is elected every seven years by the High Wizards of the individual colleges from one of their number. There is also the small matter of a ritual duel, but this public display is merely a nicety designed to impress the populace; its outcome is a foregone conclusion, based on the wishes of High Wizards and the Imperial authorities.

THYRUS GORMAN, THE SUPREME PATRIARCH

The present incumbent is Thyrus Gorman, High Wizard of the Bright College. He has wielded considerable political influence during his term in office, since he is a close

personal friend of the Emperor. However, his power is waning since this is his last year in office, and nobles at the Imperial Court are already jockeying for position to make alliances with whoever they think the successor to the Patriarch will be.

Thyrus Gorman is an imposing figure. Six feet two inches tall, with broad shoulders, a bushy red beard and a fierce hawk-like nose, he looks more like a pit-fighter than a wizard. But there is no doubt that in his robes of office he is a commanding presence, and many around the court are wary of his tempestuous nature. Quick to laugh, even quicker to anger, and with command of powerful Bright magic at his fingertips, he is not the sort of person who suffers fools at all. He has obviously greatly enjoyed the power that being Supreme Patriarch brings, and some say that having to return to being 'merely' the High Wizard of the Bright College will break him.

IMPERIAL COLLEGE CAREERS

The careers described below are only available to those who join one of the eight Imperial Colleges in Altdorf. A wizard wishing to join one of the following careers must have completed the Wizard Level 3 or 4 Advance Scheme, with the exception of characters wishing to join the Grey College or the Light College, which have their own entrance requirements. Level 4 wizards do not gain an additional 4D4 (or 2D4) Magic Points when they become Acolytes. To date, only humans, Halflings and a few Elves have been permitted to join the colleges.

The spells of the Colour Colleges are described as being Level 4 and Level 5. They also make use of their own variations of the skill *arcane language – magick*, which will only be taught to those enrolled in the appropriate college. These spells will never be made available to wizards who are not part of the Imperial Colleges.

Once a character has learned skills and spells from one Imperial College, they cannot learn from another. The careers of Colour wizards are as much about patterns of thinking and ways of life as they are about magical training. Understanding how to manipulate one Colour of magic the way Teclis taught it means a wizard – even an Elf – can never learn to use magic of another Colour.

THE CELESTIAL COLLEGE

Celestial magic is the magic of the spheres. It is blown high up into the sky, where it can be observed clearly by those trained to see it. Many Celestial wizards become obsessed with studying the way in which Celestial magic obscures the stars. This is not magic as such, but does allow the skilled practitioner to use magic to predict the future. Much Celestial magic concerns the use of divination and portents. It is also concerned with everything pertaining to the upper air, particularly winds and lightning.

The Celestial College is situated on the south bank of the Reik, and its towers are the highest things on the Altdorf skyline; each tower splits into many thin towers, each topped with a glass dome. Many of the wizards at the college tend to spend their days sleeping and their nights at the top of the crystal towers, studying the stars. The towers' domes are cleaned every evening by the college's acolytes to keep them free of pigeon droppings. This unpleasant duty is handed out as a punishment to students who are disrespectful, who perform poorly, who dress inappropriately... the list goes on and on. The regular need for cleaning ensures that someone is always nominated for this task. The college's masters maintain that these duties instill an appropriate sense of humility in the acolytes – this is particularly galling, since their power ensures that they would be respected and looked up to anywhere else in the Empire. Many acolytes maintain that this whole fiasco is simply contrived to indulge the masters' sadistic sense of humour. (Nobles given this punishment may, of course, delegate the task to one of their retainers.)

The spectacle of the acolytes clambering around the precarious ledges and desperately resorting to flying spells if they slip, all coloured by the light of sunset, is one of the famous and entertaining sights of Altdorf. Money is known to change hands over the likelihood of fatalities on any given day. In truth, very few fall and fewer still die – but that doesn't stop the morbid fascination of the gawpers.

Even from ground level the college is an impressive sight. Built of grey-blue stones, it is tall but very thin, and the unique split towers give it a very unusual appearance. There are no windows in the exterior walls. Within the college is a cobbled courtyard that gives access to the many towers, whose myriad windows overlook the interior of the college. There are no signs to show which door leads where, so novices are prone to getting lost. Inside the building are libraries, living quarters and observatories.

There is a rigorous program of examinations for advancement within the college, begining with an entrance examination. On passing this, the acolyte will be assigned to a master, whom they are expected to obey. New students are issued a sky-blue robe, and are encouraged to embroider it with moons, stars and comets. They are assigned quarters within the college building and are expected to live there at all times. They must not leave the college without permission. As well as their studies, they are expected to help the masters in their observations, which will give them plenty of chances to learn how to adjust the great telescopes in the domes. All Celestial students are expected to be neat, hard-working and above all punctual.

Once students have advanced to the rank of master they may take on apprentices and acolytes of their own and pursue an independent course of study. They are then presented with a ceremonial telescope, which they will carry at most times. Many Celestial wizards continue to live in their college for their entire life, leaving the building only when called to the battlefield. The main exceptions to this involve individuals who travel to observe unusual astronomical events.

HISTORY OF THE CELESTIAL COLLEGE

The first Celestial wizards learned much from Teclis, and set great store on passing on their knowledge. The first High Celestial came from Nuln and the buildings are modelled on the University College there. At first the order was fairly relaxed, accepting any new recruits who felt

themselves drawn to Celestial magic. The present system of examinations was instituted in order to maintain high academic standards and to prevent over-enrollment.

About a hundred years ago, Helmut Rosenkrantz of Middenheim became High Celestial in a disputed election. He built the first domed tower on the western corner of the building. This sparked off the Time of the Towers, in which the masters of the college vied with each other to build greater and higher towers. This rivalry led to the profusion of towers and observatories that can be seen today. At last the Emperor imposed a ban on further tower building, and the last tower was completed thirty years ago. Relations between the master wizards are still very formal and strained, and there is a very precise etiquette as to who may use which tower. When a master dies there is often an undignified scramble to take over his tower, especially if it is in a good position.

Course Cost: High
Spell Cost: High
Knowledge: Celestial Magic 100%; Battle Magic 80%

‡ HILDEGARD NIEDERTHALER, THE HIGH CELESTIAL

Hildegard is eighty-seven, but is still very active, and is a keen observer of the stars. She is somewhat crotchety, and tends to play favourites with the other Celestial wizards. She claims three observation domes for her personal use, much to the disgust of the masters. Many of the masters are beginning to claim that she is senile and unfit for her position. Some wish to have her replaced before the election of the new Supreme Patriarch, since they think the chances of Hildegard gaining the position are very slim.

‡ CELESTIAL WIZARD ‡

Any Level 3 or Level 4 Battle Magic Wizard may enter the college as a Level 4 Celestial Wizard, as long as they have taken all the advances and skills for a Level 3 Wizard.

Note that characters who wish to become a Celestial Wizard must spend 1D6+6 months training at the Celestial College in Altdorf and prove their loyalty to their master before they are allowed to leave.

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	+1	+30	+30	+30	+30	+30	–

Level 5 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	+1	+30	+40	+40	+40	+40	–

Skills – Level 4 (acolyte)
Arcane Language – Elvish
Divining: Astrology
Cast Spells – Celestial Magic Level 4
Manufacture Potions
Manufacture Scrolls
Secret Language – Battle Tongue

Skills – Level 5 (master)
Cast Spells – Celestial Magic Level 5
Etiquette
Manufacture Magic Item
Night Vision
Orientation
Super Numerate

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Sky-blue robes embroidered with suns, moons and stars
Ceremonial telescope on reaching Level 5 (Master)

Career Exits
Celestial Wizard of next level
Daemonologist – Level 1
Illusionist – Level 1
Necromancer – Level 1

‡ THE GREY COLLEGE

Grey magic rolls along the ground. Areas of special interest to the Grey College are wind and weather, magical transportation and the strengthening and weakening of minds. The spells in this last category are taught only to those considered responsible enough never to abuse them.

The Grey College is a modest-sized, ancient and crumbling stone building on the left bank of the Reik near to the university, but nearer still to the more disreputable parts of town. It is not an impressive sight, but there is something eerie about the walls, with their missing stones and overgrown ivy. The roof sometimes lets the rain in, birds nest in the eaves, and the single ruinous tower is home to a family of white owls. Legend has it that there are myriad hidden routes into and out of the college, protected by magic as well as the skills of the inhabiting wizards, but no outsider has ever found one.

The inside of the college is almost as ruinous as the outside, with erratically spaced gargoyles on the walls. Most of the rooms are unused chambers that echo to the sound of a footfall. There is one laboratory with some infrequently used alchemical equipment – it is not unusual to find a spider's web stretching from the alembic to the retort, or to discover a bird's nest in the crucible. The college has an excellent library that contains many rare and curious volumes of lore. These cover a wide range of subjects, both magical and non-magical. The librarian – a fiercely overprotective and stern guardian – will not allow books to be removed from the library and if necessary will resort to magical entrapment to prevent it.

Grey wizards are wanderers, and there are few in residence in the college at any time. Students usually find lodgings in the city, only coming into the college for instruction. The wardens of the college regard their students as adults



capable of taking care of themselves and organizing their own time. Since Grey wizards generally get bored if they stay in one place for too long, they often take their acolytes wandering with them. They may also teach for a few months and then arrange to meet the student again in a year or two for further instruction. Grey wizards never stop learning from each other, and may spend their time in Altdorf teaching some of their colleagues whilst learning from others.

There are no official ranks within the college. Candidates are selected by questioning, and if accepted they are immediately given a gnarled staff as a symbol of their allegiance. Grey wizards are known for their wisdom, and responsibility and good sense are prerequisites for those wishing to join this college. Some say that they chose their colleagues for intelligence, not magical aptitude. Certainly it is true that they have been known to redirect some applicants to other colleges to which the Grey scholars believe they would be 'better suited'. The Grey College sometimes charges low fees to students and on occasion, education is offered for free.

ǂ HISTORY OF THE GREY COLLEGE

The building was originally the site of an elementalist college that had been abandoned and allowed to fall into disrepair. At the establishment of the Colleges two hundred years ago, the Grey College chose this site as their home. The Emperor restored it as best he could, but the Grey wizards have allowed it to fall into disrepair again.

As Grey wizards prize wisdom and diplomacy, when they become involved in disputes either inside the college or with other mages, it is usually as mediators. The first High Grey persuaded the Amber wizards to remain part of the system of Colleges, and eighty years ago the High Grey of the day negotiated peace between the Bright College and the Emperor after the Great Fire of Altdorf. However, their custom of choosing their high masters for a year at a time has led to some conflict with the other Colleges, particularly Gold and Celestial. The history of the Grey College has, with very few exceptions, been one of skilful diplomacy. This does not make them any more popular with the common folk, who view them with a lack of trust due to their interest in illusions and in influencing the mind.

Course Cost: Low
Spell Cost: Low
Knowledge: Grey Magic 100%; Battle Magic 70%; Petty Magic 70%

ǂ MARTHA CANDLEFOOT, THE HIGH GREY

This year's High Grey is Martha Candlefoot, a Halfling who left the Moot ten years ago to study magic. She came to the Grey College with no magic beyond hedge-wizardry, and was unexpectedly accepted. She has spent the last decade wandering and learning from other Grey masters. She was very surprised to be chosen as High Master. Many, including Martha, put this down to a combination of her skill at organizing and the masters' inclination to give responsibility to those least likely to abuse it. Since Martha is relatively junior, it is most likely that the other masters are simply using her to avoid duties that would tie them to Altdorf.

Martha is using her time in Altdorf to learn as much as possible from as many other wizards as she can, and spends a lot of time visiting other colleges and conferring with their scholars. She is favoured at court, where her down-to-earth advice makes a refreshing contrast to the self-important proclamations of some of the other High Masters. She attends court in her grey robes with her oak staff, looking very formal, but if things get dull she sometimes pulls out a bag of knitting and gets on with it. She is only fifty-six; barely middle-aged for a Halfling, and is very popular with everyone except the other High Masters, who feel that she has insufficient dignity for her office.

ǂ GREY WIZARD ǂ

In theory, any Battle Magic Wizard, Illusionist, Elementalist, Hedge-Wizard or Wizard's Apprentice may enter the Grey College as a Grey Wizard.

Note that characters who wish to become a Grey Wizard must spend 1D6+6 months training at the Grey College in Altdorf, and must persuade their colleagues that they have the wisdom and wits to maintain the college's reputation before they are allowed to leave. A character may only enter the Grey College if the Grey College considers that the character is sufficiently wise. GMs may veto any character that they think would be unsuitable for the Grey College. Anyone who joins the Grey College is immediately called a master, no matter what their level, and is accorded equal respect within its organization.

There are no specific Grey magic spells at Levels 1, 2 and 3. Instead Level 1, 2 or 3 Grey Wizards can learn any Battle magic spell of the relevant level.

Level 1 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	–	–	+2	+10	–	–		+10	–	–	–

Level 2 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+3	+20	–	+10	+10	+20	+10	+10	–

Level 3 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+30	–	+20	+20	+30	+20	+20	–

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	+1	+30	+30	+30	+30	+30	–

Level 5 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	+1	+30	+40	+40	+40	+40	–

Skills – Level 1
Cast Spells – Battle Magic Level 1
Identify Plants
Magic Sense
Rune Lore
Scroll Lore
Secret Language – Battle Tongue

Skills – Level 2
Cast Spells – Battle Magic Level 2
Chemistry
Evaluate
Herb Lore
Magical Awareness
Meditation

Skills – Level 3
Cast Spells – Battle Magic Level 3
Daemon Lore
Identify Magical Artefact
Identify Undead
Prepare Poison

Skills – Level 4
Arcane Language – Elvish
Cast Spells – Grey Magic Level 4
Manufacture Potions
Manufacture Scrolls

Skills – Level 5
Cast Spells – Grey Magic Level 5
Divining – Nimbomancy (reading cloud patterns)
Etiquette
History
Manufacture Magic Item

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Grey robes
Gnarled staff
Sword (often symbolic, often concealed under robes)

Career Exits
Grey Wizard of next level
Wizard of same level, up to fourth
Daemonologist – Level 1
Illusionist – Level 1
Necromancer – Level 1

ǂ THE BRIGHT COLLEGE

Bright magic is concerned most especially with the uses of fire, and is often referred to as 'pyromancy', the magic of flames. The winds of Bright magic flow mostly where it is hot and dry.

The Bright College is arguably the most striking of the Colour Colleges of Altdorf. It is a huge square building of fire-hardened red brick. On each corner rises a single, very tall round tower, each topped by a pillar of flame both night and day, casting a fiery glow over the college and its surroundings. Outside of the college walls is a wide, glassy blackened area where not even weeds will grow.

Inside, the college is decorated in tapestries in shades of red, orange and yellow. Flame motifs are popular. Almost everything is made of substances that will not burn, and there are specially fortified fireproof rooms. Much of the college is given over to accommodation and studies for the inhabitants. There are also laboratories, rooms suitable for research and an extensive library.

Students are usually given rooms within the college, although they may live elsewhere if they choose. Because of the destructive nature of Bright magic, most instruction takes place in specially fortified rooms. As Bright magic is so useful in combat, students spend a lot of time with the army, learning tactics as well as magic. They are expected to help each other with their duties, encouraging a sense of loyalty to each other and to the college. Bright wizards wear red robes as battle "uniform", but generally dress in a more restrained way when in the city. Students learn for four months of the year and must spend another four months with the army. For the remainder of the year, their time is their own.

ǂ HISTORY OF THE BRIGHT COLLEGE

Just over eighty years ago this area of the city contained a warren of twisting streets. At that time the great fires were first lit on the towers, and a spell was cast to keep Altdorf free of burning buildings forever. The spell misfired catastrophically and the whole area was incinerated, killing hundreds of people. The college itself was unharmed, but the wizards closed the gates to citizens fleeing the fires, leaving them to burn rather than letting them in and running the risk of breaking the college's own magical protection against the flames.

This incident led to an understandable coolness between the Emperor and the Bright College. A decree was made that the blackened area around the college must be left as a warning against magical arrogance. The people of Altdorf have not forgotten the incident either, and Bright wizards are regarded with a mixture of distrust and fear. They may be powerful in battle, but in diplomacy and local politics an unsavoury reputation precedes them.

Course Cost: Low
Spell Cost: Low
Knowledge: Bright Magic 100%; Battle Magic 90%

ǂ THYRUS GORMAN, THE HIGH BRIGHT

The High Bright is also the Supreme Patriarch of the Colleges of Magic, and is described on pp38-39.

ǂ BRIGHT WIZARD ǂ

Any Level 3 or Level 4 Battle Magic Wizard may enter the Bright College as a Level 4 Bright Wizard, as long as they have taken all the advances and skills for a Level 3 Wizard. Note that characters that wish to become a Bright Wizard must spend 1D6+6 months training at the College in Altdorf and four months with the army, and must prove their skills pose no threat to society before they may leave.

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	+1	+30	+30	+30	+30	+30	–

Level 5 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	+1	+30	+40	+40	+40	+40	–

Skills – Level 4 (acolyte)
Arcane Language – Elvish
Cast Spells – Bright Magic Level 4
Manufacture Potions
Manufacture Scrolls
Secret Language – Battle Tongue

Skills – Level 5 (master)
Cast Spells – Bright Magic Level 5
Divination – Pyromancy (patterns in fire)
Etiquette
Manufacture Magic Items

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Flame red robes (uniform)
Ornamental keys (symbolizing the unlocking of hidden knowledge)
Ordinary clothing (for time spent off-duty)

Career Exits
Bright Wizard of next level
Daemonologist – Level 1
Illusionist – Level 1
Necromancer – Level 1

‡ THE GOLD COLLEGE

Gold magic seeps deep into the earth and becomes entwined with metals, especially precious metals and, of course, gold itself. The magic itself deals with creation, and with human fears and longings. This allows Gold wizards to cast spells that manipulate people's greed and dread. The combination of these spells with seemingly endless wealth has allowed the Gold College to become extremely powerful.

Built near the banks of the River Reik, whose waters have been diverted through well-protected underground channels to meet the needs of the laboratories within, the Gold College is the largest and most impressive of all the colleges in Altdorf. It is showy and splendid, constructed of yellow-veined marble with large gilded statues set in high niches around the external walls. Although the guards try to chase beggars away, there are usually crowds of them close to the gates, soliciting anyone going near the college and especially anyone in a gold robe, or begging for magical assistance or a boon. There are rumours among the underworld that although this is a lucrative site for begging it is also a dangerous one, as people have been said to disappear mysteriously from beneath the walls.

Inside, the reception rooms of the college are even more splendid, with rich carpets, velvet curtains and yet more gilded statues. Behind this front, however, the side-effects of alchemical study show their face – there are many laboratories full of strange devices, corridors scorched or pitted from corrosives, and from time to time clouds of smoke belch from discreet chimneys designed not to despoil the front of the building.

The Gold College employs many servants, and suffers a high rate of pilfering. Many Gold wizards prefer to keep their own households in the city and only come to the college to teach and study. All the same, the college's rooms are invariably over-crowded, so students are expected to arrange accommodation elsewhere. Partly as a result of its popularity, the college's fees have recently increased.

The Gold College shares many aims with alchemy, including the dream of finding True Transmutation (see p73). Many members of the Gold College begin their magical careers in the study of alchemy, and alchemists of any level can always find a welcome within the walls, although only those prepared to join the college are granted access to anything but the most basic magical resources.

Most Gold spells are to do with creation, and skilled Gold wizards can create many things out of nothing with a spell. It is generally believed that Gold wizards can create gold: many people have seen them do so, and members of the college do not deny it. Unfortunately, although they can make small amounts of gold, these creations only last for a short while. How long depends on the skill of the wizard – it can be anything from a day to a couple of weeks.

Practising and refining these spells are encouraged as a measure of the wizard's skill and power; however, the abuse of the power to create gold or something like it (for example, by debt-ridden wizards to short-change merchants or servants) has led to more than one public lynching. As a sign of their responsibility, the college has decreed that any Gold wizard found abusing the skill should be punished to the full extent of the law. The spell every Gold wizard dreams of creating is one that will make such creations permanent.

All students are expected to spend time working in the laboratories, and are encouraged to experiment. As well as Gold spells, alchemical spells are taught to anyone who does not already know them. Acolytes of the Gold College spend most of their time studying at the college itself, but the masters are flexible about those with prior time commitments. In addition, all acolytes must spend one month of every year in the army. The Gold College accepts all skilled acolytes, but is very wary about admitting them to the rank of master.

Acolytes are taught that only masters know the secret of creating gold. It is part of the initiation of a master to explain that True Transmutation has not yet been discovered. This fact is one of the College's most closely guarded secrets, and the masters will go to almost any lengths to ensure that it is kept.

‡ HISTORY OF THE GOLD COLLEGE

The Gold College is the only one that is no longer on the site chosen for it in the time of Teclis. It has grown slowly wealthier, and forty years ago moved from its old waterfront position near the docks to its present position of splendour on the banks of the Reik.

The history of the college is one of unrestrained success. Gold wizards have developed their magic and grown in influence. They have an exaggerated sense of their own dignity and proceed everywhere with great pomp and ceremony. This, too, has increased greatly over the years.

Despite this, many Gold wizards are dissatisfied. Neither of their major goals – True Transmutation and Lasting Creation – are any nearer. Then, ten years ago, a Gold wizard called Helga Menze was murdered. The official investigation blamed a jealous lover, but many in the Gold College know the truth: she was tortured to death by a fellow master convinced that Helga had learned the method and was keeping it to herself. Nobody knows who did the deed, but many suspect that there is a faction within the ranks of the masters who now know the secret. Since no one seems to know who is a part of this faction and who isn't, mistrust and suspicion are spreading indiscriminately.

Course Cost: Very High
Spell Cost: High
Knowledge: Gold Magic 100%; Battle Magic 50%; Alchemy 80%

‡ CHRISTA FELDMANN, THE HIGH GOLD

Christa Feldmann is a woman of fifty-one years of age. She is short and plump and dresses in long gold robes, richly embroidered with jewels. These robes are so long that two or three inches habitually trail on the floor. Her grey hair is usually covered with a net of gold-wire and pearls; however, this regal severity is belied by her smiling face, which reflects her affable nature. She won the election five years ago after the previous High Gold choked to death on a chicken bone at a public banquet. Christa spends most of her time in her private laboratory. She was born in Bögenhafen and trained as an alchemist before coming to the Gold College at the age of twenty-four.

What nobody knows is that it was Christa who killed Helga. When Christa realized that Helga did not know the secret she had been searching for all her life, Christa was ready to despair. Driven over the edge by greed, obsession and guilt over the murder, Christa found the temptations of the easy magic of Chaos irresistible and started to follow its path of corruption. Through it, she has learned how to transmute gold, and currently has initiated two of the other masters into her secrets, which include sacrifice to Tzeentch. These sacrifices are usually of the beggars who are always clustered around the college, and who can easily be enticed inside. In the last year she has begun to grow painful golden feathers on her legs, which she hides under extra-long robes.

‡ BALTHASAR GELT, THE SIGNIFICANT ARRIVAL

Balthasar Gelt arrived in the Gold College only recently, but has already started to make his mark on the place. He has proved a valuable asset to the Imperial armies, winning him favour with the court and the grudging respect of his peers. His academic credentials have proved good as well. Balthasar has already published notable works on both the Alkahest and Transmutation, as well as dabbling in the less academically respectable (but politically astute) area of combustibles suitable for the battlefield.

However, few of his colleagues feel comfortable in his presence – a freak accident during his investigations left him all but dead, and from that day he has always appeared in public covered completely in long robes and wearing a golden mask. No one knows the extent of his disfigurement, but speculations are rife.

Balthasar travelled to the Empire from the Black Gulf, via Middenheim, and has many tales of his adventures. Ever one to rise to a challenge, he has started to look into the matter of the disappearing beggars, and it is only a matter of time before he discovers what is going on – a process that may well be helped along by his contacts amongst the adventuring folk who frequently pass through the capital. Should he manage to expose such corruption but keep the reputation of the colleges intact, he will be a strong contender to replace Christa – and perhaps even Thyrus when his term as Supreme Patriarch comes to an end.

‡ GOLD WIZARD ‡

Any Level 3 or Level 4 Battle Magic Wizard, or Level 4 Alchemist, may enter the college as a Level 4 Gold Wizard, as long as they have taken all the advances and skills for a Level 3 Wizard or Level 4 Alchemist.

Note that characters that wish to become a Gold Wizard must spend 1D4+8 months training at the Gold College in Altdorf before they are allowed to leave.

Level 4 Advance Scheme

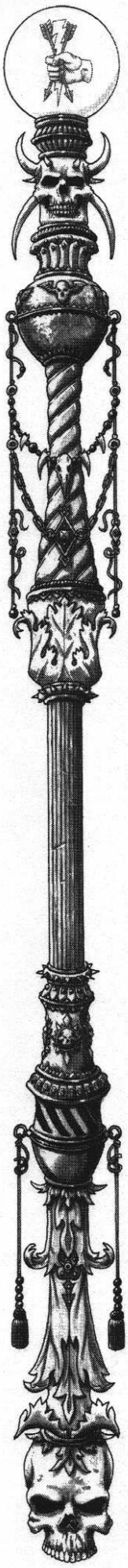
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	+1	+30	+30	+30	+30	+30	–

Level 5 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	+1	+30	+40	+40	+40	+40	–

Skills – Level 4 (acolyte)
Arcane Language – Elvish
Cast Spells – Gold Magic Level 4
Chemistry
Manufacture Potions
Manufacture Scrolls
Secret Language – Battle Tongue

Skills – Level 5 (master)
Cast Spells – Gold Magic Level 5
Evaluate
Etiquette
Gem Cutting
Manufacture Magic Items
Metallurgy



Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Rich and sumptuous robes, usually in golden shades
10D10 gold crowns

Career Exits
Gold Wizard of next level
Daemonologist – Level 1
Illusionist – Level 1
Necromancer – Level 1



ǂ THE JADE COLLEGE

Jade magic can be found near water and green growing things. It deals with protection, the physical body, and matters of life and death. Some Jade spells are similar to those used by necromancers, a fact that is clear to most wizards but which the college refuses to admit. Because Jade magic is bound up with flowing water and plants, it is affected by the changing seasons: its powers become stronger in spring and summer, but ebb away during autumn and winter.

The Jade College is in central Altdorf, surrounded by high walls which are unimpressive and unornamented. There are no high towers, so nothing of it can be seen from the outside but the high curtain wall. Its narrow gates are usually closed, with guards on the inside who will respond to any visitor who may knock to gain admittance.

The building inside the walls is completely different. It is built of living trees, twisted and shaped into walls, doorways, staircases and even windows. There are leaves everywhere on the outside, even on the small towers. In autumn it can present a very melancholy appearance. The walls and floors are made of living wood, magically shaped to be useful. There are often minor but annoying problems with seeping sap or with small parasites. Most of the college's buildings are arranged as studies and large rooms for teaching students.

Teaching at the Jade College is affected by the seasonal flow of Jade magic. The Jade College has two annual teaching sessions. One begins when Mannslieb is first full after Mitterfruhl (the spring equinox) and continues for two periods of the moon's waxing and waning. This is called the 'fifty-day session' and is the college's most active period. Many spells are taught and the acolytes are plunged into twenty-four-hour-a-day learning. At the end of the session there is a great revel in the woods outside Altdorf.

Acolytes who have become adept enough to be considered masters are presented with sickles as symbols of their status during this celebration. This is always done unexpectedly and none of the acolytes know who will get their sickle and who will not. There is no examination; the existing masters meet to discuss which of the candidates are ready. During the revel, while the candidates are dancing or drinking, a master will suddenly hand them a sickle. At the end of the revel the students leave to practise their spells and journey over the summer.

At the first new moon after Mittherbst (the autumn equinox) they return to Altdorf for the 'seventy-day session' which lasts until Mondstille (the winter solstice). Unlike the fifty-day session, this session rarely lasts exactly seventy days. At this time when the Jade power is weakening the teaching concentrates on the more academic aspects of magic and the schedule is less gruelling. At the end of the session the students leave for the rest of the winter before meeting again in the spring.

In summer and winter there are only a handful of wizards in residence at the college. In summer most Jade wizards are either serving their time with the army or are busy researching at a retreat in the countryside. In winter many return to their families, or travel south to Tilea or Estalia where winter is gentler, and a few venture into the forests to renew their vows to the Old Faith. In spring and autumn, however, the college is crowded and everyone who can find lodgings elsewhere is encouraged to do so.

ǂ HISTORY OF THE JADE COLLEGE

When Teclis founded the Jade College many of his recruits came from amongst the druids. It was apparent to all that the power of the Old Faith and Jade magic were very close to each other. The druids held a great gathering deep in the woods, in a sacred grove known as Nemetstein. The librarians of the Jade College have preserved an eye-witness account of the meeting (see p33), in which many decided to try to combine the Old Faith with Teclis's teachings. In the two hundred years since the establishment of the Jade College, Jade wizards have come a long way from their roots in the Old Faith; nevertheless many elements of that faith can still be found in a Jade wizard's daily life.

Course Cost: Reasonable
Spell Cost: Reasonable
Knowledge: Jade Magic 100%; Battle Magic 70%; Petty Magic 60%

ǂ DAGMAR VON ARBURG, THE JADE MOTHER

The High Jade is known as the Jade Mother or Father. The first holder of this office was Katelina Matthias. The present holder is Dagmar von Arburg. She is sixty-two years old, has grey hair and startlingly black eyes. She lives in the Jade College and takes a great interest in the day-to-day running of things. Some would go so far as to call her a meddler. She is fond of intrigue and seems to have a finger in every pie. However, Dagmar is not popular at court, where she has her own small faction of supporters.

ǂ JADE WIZARD ǂ

Any Level 3 or Level 4 Battle Magic Wizard may enter the college as a Level 4 Jade Wizard, as long as they have taken all the advances and skills for a Level 3 Wizard. Note that characters wishing to become a Jade Wizard must spend a minimum of 1D4+8 months training at the Jade College in Altdorf before they are allowed to leave.

Level 4 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	+1	+30	+30	+30	+30	+30	–

Level 5 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	+1	+30	+40	+40	+40	+40	–

Skills – Level 4 (acolyte)
Arcane Language – Elvish
Cast Spells – Jade Magic Level 4
Manufacture Potions
Manufacture Scrolls
Secret Language – Battle Tongue

Skills – Level 5 (master)
Cast Spells – Jade Magic Level 5
Dowsing
Etiquette
Manufacture Magic Items
Silent Move Rural

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Green robes
A small golden sickle (on becoming a master)

Career Exits
Jade Wizard of next level
Daemonologist – Level 1
Illusionist – Level 1
Necromancer – Level 1



⸸ A NOTE ON JADE POWER LEVELS

Jade magic is a fickle force, which ebbs and flows with the cycle of the seasons. The power level of Jade Wizards varies according to the time of year. In spring (from 17 Nachexen to 17 Sigmarzeit) and autumn (from 17 Nachgeheim to 17 Kaldezeit) their power level is as normal. In summer (from 18 Sigmarzeit to 16 Nachgeheim), a Jade Wizard's power level is increased to one and a half times their normal amount, rounding up. In winter (from 18 Kaldezeit to 16 Nachexen) their power level is halved, rounding down. Details of the calendar can be found in *Shadows over Bögenhafen* (p33), or the *GM Screen Pack*.

These power-changes do not happen overnight: instead, once the season has started (on the date indicated above), their power level will change by one point per day until it reaches its new level. Also, Jade Wizards can only cast Jade spells if their feet are bare, so that they are in contact with the Jade magic that flows through the ground. At sea or suspended above the ground, they cannot access the energies they need to cast the spells of their college.

⸸ THE LIGHT COLLEGE

Light magic is very diffuse. It is an energy that is easily absorbed into solid objects but which retains all its magical potential; for example, Light magic that soaks into the ground causes earthquakes. Light wizards, who are also known as White wizards or Heirophants, seek to deal with this energy, which is hard to see and difficult to manipulate. Light magic is very much a matter of containing, channelling and diverting the magic, which always remains in its pure form. All of this makes it as very different from the other forms of Colour magic.

The Light College is a cluster of buildings near the northern gate of Altdorf, not far from the university. These buildings are mostly used for accommodation and teaching. An observant visitor may notice that they are arranged in two concentric circles. In the centre of the circles is an open enclosure containing a large pyramid, which a Light wizard can tell has been built to follow magical lines in the earth. This impressive edifice is smooth-faced with white marble slabs, and has only one entrance.

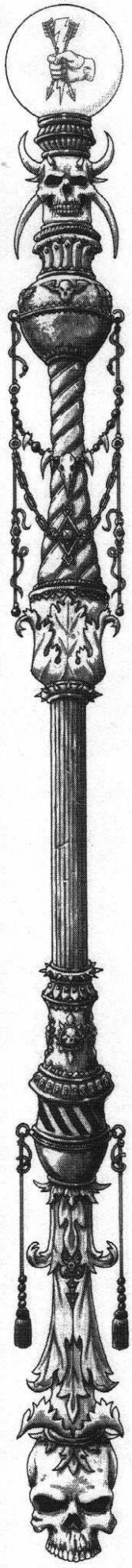
The interior of the pyramid is riddled with tunnels and rooms, and is full of statues and decorative art that display the arcane symbols important to the order, such as the Serpent of Light, the Tree of Learning, The Tower of Isolation, the Candle and the Pillar of Wisdom. There are also myriad bells, candles and incense burners, which are tended around the clock by apprentices.

Once inside the pyramid, it is very easy for the newcomer, novice or interloper to become lost in its seemingly endless corridors. The pyramid extends hundreds of feet underground; the visible portion is only the tip of the immense structure. There are many studies, observatories and laboratories. Deep down in the tunnels, far below ground level, it is rumoured that there are magically sealed vaults where dark artefacts that cannot be safely destroyed are kept safe, although members of the Light College refuse to confirm or deny this.

⸸ LEARNING AT THE LIGHT COLLEGE

Because Light magic is so difficult to deal with, the Light College actively recruits acolytes. Light wizards need as much help as they can get, and every master will have half a dozen acolytes of various skill levels. Unlike the other seven colleges, the Light College accepts completely untrained apprentices as acolytes. Twice a year one of the masters scours the orphanages of the city for children with any magical ability and offers them a chance to become powerful and respected. The college also accepts older, already skilled practitioners.

In Light magic, the masters are able to use the strength of their acolytes to assist them in focusing the enormous energies required to cast their spells. Many Light spells are so powerful that they could kill any individual who tried to use them unaided. However, using the strength of a team of trained acolytes to control the enchantment, Light wizards can create magical effects far beyond the powers of the other colleges, and are even able to turn away earthquakes – or cause them. Performing Light magic



is almost always a team effort. Accordingly, all Light training stresses concentration, meditation, and working as a team led by one master.

Many of the acolytes enlisted as children never rise through the hierarchy of the Light College. They live in barracks, and their lives are strictly regimented, from their uniform white robes to their nourishing but repetitive diet. Invariably, they are taught many magical chants and are instructed in all the skills that a master might need them to have, but only those of exceptional ability progress to the advanced training. Many of the acolytes are thrilled when they accompany their master campaigning with the army. They regard military discipline as a holiday from the strictness and regulation of their life in Altdorf.

Older acolytes will be accepted into the college willingly, but they may find that their progress is slow. Certainly they will be taught the techniques of Light magic, but the masters are always quick to say that such acolytes are not ready to progress to learning the actual spells. In fact there is a certain arrogant attitude within the college that Light magic is special, and only those who have followed it all their life can ever master it properly.

Young acolytes are not charged any fees. Older acolytes are given the choice of paying their expensive fees in cash or in time devoted to helping the masters.

ǂ HISTORY OF THE LIGHT COLLEGE

Light wizards realized from the first that their college would have to be one that helped to channel and direct the flow of the potentially destructive Light magic. They built the pyramid at the centre of their college first, as they say it has powers to absorb and channel the Light magic in the surrounding area. The rings of supplementary buildings around it followed some years later.

Light wizards have always been in demand in the army, and are often called to places where earthquakes are feared. Over the years they have had some spectacular successes on the battlefield and the occasional equally spectacular failure. They are usually in good standing at court and, unlike most wizards, also with the army. Many military men view wizards as unpredictable and annoying, but they can understand the teamwork exercised by the Light College and feel a degree of affinity for its regimented, disciplined way of working.

Course Cost: High
Spell Cost: High
Knowledge: Light Magic 100%; Battle Magic 90%; Petty Magic 90%

ǂ HUBERT GRÜNWALD, THE HIGH LIGHT

Hubert Grünwald has been High Light for less than a year, and was elected swiftly after his predecessor died failing to protect a Tilean town from an earthquake. Hubert is sure he will make no such mistake, and always checks all his calculations and incantations at least three times.

Hubert is seventy-two. He has white hair and beard, and watery blue eyes. He wears spectacles at all times – except in public, when vanity makes him remove them and peer at everyone. He is well respected among his peers in the college, and has many friends in high positions in the army. His origins are among the wizardly family of Grünwald of Talabheim, where his cousin heads the Battle College: there is a certain coldness between them. He is justly proud of his ancestry, and wears his family crest beside the wheel of magic around his neck.

However, having spent most of his life at the college, he is uncertain how to behave at court, where matters are so much harder to predict. He speaks little, tends to listen to and side with the High Grey in Council, and is easily led. He is touchy about his own dignity and the protocols that he feels his office deserves, although he is not always certain what all of these are. He spends much of his time reading the records of the college.

ǂ LIGHT WIZARD ǂ

Any Battle Magic Wizard, Illusionist, Elementalist, Hedge-Wizard or Wizard's Apprentice may enter the Light College as a Light Acolyte. However, acolytes are strictly regimented and are not allowed out of the college except when accompanying their master (usually into battle). This means that Light Acolyte is not usually a suitable career for a player-character mage. If the GM is running a campaign in which all the player characters are in their fourth career, then a Light Wizard may be viable as a player character's career. Otherwise it should be reserved for NPCs.

The first spell learned by any Light Acolyte will always be *Channel Energy* (see p189). There are no specific Light magic spells at Levels 2 and 3. Level 1, 2 or 3 Light wizards can learn any Battle magic spell of the relevant level.

Level 1 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	–	–	+2	+10	–	–	+10	–	–	–	–

Level 2 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+3	+20	–	+10	+10	+20	+10	+10	–

Level 3 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+30	–	+20	+20	+30	+20	+20	–

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	+1	+30	+30	+30	+30	+30	–

Level 5 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	+1	+30	+40	+40	+40	+40	–

Skills – Level 1 acolyte
Cast Spells – Light Magic Level 1
Cast Spells – Battle Magic Level 1
Identify Plants
Magic Sense
Rune Lore
Scroll Lore
Secret Language – Battle Tongue

Skills – Level 2 acolyte
Cast Spells – Battle Magic Level 2 (& Light Magic Level 1)
Chemistry
Evaluate
Herb Lore
Magical Awareness
Meditation

Skills – Level 3 acolyte
Cast Spells – Battle Magic Level 3 (& Light Magic Level 1)
Daemon Lore
Identify Magical Artefact
Identify Undead
Prepare Poison

Skills – Level 4 acolyte
Arcane Language – Elvish
Cast Spells – Light Magic Level 4
Manufacture Potions
Manufacture Scrolls

Skills – Level 5 master
Cast Spells – Light Magic Level 5
Divining – Lithomancy (movement of pebbles)
Etiquette
Manufacture Magic Items

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
White robes
A serpentine staff
A master will have at least five acolytes, who provide extra MPs for him through the *Channel Energy* spell.

Career Exits
Light Wizard of the next level
Daemonologist – Level 1
Illusionist – Level 1
Necromancer – Level 1



THE AMBER COLLEGE

The wind that is the source of Amber magic is like a thin chill breeze that cuts through any protection, in some places blowing lightly and in others like a gale. It is closely related to wild things and it cannot be tamed. Amber magic deals with elemental wildness – wild animals and birds, curses and the sheer untamed power of the natural world, very different to the power of living things tapped by the magicians of the Jade College or the druids of the Old Faith. Amber magic works best in wild places far from the civilized races of the Old World and their control over the environment.

The Amber Tower in Altdorf stands in a square behind the Imperial palace. It is a symbolic home for the college as it is almost always empty, with no library, apprentices, laboratories or staff of servants. There may be one or two Amber mages with business in the city staying here, but it is used only when the tides of Amber magic flow most strongly across the world and reach even to the heart of cities. The tower is short and squat, topped by many gargoyles whose faces are those of wild beasts. There is a wall around it, and the tower rises from a mossy courtyard. The tower has neither door nor window.

Directions are inscribed on the tower walls, visible only to those whose psyches are naturally attuned with Amber magic. These directions tell aspiring Amber wizards where they can seek out others of their kind for training. The door to the tower will appear and open only when Amber magic is at its strongest.

Deep in the forests around Altdorf there are a number of Amber strongholds, looked after by Amber wizards for the specific purpose of training others. These strongholds are in wild places, where both wizard and Acolyte must hunt for their own food.

Amber wizards will accept no more than one apprentice at a time. Only candidates psychologically as well as magically suited to the life will be accepted. As well as the spells and techniques of Amber magic the master will teach the student how to hunt and how to live in the wilderness.

Amber wizards do not trim their hair or their beards. They dress in furs of animals that they have killed themselves. They often make jewellery out of the bones, feathers and teeth of small creatures, interspersed with lumps of raw amber. Using the concentration techniques necessary to manipulate Amber magic brings on a hatred and fear of people, and especially of people massed together. As acolytes learn more Amber magic they become more bestial.

Amber masters charge their apprentices no fees.

HISTORY OF THE AMBER COLLEGE

Teclis realized soon after he began to teach Amber magic that using it had a strange effect on the minds of men. As the floods of magical energy began to abate after the Chaos Incursion and Amber magic became weaker in Altdorf, he tried to persuade those who had learned Amber magic from him that they should begin again in another discipline. Some did, but many were already too engrossed in their way of life. These fled the city, frightened that Teclis would dissolve their order.

They held a historic meeting in the woods on the south bank of the Reik not far from Altdorf. All the Amber wizards in the Old World were present, with only one outsider. This was Jenna Schwartzkopf, a Grey wizard, who had been the first High Grey. At that time the ideals of Teclis about the eight colleges protecting the world from

Chaos were very much in everyone's mind, but even Jenna could not persuade all the Amber wizards to return to the city. However, she managed to make them agree that they would train others who wanted to learn their tradition, and that some of them would stay close to Altdorf for this purpose. The mages agreed to write directions to their secret holds on their tower with magical scripts.

She also persuaded them that their High Amber should come to Altdorf if she summoned him, and that they would continue to elect the High Amber. This tradition remains in place – any Grey wizard who has been High Grey can summon the High Amber to Altdorf if he is needed. This has only been done twice in the last two centuries – once when the Bright College burned the city and once at the deposition of the Emperor Dieter IV.

Course Cost: None
Spell Cost: None
Knowledge: Amber Magic 100%; Battle Magic 60%

‡ KERWEN SIGMARSSON, THE HIGH AMBER

Kerwen Sigmarsson is the High Amber. He lives in a cave in the Middle Mountains with three wolves, travelling into Altdorf only when his official duties demand it. He was elected three years ago when the previous High Amber was eaten by a bear. He is very shaggy in appearance, and wears a thick string of amber beads, which is his badge of office. He dislikes people very much, and cares nothing about the affairs of the rest of the world, although being a man who keeps his word and his obligations, he regards his oath of loyalty to the Empire as highly as any vow he has ever sworn. He prefers not to receive visitors.

‡ AMBER WIZARD ‡

Any Level 3 or Level 4 Battle Magic Wizard may enter the college as a Level 4 Amber Wizard, as long as they have taken all the advances and skills for a Level 3 Wizard.

Note that characters who wish to become an Amber wizard must spend 1D6+6 months training at one of the Amber College wilderness retreats near Altdorf before they are allowed to leave.

Level 4 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	+1	+30	+30	+30	+30	+30	–

Level 5 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+2	+5	+40	+1	+30	+30	+40	+40	+40	–

Skills – Level 4 (acolyte)
Arcane Language – Elvish
Cast Spells – Amber Magic Level 4
Follow Trail
Manufacture Potions
Manufacture Scrolls
Secret Language – Battle Tongue

Skills – Level 5 (master)
Cast Spells – Amber Magic Level 5
Divination – Haruspication (animal entrails)
Game Hunting
Manufacture Magic Item
Silent Move Rural

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Clothing made from animal skins
Jewellery made from bones, teeth and bits of amber
Bow

Special Psychology Rules
Amber wizards who have completed their Level 4 Amber wizard career become afraid of crowds and crowded places (demophobia). In any town or city situation, an Amber wizard's Cool is halved, and the GM may impose a *fear* check if an Amber wizard finds himself in a large crowd.

Career Exits
Amber Wizard of next level
Daemonologist – Level 1
Illusionist – Level 1
Necromancer – Level 1

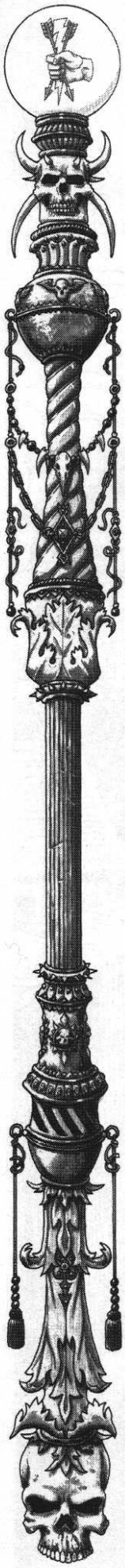
‡ THE AMETHYST COLLEGE

Of all the streams of magic, Amethyst is the hardest to detect and use. It flows in and out of the stream of time, lingering near what is dead and decaying. It hangs heavy over graveyards, battlefields and places of execution. It deals with direct physical effects to living bodies, and with death and doom. Although Amethyst wizards scorn trivial ornamentation, certain recurrent symbols are associated with the order, including a scythe, a skull and bones, an hourglass and a thorned rose. These symbols are also common on gravestones across the Empire, dating back long before the college was founded.

The Amethyst College is a gloomy place, situated against the southern walls of Altdorf, overlooking the cemetery where thousands were hastily interred after the devastation of the Red Plague. The college is built with curved walls of dark stone, giving it a monolithic, imposing atmosphere that dominates the surrounding streets. It has few towers and fewer windows, presenting an impenetrable and discouraging facade. It is a far less welcoming place than the shrine of Mórr – which lies nearby, much to the chagrin of both communities.

The doors of the Amethyst College are always slightly ajar, yet few thieves are bold enough to enter the gloomy portals. There is a tale of one who did: Cassio the Tilean stole


ROBB NICHOLSON 2007



forty silver shillings and a brooch from the Amethyst College twenty years ago. He spent the money but was unable to find anyone who would buy the brooch. Soon afterwards, his wife died in a household accident that left him blind. He then contracted a loathsome wasting disease. Cast out by his remaining family, he became a beggar. All those who gave him money out of pity found that they had bad luck afterwards, and soon stopped helping him. Eventually he came to the conclusion that the brooch was cursed and tried to return it to the Amethyst College. He spent years crawling through the streets of Altdorf trying to find his way back to the place he had robbed. His pitiful cries for directions became well known in the city. He never made it. Years later, in a pogrom against Chaos, his abhorrent form was mistaken for a mutant, and he was stabbed and thrown into the Talabec to drown. He has not been seen since, but some who tell the story say that he could not die and still ekes out a miserable existence somewhere in the wild land outside the city. Nobody has tried to steal from the Amethyst College since. Anyone mentioning the idea will be warned of Cassio's fate.

Those who dare to push open the college's doors must make a **CI** test, with penalties adjusted according to the legitimacy of their purposes. Failure means that the opener dare not step through the doors to see what may lie in the dark shadows on the other side.

Inside, the building is silent. The rooms are vaulted and gloomy, painted dark purple or midnight blue, with a few items of furniture carved from dark wood. There are layers of dust on the floor as if nobody has passed this way for many years, but if visitors turn to look behind them they will see their footsteps are rapidly filled in with this same dust and all trace of their passing disappears. Most rooms are echoingly empty, but some are decorated with mysterious sarcophagi. It may take some time to find someone. When they do the person will speak only through the college's mysterious magics of communication.

The college contains small living quarters and wide, bare rooms suitable for casting spells. There is a small library containing magically locked cases full of books on obscure aspects of Amethyst magic written in secret languages.

ǂ JOINING THE AMETHYST COLLEGE

Amethyst wizards accept few acolytes, and those wishing to learn Amethyst magic must pass stringent tests and make serious vows. The most important of these is never to abuse Amethyst magic or use it for personal benefit. The next is never to speak the secrets of the Amethyst brotherhood. To enforce this vow, the candidate must take a third vow never to speak at all. Amethyst wizards communicate using a magical discipline unknown to the rest of the world, which involves placing words into the minds of others. They never speak aloud.

The college will only accept people who will learn to communicate without speech. The first thing taught to the candidate is the secret language in which they write the less important books of lore and usually use for communication. There are books in this language teaching the more secret language, and books in that language teaching the most secret language.

Candidates may learn the second secret language after ten years of instruction in the college, by which time they will have studied many concentration and meditation techniques. During this period they rarely, if ever, leave the walls. When they have mastered this language they are given their scythe and made masters. After this, they must spend time in the army if required, or go out into the world. After another ten years they may learn the third language and the College's ultimate secrets. They may not then leave the college. There are only four masters of the third language alive at the present time.

Note that characters in the Amethyst College must have learned the skill *secret language – Amethyst* before they can learn the skill *cast spells – Amethyst Magic level 4*. Similarly, they must learn *Inner Amethyst* before they can learn the skill of casting spells at level 5. In addition, only those who have mastered *Deep Amethyst* are able to research and develop new Amethyst magic, of any level.

Moreover, since Amethyst wizards do not speak, they automatically incur the penalties described on page 145 for casting magic without the appropriate invocations. Most Amethyst magic, however, has been designed with this in mind – it can normally be cast silently without penalties, but should the caster's gestures be curtailed, this will have more significant effects than usual. Where gestures cannot be used, the caster is subject to penalties both for lacking gestures and for being silent.

The Amethyst College charges no fees to those who join it, but acolytes are expected to hand over all their worldly wealth at the time of entry into the college. In some circumstances a new member may be allowed to keep certain possessions, but the college instills in its apprentices the idea that joining the Amethyst College is, like death itself, a passage from an old life that must now be cast away and forgotten.

Only very rarely will an Amethyst wizard leave the membership of the College by any means other than death. Those who do find themselves shunned not only by their former colleagues but also by the wizards of other colleges, and ordinary people too, for the pallor of Amethyst magic will continue to hang over them. The only people who will take an interest in a former Amethyst wizard are witch-hunters and exorcists, keen to ensure that they do not turn to the practice of darker forms of magic, and ready to deal with them if they do.

ǂ HISTORY OF THE AMETHYST COLLEGE

All the secrecy surrounding the college and its magic is not the product of paranoia. The Amethyst College really does have something to hide: their magic is probably the most powerful of all the eight Colours. Because it works directly on the living world, it can be used to do untold harm in the wrong hands.

Teclis instructed the original Amethyst wizards to be careful with their power. They can literally hold the power of life and death in their hands: an Amethyst spell like the *Lesser Caress of Laniph* can squeeze a man's heart inside his chest so that he dies of seemingly natural causes. To the original wizards of this college Teclis stressed the level

of responsibility required to be an Amethyst wizard: the knowledge of the balance of life and death, and the ability to see the two as forces, not as a means to an end such as power or revenge. This tradition has become enshrined in the precepts of the College.

It is very rare for a serving Amethyst wizard to go renegade, but three times in the last hundred years the masters of the college have had to band together and hunt down and kill one of their colleagues. When they happen, renegade hunts are conducted in complete secret. Some renegades turn to necromancy, daemonology, or join with the forces of Chaos, or simply lose their minds; and while the wizards of many colleges have their eccentricities, the madness of an Amethyst wizard is a truly dangerous thing. Although all Amethyst wizards are regarded with particular suspicion by exorcists, witch-hunters and priests of all the major temples, their secretive nature and lack of speech make it hard for any renegades to be spotted by individuals outside of the college. Because of the use of magics of the mind, it is hard for any Amethyst wizard to harbour secret thoughts from their fellows. The three who did were very powerful indeed, and each time it took the combined might of the rest of the College to eliminate them. It is a secret of the Amethyst masters that the misfired spell that destroyed the area around the Bright College eighty years ago was caused by a renegade Amethyst wizard.

Course Cost: None (but see above)
Spell Cost: None (but see above)
Knowledge: Amethyst Magic 100%; Battle Magic 40%

‡ GÜNTHER KLAUS, THE HIGH AMETHYST

Günther Klaus has been High Amethyst for the last thirty years. His age is unknown. He wears a deep purple cloak and is constantly surrounded by an aura of fear. He leaves the college only for important Council meetings, at which he never speaks but occasionally raps his scythe on the floor to indicate approval or disapproval. There is never any doubt about which of these he intends.

Günther rarely speaks to those who are not Amethyst masters, even by telepathy. He has been using the secret languages of his order for so long that even if he were forced somehow to speak, he would find it hard to find words in ordinary Old Worlder.

‡ AMETHYST WIZARD ‡

Any Level 3 or Level 4 Battle Magic Wizard may enter the college as a Level 4 Amethyst Wizard, as long as they have taken all the advances and skills for a Level 3 Wizard and are prepared to swear the appropriate oaths.

Note that any characters who wish to become an Amethyst wizard must spend a minimum of ten years training at the Amethyst College in Altdorf before they are allowed to leave as a licensed independent member of the College. They may leave at a time before that, but must resign their membership of the college if they do. This means that unless you are running a campaign with a very extended timescale, Amethyst Wizard is probably not a good career for PCs. If a GM is planning a campaign in which all the PCs start at the beginning of their fourth career, an Amethyst Wizard may be appropriate. Otherwise, Amethyst Wizards are best kept for use as NPCs.

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	+1	+30	+30	+30	+30	+30	–

Level 5 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	+1	+30	+30	+40	+40	+40	–

Skills – Level 4 (acolyte)
Arcane Language – Elvish
Cast Spells – Amethyst Magic Level 4
Manufacture Potions
Manufacture Scrolls
Specialist Weapon – Polearm
Secret Language – Battle Tongue
Secret Language – Amethyst (after 10 years)

Skills – Level 5 (master)
Cast Spells – Amethyst Magic Level 5
Etiquette
Manufacture Magic Item
Secret Language – Inner Amethyst (after 20 years)
Secret Language – Deep Amethyst (after 30 years)
Silent Move Urban

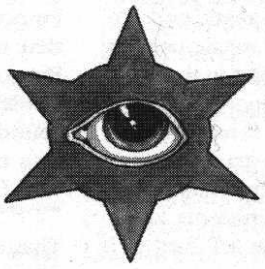
Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Black robe with deep hood
Scythe (to hit -10; damage +1; parry -10)

Career Exits
Amethyst Wizard of next level
Daemonologist – Level 1
Illusionist – Level 1
Necromancer – Level 1
Wizard of same level



CHAPTER 6



ILLUSIONISM

Hansakk froze as the Troll loped into the clearing, its huge nostrils flaring as it sniffed the air. His heart pounding in his chest, the sentry's grip on his halberd tightened as he watched the hideous, warty creature move steadily in his direction. He could smell the rancid stench of its body even from here! Quickly casting up a prayer to Sigmar, Hansakk cursed the wizard's name for the third time. Where was that damnable deceiver Wieland?

It seemed an age since he had sent Dikken to fetch the illusionist, although in truth it could have been no more than five minutes. It was just that the longer he was left with the Troll, the more desperate he felt. If he had to engage the monster in battle he was bound to alert the greenskin warband to the presence of the hidden Imperial camp before Captain Gunther's troops were ready to launch their attack. And if that were the case, then the Burgomeister's hostaged daughter was sure to die. No, better to scare the Troll away with a vision of an apparently more terrible beast, conjured by Wieland the illusionist.

There was the crash of splintering branches and a creature born of some dark god's dream burst into the forest clearing. Hansakk gasped and was glad he had used the latrine before going on duty. The monster's body was that of a huge lion, while three snarling and spitting heads sprouted from between its heaving shoulders. A pair of bat-like wings, only many times larger, and a writhing serpentine tail completed the monstrous amalgamation that was the Chimera.

As the Chaos creature slashed at the Troll with a huge clawed foot, a chuckling voice behind Hansakk said, "I bet he wasn't expecting that!"

Glancing back, the sentry saw the capricious illusionist standing behind him, grinning. Hearing an ululating howl, Hansakk looked back to the Troll, as it battled with its illusory foe. The Troll fell back as the Chimera struck it once more – and then vanished with an audible pop, leaving not even a drop of blood as evidence of its existence. It appeared to have been nothing more than an illusion as well.

'And I wasn't expecting that,' Wieland added in mild surprise.

THE PRINCIPLES OF ILLUSIONISM HAVE BEEN around for centuries, and examples of magical deceits are well documented in myth and legend. It was originally a low-level magic used by hucksters, showmen and thieves, and taught in the backrooms of seedy taverns with almost no theory behind it. For centuries scholars of magic took little interest in illusionism. One minor college was set up to study it in Salzenmund to the north of Middenheim, but it only gathered a handful of mages and scholars. Students at the magical colleges of Nuln and Middenheim referred to it as a nest of robbers and false wizards.

MODERN ILLUSIONISM

When the Incursion of Chaos was over and wizards had more time to investigate the principles of magic, there were those who realized that illusionist magic did not overlap with the new teachings of the Colour Colleges. They were fascinated by the possibilities of using illusionism as a way of confusing the enemy on the battlefield – such as creating the illusion of armies where none were present – and made it their particular branch of study. Within five years the numbers of the Salzenmund College swelled to more than fifty.

As is the way with wizards when researching new magic, the means became an end in itself. These wizards began producing new illusionist spells ranging from large-scale battlefield illusions to smaller, more controlled spells, and variants on the deceptive, canting enchantments of the old days of illusionism. During the Sonnstill (summer solstice) festival of 2417, the mages of the college gave a spectacular demonstration of their abilities before a large and appreciative crowd. The audience happened to include one Gustav Klimt, the manager of a group of travelling players. He immediately saw the possibilities for using illusions in his plays and shows, and approached the spellcasters afterwards. One of the illusionists joined the players, adding his unique talents to their shows.

It was not long before Klimt's Travelling Players were one of the most sought-after theatre companies in the Old World. Their mixture of real players and illusory monsters, vast and spectacular backdrops, and amazing 'extra special effects' (as they called them) took them to the courts of the Empire, Bretonnia, Estalia, Tilea and Kislev. Other theatre companies began to realize that in order to keep their reputations, they would have to recruit illusionists of their own. It was not long before wizards were being solicited by theatre companies and sent to Salzenmund to become illusionists.

Unfortunately many of the new wizards entering the theatrical profession were less committed to law and order than their brethren. Indeed, the basis of illusion is trickery and deceit – a thing that the Chaos Gods are keen to foster. It was not long before many new illusionists had fallen back into the practices of the early days, using their skills to perform thefts and robberies, creating diversions and covering up their tracks with magic.

THE BACKLASH

Matters came to a head in 2429. A particularly daring (or foolhardy) trio of illusionists, attached to a prestigious theatre company staying in the Imperial Palace in Altdorf, made off with a fine selection of treasure from the Emperor's own collection. They chose a bad moment to do so: Emperor Dieter IV had already had one lot of bad news that day – the declaration of independence from the Burgomeisters of Marienburg. When he heard of the loss of his family jewels, he flew into a rage and ordered the rounding up of all illusionists in the Empire as a prelude to a mass trial on charges of witchcraft and consorting with Chaos.

Thankfully for the illusionists, the Electors had had their fill of Dieter IV and his impulsive acts, and shortly afterwards deposed him in favour of the more stable Wilhelm. When the arrest order went out, many illusionists dropped out of sight and were never found. Unfortunately, the illusionist college in Salzenmund was burnt to the ground by a superstitious mob of peasants, urged on by witch-hunters. Those who were arrested were brought to Altdorf on the order of the new Emperor. Wilhelm had seen a way of benefiting from the unfortunate zeal of his predecessor. He gave the illusionists an ultimatum – swear an oath to be loyal agents of the Empire or be handed over to the tender mercies of the Grand Theogonist's inquisitors.

Naturally, the illusionists knew which side their bread was buttered and swore the required oath. Thus a valuable resource was added to the Imperial spy network: a secret illusionist college, dedicated to teaching the use of illusionism in espionage and anti-cultist activity.

In the meantime, those illusionists who had escaped the Imperial net went into hiding. Many of them never emerged, but lived quietly, teaching their skills to apprentices, with no hope that they would ever be able to practise their magic openly. Others – the less scrupulous – banded together to form the College of Lugenheim (the Home of Lies), a secret college dedicated to the teaching of illusionism and intimately linked to the Cult of Ranald the Deceiver.

In 2470 IC, a petition was sent to the Emperor by the illusionists within the Imperial espionage network asking that illusionism be taken off the list of proscribed magics. The Emperor, recognizing the good work that the Imperial illusionists had done over the years, granted their wish, and it became legal to practise the art once again. A small college was set up in Ubersreik, mainly as a licensing body, but also as a recruitment front for the espionage network. Many of those who had been learning and teaching secretly over the years were approached to join.

The College of Lugenheim briefly considered whether they should make their presence felt, but by that time they were so wrapped up with the Cult of Ranald and their economic ties with the underworld were so strong that they dismissed the idea. They remain to this day an illegal body of wizards, whose existence is suspected by only a few authorities.

Since that time, other colleges have begun to teach illusionism: the Wizards' and Alchemists' Guild in Middenheim is one example. All such colleges are home to at least one scholar who acts as a recruiter for the Empire College of Illusionists in Ubersreik, quietly sounding out the most suitable individuals and encouraging them to apply to the

school. Middenheim's Guild also contains two members who have sworn a secret allegiance to the College of Lugenheim and are there to recruit students of illusionism who seem suited to a life of crime.

* THE EMPIRE COLLEGE *

Few would think of the Empire College of Illusionists, which sits in rich farmlands outside Ubersreik, a town of about 3500 in the west of the Reikland, as one of the pillars of the state. To the inhabitants of the nearby town, it is merely a college of particularly eccentric wizards, kept safe from persecution by the 'Empire' label on their name. The illusionists foster this impression; they frequently give displays of their skills at the major festivals of the equinoxes and solstices, and some of their number take jobs with the bands of travelling players that can be found throughout the land.

This harmless exterior is a front for a far more secret and sinister purpose. Behind the facade of eccentricity lies an efficient and ruthless spy network. From their headquarters at Ubersreik, illusionist spies go out to the four corners of the Empire seeking evidence of sedition, infiltration, enemy espionage, peasant dissatisfaction, nobles plotting revolt and Chaos cults. Others are sent abroad either on broad intelligence-gathering missions, or with specific instructions to retrieve or pass on information or an object or even to perform an assassination.

With their mastery of disguise and their ability to divert attention, they find it easy to infiltrate organizations, get into and out of buildings without being seen, kill people and make it look like someone else did it, and generally confuse and perplex the public at large. They are few but effective, and it is impossible to tell who might be an agent of Ubersreik. The harmless old man with the travelling theatre company, the young woman who performs illusions in the town square for money, the travel-stained wizard with the group of rowdy adventurers in the corner of the inn; all might well be agents of the Empire.

MEMBERSHIP OF THE COLLEGE

To join, a wizard must be recommended by two other wizards (not necessarily illusionists) who are trusted by the powers-that-be in the Empire College. Potential illusionists have little idea of what they are letting themselves in for when they arrive at the college for training. Unbeknownst to them, they will be vetted by their superiors, their movements will be watched, their activities noted and their friends studied. It is only once they are safely behind closed doors at the Empire College and have been deemed to be suitable by the authorities that the secret is revealed to them. At that point they are given a choice: swear an oath of allegiance or leave the college in the morning. Of those who leave the college, few survive more than a few days before meeting some nasty accident.

Not all students at the Empire College are recruited in this way. After all, some are simply not cut out for the life of a spy. Such individuals help maintain the deception that this is a college much like any other. However, the fact that they have been deemed unsuitable by the authorities counts against them, and when they leave their details are passed on to the Imperial witch-hunters, who monitor them from that day forward. After all, anyone who is not entirely for the Empire could easily act against it, and such potential liabilities need to be closely watched.

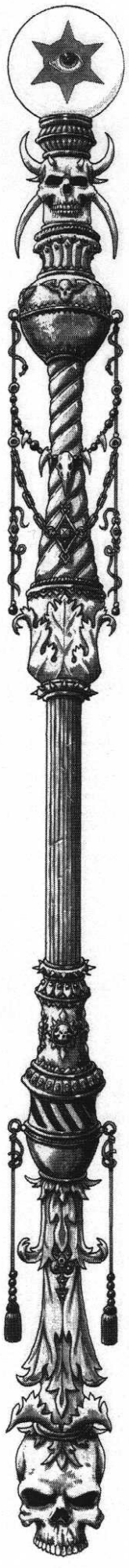
Once an illusionist has completed their undercover training, they are given a licence and sent out into the world. Many are told to stay with their old careers. Adventurers, for instance, will probably be told to stick with their friends, continue to travel with them, joining in whatever heroic or nefarious deeds they take part in. Then one day a message will come – a whispered word in a darkened tavern, a briefing from someone in a minor college while haggling over the purchase of magical ingredients – and the mission is on. It might be something as simple as finding out more about an individual or an organization that is causing the Empire problems. Alternately, it might be something sinister: murdering the entire family of a merchant who has become altogether too rich and powerful and making it look like cultist activity.

The members of the Empire College are theoretically responsible only to the Emperor himself. In practice, this is not the case. The leaders of the Empire College felt it wise not to tell the last two Emperors of their existence, in the interests of what they call 'plausible deniability' should their activities ever be brought to light. Moreover, an Emperor can be forced to abdicate, and would then stop being an ally and become a potential enemy. It was deemed unwise to let the truth about the college get into the hands of a potential enemy, so the Emperor remains blissfully ignorant of the organization that is performing acts of deceit and murder on his behalf.

The only people in power who know the truth about the Empire College are the high wizards of the Imperial Colleges of Magic in Altdorf. Even they little realize the extent of the college's spy network, since the Empire College has been careful to give the impression that they are loyal but eccentric patriots with an amusing mania for secrecy. Most of the high wizards consider the college's spies to be little more than a joke, and no threat. Only the High Gold suspects their real power and influence, and she is happy to use their services from time to time in return for the money they need to fund their operations.

One of the main aims of the Empire College is to root out the machinations of Chaos within the Empire, to "seek out the enemy within". This is hampered by the fact that a few members of the higher echelons of the Empire College are cultists themselves. When agents are sent on missions to infiltrate or destroy a particular cult, it is possible that they were sent by an agent of a rival cult in order to further its ends. Sometimes the Empire College, rather than doing a job itself, will tip off a local witch-hunter and get him to carry out the dirty work. The college has links to a number of 'tame' witch-hunters who can be relied on to fulfil the college's requirements; some are zealots or Empire agents, others are victims of blackmail.

The college itself is a small and nondescript castle of ancient design, surrounded by outbuildings and set in open farmland to the south-east of Ubersreik. Sometimes strange



lights can be seen moving above it at night. These are to scare away curious peasants and give the place an air of eccentric mystery, to keep people away from the truth.

Although the college actively recruits female members and has the best ratio of women to men of all the colleges in the Empire, the place has the air of a gentleman's club: all polished oak panelling and leather armchairs. It is in the main hall, over a glass of Bretonnian brandy, that the powerful ruling triumvirate of the Empire College meet to plan their skulduggery. Other parts of the castle contain teaching rooms, a good library of magical and occult tomes including some banned works, ten individual rooms for wizards-in-training, three luxurious suites for the leaders of the college, kitchens, store-rooms and so on. In the centre of the castle is a courtyard, where the wizards can practise large-scale illusions, safe from the prying eyes of passers-by.

ǂ THE TRIUMVIRATE

The Empire College of Illusionists is jointly ruled by a cabal of three experienced (fourth level) illusionists. All are well-known and respected in Reikland society, and all are thought to be harmless and eccentric by the outside world. At least one of them is always in residence, although it is rare that all three are there at the same time.

ǂ JOHANNES KLEUGER

A handsome grey-haired man in his fifties with a short iron-grey beard, Kleuger has an engaging smile and a twinkle in his eye. He is a favourite dinner guest among the region's high society, where his anecdotes and amusing off-the-cuff illusions are greatly enjoyed. His humour can be cruel, though, and his satires and illusory caricatures of local worthies can be enough to remove them from power, in much the same way as Kleuger's jokes spread making the victim a laughing stock. Needless to say he does this on purpose, yet his satire is done with such a disarming smile that no one could suspect him of malicious intent.

Kleuger is joint leader (with fellow Triumvirate member Reiner Stark) of *Kleuger and Stark's Pandaemonium Theatre Company*, which travels throughout Empire during the summer months, performing for the nobility and rich merchants. Their lightly disguised political satires have much the same effect on the public as Kleuger's after-dinner jokes. In addition to the writers and actors who travel with the company (who are innocent of the nature of the Empire College), there are a number of illusionists who provide special effects for the company's shows – and also perform various secret missions for the college during their journeys about the Empire.

ǂ REINER STARK

The most serious member of the partnership, Stark is a gaunt, dark-haired man in his mid-thirties, given to wearing black. He has piercing eyes – a stare from him is enough to make all but the strongest-willed look away first. He is far more ruthless than Kleuger, and is prepared to sanction almost any means to ensure what he sees as the protection of the Empire. In the more backward country districts he is often mistaken for either a witch-hunter or a daemonologist.

While working with the theatre company, his illusions tend toward the terrifying: visions of Daemons and Beastmen intended to make the audience justifiably frightened by the menace of Chaos. One of his favourite effects, at the end of the play *Corruption, or the Tragedy of the Inner Daemons* is to make the entire audience look and feel as though they have turned into Chaos Spawn – people feel tentacles sprout from their bodies, extra limbs appear, their faces distort into obscene parodies of humanity. Stark holds the illusion for a good thirty seconds before one of the other illusionists conjures up an image of Sigmar, who miraculously 'heals' the afflicted audience. Needless to say, temple visits increase when *Corruption* has been performed in town.

ǂ BERTOLT HESSEN

The third member of the Triumvirate, Hessen could be said to be the leader of the college for at least four months of the year. When all three members of the Triumvirate are together, Hessen is usually outvoted on policy matters by Kleuger and Stark, but in the summer, when they are away with the theatre company, he is the sole ruler of the college. Hessen is the most mysterious of the three leaders of the Empire College. He is almost unnaturally tall (six feet, ten inches), with a long grey beard and hawk-like nose. He dominates a room merely by his presence. No one knows quite how old he is, but he appears to be in his seventies; his face is heavily wrinkled, his pale hands lined with veins.

Yet despite his imposing presence, Hessen is probably the most "human" of the three. He spends much of his time teaching the principles of illusionism, and his students come to love him. Seeing his face crack into one of his rare smiles at evidence of a new technique mastered is more reward than heaps of praise from a lesser man.

Hessen disapproves of much of what the college does, and would be quite happy if the college were merely what it seems to be: a place of learning for eccentric wizards. Indeed, Kleuger and Stark have often talked among themselves of having him replaced, but they are stopped by the fact that there is no one to match him in terms in mastery of the arts of illusion, and his teaching abilities are second to none.

* LUGENHEIM *

In the dark days of fear and persecution following the edict of Dieter IV, when illusionism was banned throughout the Empire, many illusionists went to ground, using their skills at deception to evade the witch-hunters and soldiers of the Empire. Many were caught and taken to Altdorf, as explained above, but a number of them escaped. One such group was a small band of illusionists and their apprentices who had been studying at the Wizards' and Alchemists' Guild in Middenheim.

Many of these wizards were regular visitors to a shrine to Ranald the Trickster, operated by priests with ties to the underworld. With the help of their colleagues there, the illusionists managed to escape. Making their way into the

sewer system, they found their way into the ancient abandoned tunnels bored in the rock on which the city stands (see the sourcebook *Middenheim: City of Chaos*). There, they rebuilt their college in rooms hacked out of the rock centuries ago by the Dwarfs. For a long time they remained in hiding, making a living by performing services for criminals, and rarely daring to leave the city. The illusionists, once respectable (or at least respected), were forced to live in the dark, never seeing the light of the sun, creeping out from time to time during the night to perform some nefarious deed for their thieving allies. To their apprentices, it seemed as if they had always lived in their dark home, and they began to call their 'college' Lugenheim, the Home of Lies. In time the wizards began to recruit new apprentices from promising youngsters in the gangs that they dealt with, thus making their ties with the underworld even stronger.

In 2470, forty-one years after they had gone underground, news came that illusionism had been removed from the list of proscribed magic, that illusionists were free to practise their skills once more, and that a new college was being set up in Ubersreik. To the few remaining wizards who remembered the old ban, it was like a reprieve from prison. But to the younger wizards who had grown up in the Home of Lies, it was anathema. They reminded their older colleagues of all the unlawful acts that they had performed; if they were to come out now, the City Watch would be on them in no time. The old guard argued back – it was not up to the youngsters to tell them what to do. If they wanted to go out into the world, they would. The younger illusionists realized that if the older wizards were allowed to leave, their lives too would be in jeopardy. They begged the older wizards to think on it overnight and come back with a decision in the morning. Then, while the older wizards were sleeping, the young wizards called on their allies in the underworld gangs for help and murdered the potential traitors in their beds.

It was a night that was to last long in the memory of the illusionists of Lugenheim, and was to taint their dealings with the outside world forever. No longer could they pretend that they were an organization driven into hiding by a tyrannical emperor – by their own actions, they had proven themselves to be ruthless killers, more interested in self-preservation and greed than the freedom to practice their art openly. The future of Lugenheim was fixed for all time as a breeding ground for lies.

THE MASTER OF LIES

The present Master of Lies, as the head of Lugenheim is known, is called Reineke the Fox. She is a wiry, pinch-faced woman in her forties, with long red hair tied back in a ponytail. She is unusual in that she is the first master of Lies who was not brought up as an apprentice in Lugenheim. She came to Middenheim fifteen years ago and, seeking out the various gangs in the city, asked of the whereabouts of the illusionists. She wouldn't take no for an answer and was eventually allowed to join the college.

Her mastery of illusionism is impressive, though she will never tell who had taught her nor what her real name is. It is generally assumed that she is protecting a master who is practising illusionism without a licence somewhere else in the Empire.

She rules Lugenheim with an iron fist, taking no nonsense from anyone. Since her arrival, the college has become much richer, and has even begun to dabble with politics. So far this has been minor – bribes to petty officials, information stolen from one councillor finding its way into the hands of a rival, and so on – but her sights are set on higher things. Some say she is planning to bribe or blackmail enough of the members of the Graf's advisory council to get Lugenheim made into a legal college.

In reality Reineke is a sleeper agent for the Empire College, put there to keep an eye on things in Middenheim, and pass back information on anything that the college feels it might need to act upon. While the illusionists of Lugenheim go about their thieving and scheming ways, little do they realize they are the dupes and servants of a secret government organization dedicated to preserving the *status quo* in the Empire.

Recently Reineke has begun to uncover the exact details of the Chaos activity that has existed for years in the miles of tunnels beneath the city streets. Soon she will send word to Ubersreik, and every Empire College agent in the northern Empire will descend on the city to root out the evil – and may the gods help anyone who stands in their way.

INDEPENDENT ILLUSIONISTS

Not all illusionists belong to the two colleges described above. When illusionism was made illegal, not all those who escaped the Emperor's net fell into the clutches of Lugenheim. Many quietly disappeared, to reappear somewhere else with a new name and a new career.

It must be remembered that all illusionists have gained at least the rudiments of Battle magic before going onto illusionism. So it was relatively easy for a third-level illusionist to pretend to be a first-level wizard, simply by never using any illusionist spells. And with a reasonably forged licence and a home sufficiently distant from the college that supposedly granted the licence, it proved possible for many to live a persecution-free life.

Many of these illusionists eventually took on apprentices, and naturally, some simply couldn't bear not to teach them some illusionist spells. In this way the tradition has been carried on, free from the taint of either the Empire College or Lugenheim. Many of these illusionists choose a life of adventure, because out in the wilderness or in foreign lands it is possible to practise the art of illusion without fear of persecution.

Of course, if the Empire College finds one of these illusionists, they will be taken quietly to one side (or forcibly if necessary – the college's burly witch-hunters are quite happy to use strong-arm tactics) and given the same choice that recruited agents are given; join the Empire College, or leave quietly and face the consequences. Naturally, those who leave often don't live to regret it.



CHAPTER 7



ELEMENTALISM

The wind howled around the pinnacle of rock on which the old woman stood, gusting the surface of the lake beneath into white-crested waves and sending dark glowering thunderheads scudding across the storm-wrecked sky. The woman's long grey hair and tattered grey robes flapped around her, and her steely blue eyes flashed with bursts of distant lightning.

A figure approached the rock, wrapped in a dyed blue woollen cloak, patterned with a twining green motif, resting its weight on a straight staff of willow. The bearded man looked up at the old woman, the dark pools of his eyes taking in every detail of their surroundings.

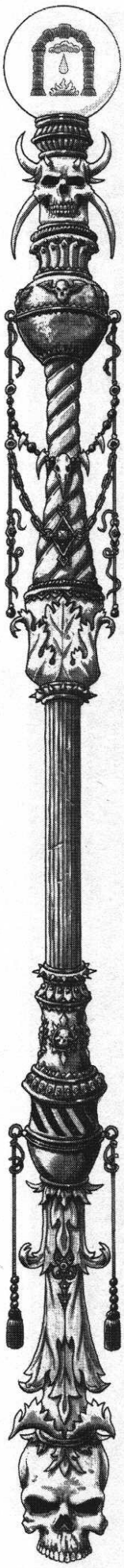
"So, Bathilda Neulung," he called in a voice like the crashing of the waves on the shore of the lake, "this is where the final conflict is to take place?"

"You were ever the observant one, Reinhardt Varl," the harridan replied, the susurrus of her words carrying to the man on the breeze. "At least here I will be able to prove to you that it is the element of air which is the stronger, without you accusing me of this being an unfair trial!"

"Fair it may be," the water wizard responded, "but as to which element is stronger, we shall see."

Reinhardt Varl raised his staff above his head and began to make swinging passes in the direction of the lake. With each pass the waves on its surface rose higher. In response, the air elementalist began her own spell-weaving. The gale-force winds continued to increase in speed until Bathilda Neulung was at the centre of a spinning vortex of air, her hair standing straight out on end from her head, crackling with static electricity. As the whirling cyclone reached its roaring height, thousands of gallons of water crashed together and rose bodily out of the lake, taking on a crude, semi-humanoid form as it surged towards the outcrop.

With the rumbling roar of an earthquake the rocky pinnacle split apart, sending shards the size of temple spires crashing down around the barren shoreline and massive boulders plunging into the lake's deep waters. Two gigantic granite hands reached out of the ground, grabbing the two wizards and trapping them within their inescapable stone grasp. A bellowing voice, loud as an erupting volcano, rolled across the mountain peaks: "Who dares disturb the sleep of Maledath, Master of Earth?"



THE ANCIENT PRACTICES OF ELEMENTALISM predate the days in which Teclis came from Ulthuan and taught humanity the rites of Colour magic. During the Age of Wars, around the years 1260-1280, when the Empire lacked any central authority and anarchy stalked the land, a hedge-wizard by the name of Gunthar the Wise spent twenty years travelling the Old World, talking to scholars and sages, trying to come up with some overall theory of magic that would make teaching and the invention of new spells easier.

In Nuln, Gunthar was befriended by the alchemist Berthold Fessbinder, who taught him the alchemical theory of the four elements: Earth, Air, Fire and Water. Everything, Berthold said, was made up of these four elements combined in varying degrees. Gunthar deduced that in some way magic too must follow this law. Thus, he reasoned, magic must likewise be divided into four elements; the common spells must draw a little from each of the four types of magic in order to work on the corresponding four elements of the material world.

It was a simple theory, but it was better than any other wizard had at that time. What is more, it was surprisingly close to the theories Teclis would elaborate on some years later. Experimenting with this notion, Gunthar soon discovered he could create 'purer' and more powerful spells than the hedge-wizards, who simply progressed through aimless trial and error. Others heard of his success and came to learn his methods. Soon a small but thriving school for wizards was born in Nuln, founded and run by Gunthar.

In those early days the Old World was a much wilder place. The forests were greater, the mountains unchallenged by humanity, and the pockets of civilization were widely scattered and isolated. Much of the magic developed by the new-fledged elementalists related to this natural, untamed world. As they became more entrenched in its disciplines, students of elementalism began to move further and further away from the squalour and crowding that was prevalent in the towns and cities. Those who remained looked on in suspicion, accusing their brethren of abandoning civilized practices and 'going native'.

An early surprise for the elementalists was the discovery of the strange creatures known as elementals (**WFRP**, p254). At first the wizards thought they had discovered a new type of being, but they soon came to realize the truth was nowhere near so straightforward. Instead, they found that in fact they were allowing the elements of Earth, Air, Fire and Water to manifest corporeally through the application of magic. Each of these new forms acted as a kind of avatar, epitomizing the qualities with which the element was imbued.

For many years, elementalism was the main and most respected form of magic in the Empire – although in truth this wasn't much of a claim, compared to the levels of power that Imperial wizards are capable of producing today. When Magnus the Pious invited the High Elves to come and teach magic to humanity, many elementalists were incensed, believing he had spurned their wisdom. The truth is that Magnus had respect for the elementalists but did not believe that their magic would be powerful enough to defeat that of the Chaos hordes. He did not think they were disciplined enough to work as part of an army, and worried about the strength of their loyalty to the Empire.

When the Chaos Incursion of 2303 was finally driven back and Teclis began the founding of the Imperial Colleges of Magic in Altdorf, some elementalists went to join them. Others hung back, still smarting from Magnus's slight and remaining suspicious of this new theory propounded by inhuman beings. They also felt ill at ease with the establishment of congested buildings in the grime and bustle of the largest city in the Empire.

Teclis was genuinely impressed by the elementalists' theories and congratulated them on getting so far in theoretical magic without the knowledge of the High Elves. However, he also told them quite plainly that their theories were wrong. This was the final wedge driven between the two factions. Those convinced of Teclis's wisdom joined the Imperial Colleges, glad to learn the true nature of magic. The others stayed in and around Nuln, nursing their imagined grudges, and determined to keep the theories of elementalism alive.

As the years passed, it became increasingly obvious that the magic taught at the Imperial Colleges was primarily for use in battle. Little of it related to the natural world that the elementalists could manipulate so well. With the threat of Chaos subdued, this preoccupation with violence drove many of the more sensitive wizards to the elementalist school in Nuln. As time passed and the Empire introduced licensing in order to control wizardry, the school in Nuln (then calling itself the Elementalists' Guild) came under the watchful eye of the witch-hunters. Members were questioned and sometimes tortured in an effort to find some evidence of corruption or allegiance to Chaos, but little was uncovered. Eventually, the witch-hunters conceded that although the elementalists had no great love of the Imperial Colleges, they were neither evil nor Chaotic. In 2420, the college was finally granted its charter and was allowed to issue licences. However, even to this day, politics between the elementalists and the Imperial Colleges are strained, and members of the different traditions shun and scorn each other.

In addition to the school in Nuln, specialist colleges have since been set up under the Imperial charter, each of which has been tasked with the deeper investigation of elementalist magic. Whilst the Colour Colleges are supported in order to advance the military might of the Empire, these elementalist colleges are encouraged "for the betterment of society and knowledge". The minimal funding they require is all but irrelevant; to the elementalists, the Imperial sanction is seen as small recompense for being passed over in favour of the raw destructive powers of the colleges in Altdorf.

ELEMENTALISTS IN SOCIETY

Elementalist wizards have a reputation as people who dislike order and prefer their own independence. Other wizards caricature them as grumpy eccentrics and liken them to Dwarfs in temperament, though not within earshot of either. Most elementalists have a deep bond to the natural world and prefer to spend much of their time in the

wilderness areas of the world away from civilization. Although there is a major school of elementalism in Nuln and specialist colleges elsewhere, most elementalists prefer to live in wilderness areas, where they feel closer to the elements they manipulate.

The common people in rural areas tend to have an uneasy relationship with elementalists. On one hand, elementalists are seen as useful people to have around, with their ability to manipulate the weather and affect the growth of vegetation. On the other, these spell-casters can call down the very power of nature itself, channelling it through themselves. Stir one to anger and you could find your harvest blighted, your fields flooded, or your entire hamlet reduced to scorched ruins by a fire storm. It is an uneasy relationship.

Because many elementalists spend most of their time alone in the wilderness, they tend to become cut off from society and forget human concerns in the pursuit of their art. More than one elementalist has set off a volcano or earthquake, just to see if it was possible or to experience the thrill of unleashing such power, with no thought for the damage caused to nearby farms and villages.

In particularly remote and superstitious areas, there have been cases of powerful elementalists being treated as demigods by local farmers: a capricious force of nature, to be propitiated by offerings of food left on their doorstep in the middle of the night. Sometimes this power goes to the elementalist's head, and more than one has been tried and burned at the stake for blasphemy, their hapless worshippers burning alongside them.

* THE ELDRITCH UNIVERSITY *

The Eldritch University of Nuln is a specialist elementalist college, and the biggest organized centre of the study and teaching of elementalism in the Empire.

An immense single round tower with arrowslit windows looms over the Nuln skyline – this is the Eldritch University. The walls are built of granite, brought to Nuln at great trouble and expense. There is a bronze plaque on the wall explaining that granite best symbolizes elementalism because it is a rock (Earth) born of Fire and Air, and that this granite comes from a river bed linking it to Water. Even without this instructive plaque the college is an impressive sight. The walls appear to be smooth, and unbroken by a gate or door. One of the first tests of worthiness for applicants is to find a way into the building, either through demonstration of their power over the stone or by showing their humility and calling for the door keeper to open a passage through the rock for them.

Inside the tower is a reception area, where a doorman (a former failed student of the college) asks the business of any strangers who enter. There is a flight of spiral stairs leading up to the higher levels. Most of the tower consists of accommodation and workrooms for residents. There are also laboratories, a library of works on elementalism, flameproof rooms and observation platforms.

‡ LEARNING AT THE ELDRITCH UNIVERSITY

The university accepts any wizards wishing to become elementalists who are able to pay for their tuition. They will even accept those who have previously studied at the University College, as long as they renounce their former allegiance vehemently enough. Some students are later discovered to have dabbled in the forbidden arts of necromancy or daemonology, but these are never seen again, and no one will elaborate on their fate.

Students may study for as long as they can afford the high fees, and are also expected to copy manuscripts and help the masters without receiving remuneration for it. After achieving the third level, many elementalists choose to specialize in the study of one specific element. When they have made their choice, they will spend almost all of their time in the college of that element (see below). These colleges are subsidiary magical schools, which are scattered beyond the city of Nuln, but which are – nominally, anyway – under the control of the Eldritch University.

‡ HISTORY OF THE ELDRITCH UNIVERSITY

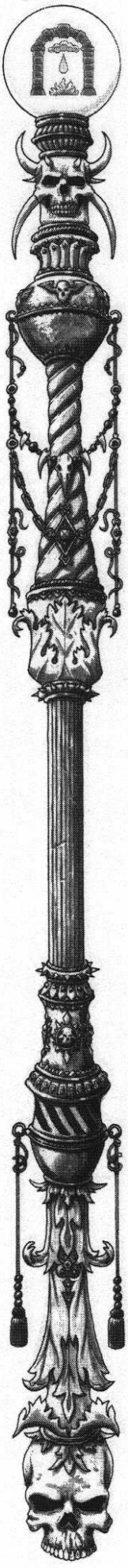
The university originally styled itself as an Elementalists' Guild, but when the Battle College of Nuln (see p38) took the title of 'university' two hundred years ago it followed suit rather than lose face. The university has an ancient tradition – there has been a Wizards' Association on the site for almost a thousand years. The present tower was built six hundred years ago by Kaspar Maurer, a mason turned Earth magician. He died before the work was completed, his children refused to give the college the money to finish it, and the building was occupied in its incomplete state for almost a century before the work was finally concluded.

There has always been rivalry with the University College. After the last Chaos Incursion and the introduction of the new teachings, it seemed that the Eldritch University had finally secured the lead in their race for status. However, the period since has seen an active rivalry. Usually this has been channelled into positive and constructive acts in order to maintain decorum. A century ago, for example, it was customary for the students to create rival explosive displays on Mondstill for the entertainment of the populace. This competition was considered won for all time by the elementalists after the famous exploding daffodil incident eighty years ago.

Unfortunately, sometimes the rivalry grows more intense, leading to harm. Tutors and students alike have died in outbursts of rage, some of which have also taken the lives of bystanders. An official peace was declared by the Elector of Nuln twenty years ago, which will be enforced by the combined might of the Imperial Colleges if necessary. As a result, relations today are strained but controlled.

‡ THE HIGH MASTER

Renata Lang is the high master of the Eldritch University. She is a die-hard elementalist, specializing in Air magic. She hates the High Wizard of Nuln and the University



College, and is often involved in intrigues against them. Renata is short with silvery-grey hair, and invariably wears black robes and carries a very tall staff.

* COLLEGE OF EARTH *

The College of Earth is situated in the province of Stirland, not far from the city of Wurtbad. The college itself is built into the side of an east-facing hill in order to catch the dawn light. From the outside it does not appear to be a large building. The front, which is the only visible part, is pale stone, with many windows. Surrounding the college are cultivated fields which provide most of the food for its inhabitants. Beyond the fields lies the river Stir and the road to Wurtbad.

A knock on the front door will be answered by one of the four resident Earth masters or one of their pupils. Atypically, there are no servants or other staff here: everyone in the college is involved in the study of magic.

The front rooms of the college are well lit. These are organized into suites composed of bedrooms and studies. The back rooms, built deep into the hill, are used for meditation on Earth magic. There is also an alchemical laboratory built far into the depths of the earth. New, deeper rooms are being excavated.

ǂ STUDY AT THE EARTH COLLEGE

Only dedicated elementalists who are closely drawn to the element of Earth will be admitted to the college. Jade or Light wizards who claim that they are doing the same kind of work will be unceremoniously turned away.

Much of what is taught is, in fact, very similar to the magic studied at the Jade and Light colleges in Altdorf. Many of the differences are simply the result of superstition and the failure of the various disciplines to see eye-to-eye. For instance, elementalists teach that just as Jade magic works better in the spring and summer, all magic works best in the night and morning, and less well in the afternoon and evening. Thus the Earth masters sleep at odd times of day. They also insist on using spell ingredients to focus their spells, even for the highest levels of ability. This allows the masters to use some spells that closely resemble Light magic without the elaborate system of acolytes that would normally be required. They do know some spells that are undiscovered anywhere else. New spells are composed whilst meditating in underground rooms.

A student becomes an Earth master when they have mastered the arts they are studying and composed at least one new Earth spell. Earth masters wear brown robes.

Students tend to outnumber their masters by roughly three to one, but there is a surprisingly high drop-out rate, due to the amount of physical work they are expected to perform. As well as their studies, students must help in the fields, take care of Waltraud (see below) and to do all the domestic tasks around the college. No servants are allowed, and it is highly unusual for any non-spellcasters to be permitted to even enter the building.

ǂ HISTORY OF THE EARTH COLLEGE

According to legend, the Earth College was founded seven hundred years ago, although it only received official recognition and its Imperial sanction quite recently. It was founded by an elementalist called Holger Blech, whose name does not appear on the records of any of the colleges of magic elsewhere in the Empire. Almost nothing is known about him, except that he excavated the first level of the college himself, taught the first students and wrote the four books in the college's library which still form the basis for the entire theory of Earth magic. The college has always been inward-focused and insular. The masters rarely travel away from it.

ǂ THE EARTH MASTERS

There are four Earth Masters currently in residence at the college, who are treated as having equal status. They are:

ǂ WALTRAUD KAUFFMANN

An old woman, originally from Sylvania, Waltraud has lived for many years at the college and is the oldest inhabitant. She claims to be five hundred years old, but is in fact 153. She is sharp-eyed and wise, although she has not been able to walk for almost sixty years. She refuses to put up with any nonsense and insists on being told everything. She is still an extremely powerful wizard.

ǂ FRIEDHELM SAEGER

Saeger is the next oldest wizard at the college, although Waltraud considers him a stripling at a mere 89. He alone knows Waltraud's real age, because he was here fifty years ago when she celebrated her hundredth birthday. Unlike many people, who discount her exaggerated claims to old age, he knows she has a secret and has been trying to get her to teach it to him for the last thirty years. She refuses, and the two are always bickering. Saeger spends much of his time wrapped up in magical research of one sort or another, often at the expense of teaching his students.

ǂ GOTTLIEB EISELE

A sturdy, kindly man of 46, Eisele has been at the college for the last fifteen years, and became a master eight years ago. He is in awe of the two older masters, and behaves with deference towards them. He takes his turn caring for Waltraud, and pretends to believe that she is five hundred. In fact he thinks she is not much older than Friedhelm. She has taught him her long-life spell, making him swear not to teach it to Friedhelm, but he doesn't know whether it works. Gottlieb is working on True Transmutation and has managed to make a few grains of lasting gold from several hundred pounds of lead. He is thus closer to the secret than anyone else in the world. He carries out his research late into the night in the laboratory, and it leaves him exhausted and shaking.

ǂ STEFANIE MAILE

The youngest master at only 32, she has recently attained that rank after six years of diligent study at the college.

The first spell she created, *Navigate Underground*, has been much praised, and great things are expected of her, especially by Friedhelm. Stefanie is a straight-faced young woman who takes her work and her magic very seriously.

‡ EARTH WIZARDS ‡

Any Level 3 or Level 4 Elementalist may become an Earth Wizard, so long as they have taken all the advances and skills for a Level 3 Elementalist.

Note that characters wishing to become an Earth Wizard must spend a minimum of 1D4 months training at the College of Earth in Stirland, and must prove to the masters that they will not bring the college or its studies into disrepute before they are allowed to leave. They are also required to take their turn carrying out the chores and caring for the senior masters.

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+4	+40	-	+30	+30	+30	+30	+30	-

Level 5 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+5	+40	-	+30	+40	+40	+40	+40	-

Skills – Level 4 (acolyte)
Arcane Language – Dwarfish
Cast Spells – Earth Magic Level 4
Engineering
Manufacture Potions
Manufacture Scrolls

Skills – Level 5 (master)
Cast Spells – Earth Magic Level 5
Manufacture Magic Items
Mining

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Heavy brown robes

Career Exits
Earth Wizard of next level
Illusionist – Level 1
Wizard – Level 2

* THE AIR COLLEGE *

The Air College is situated high in the Grey Mountains, a day's travel south of Axe Bite Pass, at the edge of a terrifying precipice. It can only be reached by climbing a dizzying trail through the mountains, requiring either an experienced guide or a map, or magical means. The cliff is almost certainly too steep to climb, and all this makes the college highly defendable in case of attack.

The Air College has the gothic appearance one might expect from a castle perched on the edge of a cliff. It is sheer-sided, built of dark rock, with many towers, spires, ledges and gargoyles, together with one crystal dome. At the bottom of the precipice is a great drift of loose rock.

After ascending the trail from the far side of the mountain, visitors are faced with a dark gatehouse and locked iron gates. Anyone with either *magical awareness* or *magical sense* will be struck by the sheer amount of power here. There is a bell chain, which if pulled will eventually be answered. Those who approach magically from the front will be met in the air by wizards who will enquire as to their business. A large, encircling *Zone of Protection* spell repulses birds and other flyers approaching the dome.

The interior of the college is as gloomy and moody as its exterior, and seems to have been designed to confuse. There are many twisting corridors, all alike, linking studies, accommodation and observatories. There is one huge library whose echoing gables are festooned with yet more gargoyles. It is rumoured that these come alive and devour anyone who defaces or attempts to steal the books. The building is infested with mice.

‡ LEARNING AT THE AIR COLLEGE

Unlike many colleges, fees at the Air College are low. Students study here for terms of fifty days at a time. Then they must leave and wander for fifty days before the next term starts. Students must pay their fees in kind – food and magical ingredients are the most common forms of barter, brought up the dangerous track to the college.

The methodology of magic taught at the Air College involves much meditation at the cliff edge and in high towers. Many air spells draw on the same basic principles as Celestial or Grey magic, but all the spells taught here use magical ingredients. Variants of some of them are known at the Imperial Colleges, others are not.

Air masters wear robes of bluish-grey. There are rigid examinations for mastery.

‡ HISTORY OF THE AIR COLLEGE

The Air College has stood on this mountain for four hundred years. Seventy years after it was built, half of the hill slid away in a landslide, creating the current precipice. The college itself was only saved by some extremely impressive spell-casting on the part of the masters. The spells are still in place today and have to be regularly renewed, otherwise the college would slide over the edge.

As with the other colleges, this particular school existed for quite some time before it gained its charter. Several of its members left to join Teclis and subsequently helped found the Celestial College; relations between these institutions are particularly frosty as a result.

‡ THE HIGH AIR MASTER

Eugen Luft is the High Master of the college. He is a fussy man of 68 who has lived at the college all his life. Both his mother and father were Air elementalists, and his mother was the High Master before him. He has no time for any other systems of learning, and is very scathing about the other elementalist colleges, which he considers frivolous. He has nothing but contempt for the Imperial Colleges of Magic and anyone who has studied there. His word is treated as law around the college, and anyone who dares to question it will be made very unwelcome.

‡ AIR WIZARDS ‡

Any Level 3 or Level 4 Elementalist may become an Air Wizard, so long as they have taken all the advances and skills for a Level 3 Elementalist.

Note that characters wishing to become an Air Wizard must spend a minimum of 1D4 terms training at the Air College in the Grey Mountains, and must prove to the masters that they will not bring the college into disrepute before they are allowed to leave.

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	–	+30	+30	+30	+30	+30	–

Level 5 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	–	+30	+40	+40	+40	+40	–

Skills – Level 4 (acolyte)
Arcane Language – Elvish
Cast Spells – Air Magic Level 4
Etiquette
Manufacture Potions
Manufacture Scrolls

Skills – Level 5 (master)
Cast Spells – Air Magic Level 5
Manufacture Magic Items
Public Speaking
Silent Move Rural
Silent Move Urban

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Light blue shirt and breeches
Heavy woollen cloak, often dyed light blue

Career Exits
Air Wizard of next level
Illusionist – Level 1
Wizard – Level 2

* THE FIRE COLLEGE *

The Fire College is in the city of Bechafen, in the province of Ostermark. Unlike most magical colleges it is not in a dramatic building near the temples or palaces, or in the university quarter. Instead, the college is a small, undistinguished building in a back street in the poorest quarter of the city, squeezed between a noisy tavern and a smithy. It is a typical gabled building, overhanging the street. There is no sign marking it as a college, except a small faded flame painted on the door.

The front door is kept locked and will not be answered unless someone is expected. The best way to get in is to first send a note asking for an audience with the wizards. Anyone with letters of introduction from the Eldritch University or one of the other elemental colleges will automatically be given an appointment, but anyone else will have to present some very convincing reasons to distract the Fire wizards from their research and discussions.

Inside, the building has one large low-ceilinged common room, kitchens, and upstairs studies and bedrooms for the inhabitants. There is also a cellar, which has been magically fireproofed, where any practical research takes place. Only some of the masters live here; others have their own houses in the town.

‡ LEARNING AT THE FIRE COLLEGE

Very few elementalists seek to specialize in Fire magic. Those who do usually abandon their tradition and go to the Bright College in Altdorf, whose teachings appear very similar and admission is easier to acquire. Those who choose to come to the Fire College include some of the most traditional and eccentric wizards in the Old World. Even from this select number, few are granted admission.

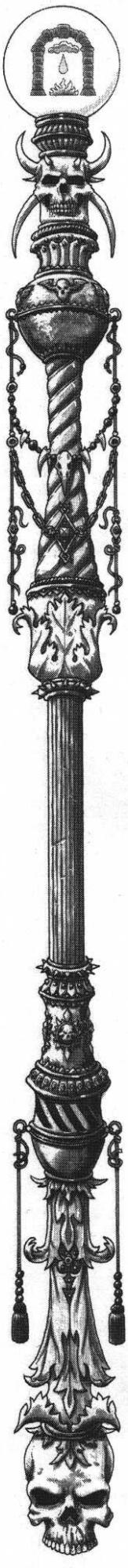
What students learn are Fire spells, most of them nearly identical to those of the Bright College. There are very few unique spells here. The masters of the college care more about the theory of magic than its practice: they do not create many new spells, preferring to spend their time in pure research. As a result they have a library of unique books which contain the college's accumulated learning.

Students live in the college and learn from the masters. Fees are high but reductions are occasionally made for any enthusiastic and impoverished students. The student will have no living expenses, as food is provided. Students can stay for as long as they can pay the fees, and can return whenever they wish.

‡ HISTORY OF THE FIRE COLLEGE

The Fire College has been dwindling both in popularity and resources since the coming of Teclis. The basic reason is simple: when the Bright College was formed the Fire College split; the practical wizards whose talents were based around spellcasting, and who were interested in


ORTIZ
©'01



the idea of joining armies or politicking in the capital moved to Altdorf, taking the knowledge and spells of the Fire College with them. The more insular ones, who cared only for the pure theory of Fire magic, stayed behind.

The college moved to its current site only twenty years ago, after their previous building, a castle in the woods upriver from Bechafen, burned to the ground. Several masters perished in the fire, and others left the order in an argument over whether to rebuild or move to the city.

The college's position in the town is far from welcome – it has a legal right to be there, but is viewed with mistrust and suspicion by locals. They are well aware of what happened to the castle, remember what took place in Altdorf eighty years ago, and consider the college to be a disaster waiting to happen. Drunken locals have made this point to unwary students quite emphatically on more than one occasion, and the Watch has shown no inclination to investigate the beatings.

ǂ THE FIRE MASTER

Andreas von Esslingen is the High Master at the Fire College – or at least, the elementalist with the most seniority. He is 55, with iron-grey hair and piercing blue eyes. He is very strict with the students and very intolerant of any mention of the Bright College, or the "renegade Fire wizards" as he calls them.

Von Esslingen is paranoid about mutants, and insists on a full examination of any potential students. The reason is for his fear is he is a mutant himself – he has an extra ear on his left thigh. He has removed it on several occasions, but it always grows back. He now wears oversized orange and yellow flame-patterned robes at all times. This ear began to grow when he was an adolescent, and is the reason he has never married. It is also why he became an elementalist rather than a Bright wizard: he was frightened that his secret would be detected, and that if he went to fight Chaos he might find he was one of them. Although paranoid and unhappy, he is not an evil man. He spends some of his time visiting nobles, unsuccessfully trying to persuade them to sponsor the rebuilding of the college.

ǂ FIRE WIZARDS ǂ

Elementalists wishing to follow the career of Fire Wizard have access to the same advances and skills as Bright Wizards (see pp43-44), except that Fire wizards study at the Fire College in Bechafen, and their styles and trappings may be different, at the GM's discretion.

✹ CASTLE WATER ✹

In the west of the Empire, in the principality of Reikland, Castle Water controls a large rural estate of several villages along the upper Teufel river. The lands of the college are extensive, and generate a good income for the masters.

The college is a plain, sturdy castle of traditional design. The only unusual feature is that it is built over the river – right over it, in fact. The castle is actually constructed like a bridge between two islands in the fast-flowing river Teufel, with the water running around the outside of the building like a moat, as well as through the centre of it.

An ability to swim, fly or walk on water is required to reach the college. There are boats kept in the castle, but these are only used to ferry servants and visitors with appointments to and from the shore. Furthermore, boats do not moor within a mile upstream or downstream of the castle. This more of a convention than a law – the castle-dwellers are known not to like river traffic to come too close to their walls, and intrusive vessels have been involved in a surprising number of unfortunate accidents.

Should someone arrive at the college without prior arrangement, they will need to climb one of the two small towers that are built on the riverbanks opposite the castle. These contains a bell, at the sound of which someone from the castle will bring a boat over to see what is needed. Travellers also use the towers to shelter from the rain.

Applicants wishing to study at the college will be interviewed by the High Master and must sit an examination. It is not necessary to be an elementalist before enrolling, but it helps: although the college will allow anyone to sit the examination, only those who are thoroughly familiar with elementalist theories and magic will pass.

Inside, the castle is cool and humid, paved throughout with stone-flags covered with rushes. Many of the rooms have pools and fountains, while others have iron grilles mounted in the floor through which the waters of the Teufel can be seen rushing past. The building is furnished throughout in tranquil shades of blue and green. There is also a profusion of plants, growing from artfully worked clay pots. The body of the castle contains an extensive library, a laboratory, studies and workrooms, while the Water magicians and their students have their living quarters in the four towers.

ǂ LEARNING AT THE WATER COLLEGE

The college is well-attended and popular, not least because many students have heard of its wealth and pleasant surroundings. Fees are low, barely enough to cover living expenses. There is a rigorous system of regular examinations, and any student who cannot keep up to the standards of the college is asked to leave.

Castle Water's teaching concentrates on both the theoretical and practical aspects of Water magic. There are many spells that are only taught here, including some that are to all intents and purposes identical to Jade magic spells. (Note that because they are not taught all aspects of Jade magic, the GM should create appropriate Water magic equivalents of selected Jade spells rather than allowing characters access to the Jade wizards' full spell lists.) This is the result of wizards from the Jade college coming to study here – a surprising inversion of the normal course of events, which is partly due to the affluent and prestigious status of the Water College. Because of the castle's watery location, the seasonal waxing and waning of Jade magic affects wizards less here than elsewhere.

Partly as a result of their low fees, students are expected to help the castle's servants with routine work such as cutting and laying the rushes that are used as floor coverings, and also to take part in major annual tasks such as the harvest. This comes as a shock to some students who expect an island life of luxury and academic seclusion.

At all times, students are expected to show respect and deference to tutors, guests and even the servants. This fosters an air of civility and friendship that is one of the most memorable features of the college. Many people who have spent time at Castle Water comment that it is an unpleasant shock to go back into the outside world again.

Masters and students go barefoot at all times. They wear robes of blue and green, sometimes decorated with a wave pattern or with a motif of green waterweed on a blue background. When outside the college they carry staffs made of willow or alder.

HISTORY OF CASTLE WATER

Five hundred years ago Hildegard, the only daughter of Baron von Teufel of the Reikland, ran away from her father to become an elementalist. She trained first at the Eldritch University and then at an elementalist school in Sylvania that specialized in Water magic. On her father's death she returned to claim his lands. By that time, she was suitably married to another noble elementalist, and her claim was upheld. The two of them built Castle Water on the Teufel River and persuaded the elementalist school to relocate there.

On their deaths their son Johann, who had also become a Water elementalist, took over the title and the barony. He was childless, but a good friend of both the Emperor and the Grand Theogonist, for whom he had done many favours. He managed to get the college a charter that enabled the High Master, whomsoever the masters might elect, to be given the Barony.

The Castle does not suffer the same sort of rivalries that plague the histories of the Colleges of Fire and Air. When Teclis's call for wizards went out, the then High Master took pains to maintain contact and good relations with his former colleagues who had gone to Altdorf. As a result Castle Water is the only one of the elementalist colleges to have any political influence or to be taken seriously by the Imperial Colleges. The college has continued to thrive in the years since, and works hard to keep up its good professional reputation.

Despite this, the local peasants still have mixed opinions about working for sorcerers, and after some recent floods there has been talk of petitioning the Elector to remove the Barony from the college and give it to a regular noble.

BARONESS VON TEUFEL: EDELTRAUD MAYER

Edeltraud was unanimously elected as Baroness five years ago, following her predecessor's death. She is 48, and has been a master at the college for the last twenty years. Edeltraud is tall and dark-haired with a soft low voice. Her popularity with the other masters partly rests on her skill at solving any disputes that arise. She was originally from a middle-class rural family, and her present noble status is uncomfortable: she does not like to think of herself as a baroness, though she does her duty to the college and the countryside. One of her greatest worries is that the Emperor has the right to visit at any time. The only change in her lifestyle since she became Baroness was to move into the old Baron's chamber, an airy room with a small fountain. She spends much of her time carrying out administrative duties or teaching. She is far from being the most powerful wizard in the castle, and admits it readily.

WATER WIZARDS

Anyone who passes the entrance exam can study at Castle Water, although most will only be able to study the normal skills and spells of elementalism. Any Level 3 or Level 4 Elementalist who is accepted may become a Water Wizard, so long as they have taken all the advances and skills for a Level 3 Elementalist.

Note that characters wishing to become a Water wizard must spend at least 1D4 months training at Castle Water in the Reikland, and, as with most colleges, must prove to the masters that they will not bring the college into disrepute before they are allowed to leave.

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+40	–	+30	+30	+30	+30	+30	–

Level 5 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+5	+40	–	+30	+40	+40	+40	+40	–

Skills – Level 4 (acolyte)
Arcane Language – Elvish
Cast Spells – Water Magic Level 4
Etiquette
Manufacture Potions
Manufacture Scrolls
Row
Swim

Skills – Level 5 (master)
Cast Spells – Water Magic Level 5
Manufacture Magic Items
River Lore
Sailing

Magic Points
Humans: +4D4 points per level
Halflings: +2D4 points per level

Trappings
Natural woollen robes dyed in shades of green and blue

Career Exits
Water Wizard of next level
Illusionist – Level 1
Wizard – Level 2





CHAPTER 8



ALCHEMY

"The physical world is a world of tangible things. The magical world is a world of pure energies. We call the application of magical energy upon tangible objects 'sorcery'. Some use and manipulate magical energies for trivial purposes without joining in the search for knowledge. These are the vulgar, little more than charlatans. Some seek to know the nature of magic. These are called wizards. Others seek to understand the physical world. These are nature's philosophers. Alchemists are those natural philosophers who use the energies of magic to aid them in their quest for knowledge."

— from the Introduction to Rudiments of Alchemy, by Achim Hase

"The true aim of an alchemist is to discover the philosopher's stone – that which will turn lead into gold and give eternal life."

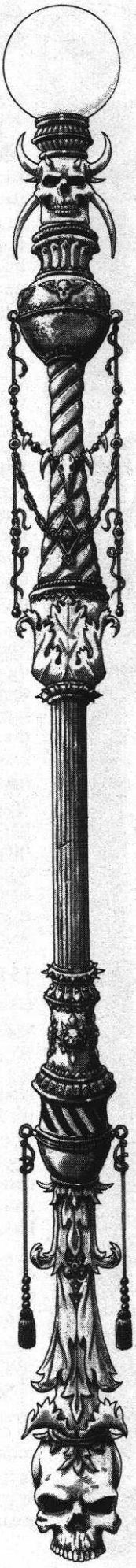
— from De Lapis Philosophorum

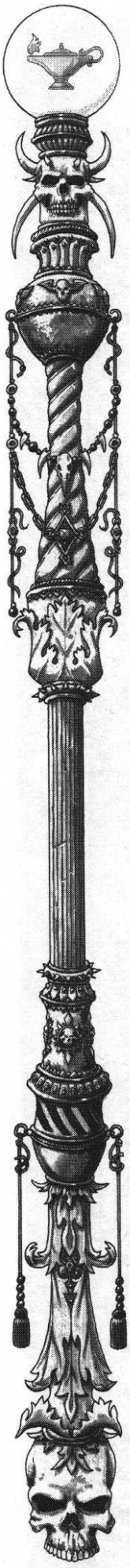
"An alchemist seeks to understand the natural world, to discover what there is to be discovered and to unravel all the secrets. Alchemists also share their knowledge with other true seekers, rather than hoarding it pointlessly."

— from Rudiments of Alchemy

"Is it not undeniable that the acknowledged dream of every alchemist is True Transmutation? Surely we will find that the road to this lofty goal leads us along the path of purification of metals, for if we may purify a metal sufficiently then will it not come to more resemble and embody the most pure and ideal form of metal, that is to say, gold? And should not every book direct its aim towards that end, and towards the search for the Alkahest or Universal Solvent?"

— from On the Ennoblement of Base Metals





ALCHEMISTS USE A COMBINATION OF MAGIC and chemistry to create effects that would be almost impossible to achieve with magic alone. For alchemists, magic and chemistry are inextricably linked, and are part of the same process. Often they are not sure themselves when they are using an item as a spell ingredient or just as a chemical reagent. They tend to maintain a practical scientific attitude, treating magic as a scientific force like any other. Alchemists are open to learning whatever magic is available to them, in addition to their specialized spells.

Alchemists begin as apprentices, just as wizards do. When they are ready, they go to one of the universities to further their careers. In most of the universities of the Empire alchemy is taught as a serious academic subject in its own right. In addition, almost all of the magical colleges of the Empire teach alchemy, although rarely in any depth. The core concept behind the teaching at these institutions is that alchemists are philosophers who are attempting to use magic to discover the secrets of the natural world. *Rudiments of Alchemy* is the textbook of choice for all universities, and this work represents the foundation of most alchemists' knowledge.

There is one important difference between alchemists and most other magicians in the Warhammer world: the way they are seen by ordinary people. Since their magical workings are hidden behind closed doors and what they produce are not effects but substances – often non-magical substances with practical uses – they are treated with less fear and hatred than their colleagues in other fields. They are also perceived – correctly – as being less susceptible to corruption by the forces of Chaos. Alchemists are still not generally liked, and few people would choose to live next door to an alchemist's laboratory due to the strange smells and occasional explosions, but they are more likely to be safe from the scrutiny of witch-hunters, templars and other suspicious sorts.

ǂ STUDYING ALCHEMY

Like most forms of magic, alchemy is taught through a system of apprenticeship. However, because of the intensive nature of alchemical research, a single master will often take on several apprentices at the same time. This can lead to situations where the more skilled students receive the benefit of their master's learning, while the less proficient spend their time scrubbing stained glassware, grinding ores for the next distillation, and muttering resentful comments under their breath. Depending on the master and the student, an alchemical apprenticeship can take as little as two years, or as many as twenty.

Alchemists who remain in the world of research spend their time teaching and studying, much like any other academic. They do not dirty their hands repeating the same processes over and over to produce useful compounds – when necessary they leave such tasks to their apprentices. They prefer to experiment only to test their theories.

To remain an active and respected part of the alchemical community, alchemists must pursue new research and keep their colleagues informed of their new discoveries by writing papers or new books. Sometimes there will be great controversy over published theories. An alchemist in Nuln might write a paper claiming to have invented a new compound, and another in Altdorf will write a paper in response, refuting the claim and declaring that it is only potassium alum, though made in a novel way. Then an alchemist in Carroburg may claim that the new compound has fireproofing properties not previously noticed. Eventually something useful may be made of the discovery.

Alchemists also have regular convocations, usually held within one of the universities, at which new papers are read out and new discoveries and theories discussed. Furious disputes may arise about the exact nature and meaning of the discoveries, the number and shape of stills required, or whether all metals actually consist of sulphur and mercury mixed in different proportions. At any given time at least three topics will be dividing the academic community, and a person's opinions on these matters will often determine whether another alchemist is even prepared to speak to him. "Only a fool could believe Schroedingers's theory on catalysts. I have better things to do than talk with your type."

Some eccentric alchemists choose to set up on their own, and work and study without the backing of either a patron or a university. They almost always claim to be motivated by a pure love of learning and a dislike of the backbiting conditions in academia. This may be true in some cases; in others, they work alone and do not publish their results because they want to keep their discoveries to themselves, or possibly would prefer that their colleagues did not know the subject they are researching. Such alchemists can lose touch with their colleagues, neither circulating or replying to papers nor attending convocations. Some become so engrossed in their research that they go a bit mad, but then the same is true of all academics, and magical ones in particular.

ǂ WORKING AS AN ALCHEMIST

Many working alchemists discover that there is a lucrative living to be made by preparing compounds for sale, and become diverted from their studies. Once on this track, their laboratories become more akin to 'manufactories' than places of research, and they usually lose interest in pursuing the noble goal of discovering the nature of the physical universe. Often such alchemists will be employed full-time by a patron. This may be one person, but could just as easily be an organization.

These alchemists will pay lip service to the idea of experimenting and discovery, but prefer to earn their keep overseeing their patron's manufactory – making gunpowder or military explosives, working with metalsmiths on the refining of ores and the creation of new alloys, blending elixirs for sale, or researching chemicals for domestic rather than scholarly uses. These working alchemists are the most common kind, and are looked down on by their more academic colleagues.

Some alchemists get drawn into organizations of a darker kind, distilling potent narcotics, intoxicants and poisons for clandestine masters. A few set themselves up as manufacturing alchemists, but use it as a front for continuing their own researches in secret, knowing that their colleagues have ceased to take them seriously. Little good ever comes from this type of research.

Some alchemists are employed by rich nobles who hope to enjoy the fruits of their research. These nobles build laboratories for them and fund their experiments in the hope of eventual riches, or everlasting life. Sometimes the relations between an alchemist and patron will last for many years. In other cases the noble will run out of patience – always, in the alchemist's opinion, just before success would have been achieved. The best relationship is usually came about when the alchemist is prepared to produce gunpowder and soap for the noble as well as holding out the eventual hope of gold or the Elixir of Life.

All alchemists require a licence from the university in which they received their training before they are allowed to practise their art. However, the alarming regularity with which they produce noxious vapours or explosions means that many city and town authorities are reluctant to allow them to operate within an urban area, no matter how many licences they possess.

Alchemists often give up their studies at some point in favour of sorcery, either for a few months or as a complete change of career. Good alchemists, who can afford to pay, are always welcome in the magical colleges. Most who make it this far aspire to join the Gold College in Altdorf, where many believe that secret Imperially sponsored alchemical research is being undertaken. Many of the Empire's best alchemists go there to study at some stage in their career, though seldom from the Wizards' and Alchemists' Guild in Middenheim. It is rumoured in alchemical circles that the secret of True Transmutation is already known to the Gold wizards, and that this paves the way to solving other fundamental problems of alchemy.

A few alchemists have abandoned the concept of investigating the natural world and instead use alchemical symbols and theories to talk about mystical matters. They use the technical language of alchemy to talk about the inner workings of the spirit, and can blather away for hours about "the Alkahest of Human Experience being purified on the Alembic of Destiny" to anyone who will listen. They are universally despised by all other alchemists. In some cases they become so reviled that they are accused of embracing Chaos, and are denounced to the witch-hunters.

* GOALS OF ALCHEMY *

Alchemists above third level usually specialize in one area of research. There are only three respectable alchemical goals: True Transmutation, the Alkahest and the Elixir. Specializing in other areas is considered vulgar; however, it can be very lucrative. Many an alchemist claims to be researching True Transmutation, while actually spending most of their time making soap for sale to pampered middle-class merchants' wives.

‡ TRUE TRANSMUTATION

Alchemists specializing in True Transmutation research the purification and production of rare metals, particularly gold and its nature. The field is a very narrow one, in which any hint of progress is eagerly grasped, and envious rumours of success are always circulating. Should an alchemist in this field make a useful discovery not related to the Transmutation, most would leave it to more general alchemists to exploit, preferring to continue to search for the great secret itself.

‡ THE ALKAHEST

Alchemists seeking the Alkahest, or Universal Solvent, carry out research into the purification and production of acids and alkalis as they try to refine the substance that will dissolve anything. These alchemists often have a better grasp of pure chemistry than their colleagues. It is considered very impolite to ask an alchemist specializing in the Alkahest what it could be stored in if it were discovered.

‡ THE ELIXIR OF LIFE AND MEDICINE

Alchemists seeking the Elixir claim to be searching for the secret of eternal life and good health, and specialize in mineralogy and in creating new potions. They also concentrate on distilling and working with alcohols. Sometimes they become doctors, or work closely with healers.

‡ COMBUSTIBLES AND EXPLOSIVES

This area covers the production of gunpowder, naphtha and other explosives, and is the one with which everyone first associates alchemists. Alchemists with knowledge in this area are always in demand and find employment easily. However, they may also find themselves on government lists of people who need to be kept under scrutiny – such skills are all too sought-after by dissidents.

‡ ELIXIRS AND POTIONS

As well as pure alchemy using chemicals, many alchemists produce and sell potions that make use of magical ingredients. Alchemists searching the Elixir are usually the ones who create new types of potions, but those with less skill or dedication can still make a good living manufacturing and selling these potions – or, for those with very few skills, making vile-tasting liquids and claiming that they are potions. For descriptions on how to make such compounds, see pp76-77 for elixirs and pp164-169 for potions.

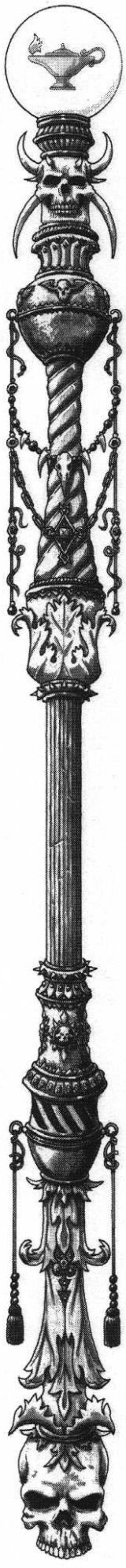
‡ METALWORKING

All alchemists dream of finding the secret of True Transformation, but the more realistic ones know their chances are slim. These pragmatists prefer to use their skills to improve the refining of metals and the creation of lighter, stronger alloys, for everything from better sword-blades to siege engines. Alchemists at the top of this profession are usually in service to the Empire's army or an Elector's local forces, and are highly valued.

‡ PIGMENTS, DYES AND MORDANTS

Some alchemists are employed in the textile industry, producing colours for the cloth and fixing the dye. This fixing is usually done with alum. The different dyes for cloth making are often kept secret by the alchemists, who research new colours from chemical and vegetable sources. Competition between textile manufacturers is intense, and the discovery of a particularly bright or unusual dye may lead to other merchants trying to steal the formula, or even kidnap the alchemist who invented it!

Other alchemists look down on this speciality, but it is still a widespread area for research, as a new dye-colour can be a money-making proposition.



‡ PESTICIDES AND PURIFIERS

There are many pests that make human lives unhappy, and alchemists can make a good living concentrating on ways of removing rodents, dry rot, crop pests, fleas and lice. Some find employment making alchemical powders and potions that will cure infestations of vermin and fungus, and some do research to find better versions of them. The problem with killing rats is not in making a poison that works, but in making a poison sufficiently palatable to the rodent. Alchemists who work in this area are looked down on by others of their profession. All have tales of being offered large sums of money by shady characters to supply certain poisons. None admit to accepting such jobs.

‡ SOAP-MAKING

This is considered below the consideration of a university alchemist, but many working alchemists find they can make good money from the production of high-quality soap from potash or soda, animal fat and scent. In lean times even serious alchemical scholars have occasionally stooped to soap-making to earn a living, although if their colleagues ever learned of this they would be a laughing-stock.

* THE LABORATORY *

To: the Town Council of Carroburg
From: Suldrek the Alchemist

Honoured Sirs,
I must object in the strongest terms to the notice of eviction you have sent to me with reference to my house and laboratory in Leathermaker's Square.

I have been renting the house known as 'The Alchemist's Lodging' and occupied by alchemists for generations, for more than a year, without mishap. I have paid my taxes fully and on time. You say you no longer want alchemists to live or work within city limits, for reasons of "general safety". I hasten to assure you that your fears are groundless.

I have never, in all my years as an alchemist, produced an explosion that was not contained entirely by the walls of my own house. While some fumes were once released that caused a mild nausea in some neighbours, this quickly cleared up and I offered to sell them curative potions at a greatly reduced price. I have since had a chimney put in – at my own expense – which is twenty feet higher than the nearest roof. Furthermore, it has been widely noted that having an alchemist in residence in the locality greatly reduces the numbers of vermin present. Some people may complain about the smell, but as many of my colleagues have noted, those that complain also tend to be the best customers.

I would urge you most earnestly to reconsider.

Yours faithfully,
Suldrek the Alchemist

Alchemists need a laboratory in which to experiment, or to prepare their potions and distillations. Away from a lab, an alchemist is limited to what he can prepare in advance and carry with him. Many alchemists are reluctant to leave their labs, practically living in them. In fact, some do – or at least, in tiny rooms at the sides of them.

While most alchemists aim to settle down with a well-equipped laboratory of their own, very few can afford such a luxury. Some attach themselves to a university where they can share a well-equipped lab with colleagues, although this often leads to arguments and accusations of sabotage, and sometimes – as in the case of the feud of Gerber and Grafstrom in Middenheim – to alchemists detonating unexpectedly in public places.

Other alchemists spend their time wandering from place to place, trying to find someone rich and gullible enough to finance their experiments. These wandering alchemists generally have a cart of some kind, laden down with all the alchemical equipment they have picked up over the years. Such a cart can be set up as a small travelling lab with little preparation. Others will have nothing but the (scorched) clothes on their backs, having been forced to flee an angry patron after an unfortunate accident.

Some towns have regulations against the practice of alchemy within their walls. Although alchemists will rarely admit it, this regulation is very sensible in crowded urban quarters. In cities where magicians and their supporters have a strong influence on the local council or ruler, as the Wizards' and Alchemists' Guild does in Middenheim, researchers are generally allowed to work within the city. In other places they may be forced to do their experimentation in the slums, or in secret, or even outside the city walls where their smells and fires can do less harm.

Only a few alchemists live in the countryside, partly because of the difficulty of obtaining the necessary supplies, and also because they are more likely to be blamed by peasants for blighting crops or frightening the cattle. The difference between Nurgle's Rot and the accidental poisoning of a village's water supply is not important to the peasants suffering from the malady – both are considered evil and may lead to the lynching of the person thought responsible, be he daemonologist or alchemist.

Most alchemists would prefer to design their own labs; unfortunately only the richest have the opportunity. University laboratories are usually laid out as they have been for generations. Some towns have alchemists' houses that were built decades ago for some long-dead alchemist and which are passed from one practitioner to the next. Sometimes alchemists only get to design their own labs when their old one blows up and has to be rebuilt from scratch.

Laboratories are generally long, well-lit rooms. They may have rows of windows and sometimes skylights to let in as much light as possible and to let out the numerous noxious vapours that build up in a laboratory. The stereotypical image of an alchemist working in a darkened cellar is a false one, as the practicalities mean that it is not worth the risk – unless they are up to no good, of course. There are always workbenches, and at least one furnace. If there is only one furnace it is always of the 'two cham-

bered' design, suitable for heating metals for purification. A well-designed laboratory will have good ventilation, but will never lose a certain noxious chemical odour.

Laboratories are generally cluttered with shelves of alchemical equipment. These are generally made of glass and ceramics, and will either be made by the alchemist himself or specially commissioned from skilled craft-workers. This equipment includes, but is not limited to: clay crucibles, a bellows, several copper or brass cauldrons, a collection of stills, a mortar and pestle, at least one alembic, a water-bath, an ash-bath, an extremely large lamp, dishes, beakers, jars, phials, filters, strainers, ladles, stirring rods and several pairs of hinged tongs of various sizes. There will also be glass bottles containing chemicals, in the form of liquids, unguents and powders. This would be considered to be the absolute minimum of equipment for a working alchemist.

As well as equipment, an alchemist will have a shelf of books and copies of the latest research papers, generally stored high on the wall out of reach of any ill effects. These books are all hand-copied – the market for them is not large enough to justify the cost of printing – and rare volumes can sell for hundreds of gold crowns. Particularly sought-after alchemical volumes include:

Notes on Diverse Arts
Recipes for Colouring
Book of Fires for the Burning of Enemies
On the Ingredients of Medicine
The Seven Different Types of Furnace
The Manticore's Eye: Potions and Alchemy
Seventeen Years in Search of the Alkahest

A laboratory set up in a cart will naturally be much smaller; racks around the walls will hold potions and reagents and prevent them tipping over as the cart lurches about. A small iron furnace with a chimney will give the cart something of the appearance of a gypsy caravan from the outside. It generally takes at least an hour to get such a travelling lab ready for use, as much of the equipment is packed away safely in cupboards to prevent breakage. The same is true when work is finished – an hour must be spent packing things away, or the equipment risks being damaged when the cart is moved.

* ALCHEMICAL COMPOUNDS *

Although the essence of alchemy is research, player-character alchemists are more likely to use their skills for manufacturing useful substances. After all, playing a character who sits in a laboratory for years on end would be extremely dull.

‡ INGREDIENTS

Alchemists get their ingredients from many different places. Some are easily available. Some they find and prepare themselves. Others must be obtained from specialist sources, such as mines. Universities will generally have a laboratory that is used for the purification of ingredients; and colleges that specialize in the teaching of magic will usually keep supplies that are given or sold to students. Some of the few magic shops in the Empire have a stock of alchemical ingredients.

Recognizing and preparing alchemical ingredients is one of the first things an alchemist's apprentice learns. They learn to identify various substances by the five signifiers: colour, texture, weight, translucency and taste. They learn these five signifiers for hundreds of different ingredients, in both the 'interior' or 'pure' form and in the 'surface' form. Many apprentices poison themselves before they learn the correct amount required for the taste test. Indeed, many alchemists are slowly dying from poisoning, due to years of exposure to the tiny quantities of various compounds they ingest. Those who survive tend to develop an *immunity to poison*. (Alchemists can buy this skill at any time for 100 EPs, without the need to take the **Int** test normally required for non-career skills.)

The following rules are abstract, rather than going into great detail about the types and proportions of ingredients used in alchemical compounds.

For players and GMs wishing to add a little period flavour, the following is a list of alchemical ingredients that alchemists can mutter about to the uninitiated:

Ammonia	Potassium Alum
Aqua Regis	Pyrites
Argenite	Sal Ammoniac
Cinnabar	Saltpetre
Cogelite	Silver
Galena	Soda
Lime	Sphalerite
Lithium	Stibnite
Magnesium	Sulphur
Mercury	Tartar
Nitric Acid	Tin
Orpiment	Vitriol
Potash	White lead

‡ SPELLS

Alchemists have access to special spells that help them in making alchemical ingredients. They are designed to help the alchemist in the lab, but can also be used for a variety of other purposes, limited only by the imagination of the caster and the discretion of the gamesmaster. These spells are listed on pp208-210.

‡ MAKING COMPOUNDS

To make an alchemical compound, an alchemist must have a fully equipped laboratory. Each compound type listed below has a listing of Spells, Cost and Time. The spells listed must be known to the alchemist (or else accessible through a scroll, hired wizard, or similar aide), and the cost must be paid before work commences. Once work in the laboratory begins, the alchemist must be present for the entire eight hours of the process. The spells listed must

be cast successfully, and the alchemist must make two successful *chemistry* tests (against **Int**). If one test is failed, the process must be begun again. If both are failed, the ingredients are used up, but no usable compound is made. On a result of 99-00 an explosion is caused, which has the effect of a Combustible with a Strength Level of 1D8 minus 1D4 (see below), where even a negative result will destroy all the ingredients and equipment being used.

‡ CREATING WITHOUT A LAB

It is possible to make up a travelling laboratory, which will fit in the back of a cart. This minimalist type of laboratory means that all *chemistry* rolls for making alchemical compounds will be made at -10.

If an alchemist is trying to make alchemical compounds without a lab, penalties to the *chemistry* skill roll will vary at the GM's discretion, from -20 in a well-equipped kitchen, to -50 with camping equipment and an open fire.

* TYPES OF COMPOUNDS *

Alchemical compounds are divided into several categories. Some are more likely to be of use to adventuring alchemists than others. It is assumed that most PCs won't want to bother with soap- or dye-making, though GMs may use these skills for NPCs.

Alchemists may learn about one type of compound at each level in their career after their apprenticeship. In addition, they may choose to learn about other compounds at any time, treating each new area of interest as learning a non-career skill (see **WFRP**, p93).

‡ ACIDS AND ALKALIS

These are liquids (and occasionally gases) that burn upon touching an object or person. They can be used for a variety of purposes, but most of them involve damage of some sort. A bottle of acid could be dripped onto a rope to eat through it, or thrown across a room to shatter with devastating effect on an enemy. The amount of damage done by an acid or alkali depends on the substance's Strength Level (SL). This is summarized below.

Strength Level	Damage
1	1 S3 hit
2	1 S5 hit
3	2 S3 hits
4	2 S5 hits
5	3 S3 hits
6	3 S5 hits

The damage done refers to a half-pint of acid poured on an area one-foot square, or thrown at one person. If poured or splashed over a wider area, the acid may be diluted in effect, at the GM's discretion. However, it cannot be 'concentrated' to increase its effect.

When deciding on effects, the GM should bear in mind the substance being attacked. Items such as wood or stone have their own Toughness (use the 'Hacking Through Walls' table on p77 of **WFRP** for guidelines), and the amount of damage they can take before being destroyed will depend on their thickness, averaging at 1 **W** per inch. Armour will be eaten away by acid or alkali, losing 1 AP for each Wound it saves the wearer from. Some items, such as cloth, paper or parchment, should be treated as having no Toughness nor Wounds at all.

Suldrek is engaged in manufacturing a mild acid for use by a local jeweller. He decides that Strength Level 2 will be adequate for the task. In order to attempt the manufacturing process, Suldrek will need ingredients worth 100 GCs, and will have to work for 16 hours. With a sinking feeling, Suldrek realizes that the jeweller's commission won't stretch very far after he's covered his costs.

Note that acids and alkalis cancel each other out if mixed. However, alkalis cannot restore damage that has been caused by an acid (nor vice versa); if one is poured on after the other has stopped working, then it will simply start causing new damage.

‡ SPELLS, COST AND TIME

The spells *Heat*, *Create Vacuum* and *Pressure* are needed to make acids or alkalis. Per Strength Level, a half-pint costs 50 GCs in ingredients and takes 8 hours to make.

‡ ELIXIRS

These are liquids which, when drunk, cause changes in the body of the imbiber. They are often used for healing or for temporarily increasing attributes, but some can also be used for harmful purposes. In some ways they resemble potions but their nature is primarily chemical rather than magical. Though the effects of an elixir can be cancelled by spells that destroy the effects of magic. These elixirs are a by-product of the search for the elusive Elixir of Life, but are quite useful in their own right.

Each elixir has a Strength Level, which affects how much it alters its relevant characteristic:

Strength Level	Effect on Characteristic (will not affect Attacks)
1	+3/+0 or -3/-0
2	+6/+1 or -6/-1
3	+9/+1 or -9/-1
4	+12/+1 or -12/-1
5	+15/+2 or -15/-2

So far, no alchemist has managed to make an elixir with a Strength Level greater than 5, though that hasn't stopped many people from trying. When making an elixir, the alchemist must specify in advance which characteristic is to be altered, and whether the alteration is positive or negative. Elixirs are generally given descriptive names (e.g. 'Suldrek the Wise's Elixir of Indefatigable and Ever-Present Strength') according to which characteristic they alter and in which direction, as follows:

Characteristic	Positive Effect	Negative Effect
Move	Speed	Slowness
Weapon Skill	Combat	Defeat
Ballistic Skill	Accuracy	Inaccuracy
Strength	Strength	Weakness
Toughness	Toughness	Feebleness
Wounds	Hardihood	Frailty
Initiative	Initiative	Apathy
Dexterity	Dexterity	Clumsiness
Leadership	Leadership	Incompetence
Intelligence	Intelligence	Stupidity
Cool	Bravery	Cowardice
Will Power	Strong Will	Weak Will
Fellowship	Charm	Repulsion

An elixir, once drunk, lasts D6 x 5 turns (10-30 minutes) before the effects wear off. No matter what the characteristics of the person taking the elixir, no characteristic can ever be raised above 99/9, or lowered below 0.

‡ IDENTIFYING ELIXIRS

Only an alchemist can identify an unlabelled elixir, and must make an **Int** test to do it. If they fail they have no idea; if they fail and roll a double then – at the GM's discretion – they have identified it incorrectly.

‡ COMBINING ELIXIRS

Drinking a second elixir while one is still in effect can be very dangerous. Anyone trying it must make a *risk* test at once. They can add the levels of the alchemists who made the elixirs to the chance, and 15 points if both were made by the same one. If they fail the roll, neither elixir works (any currently working will stop), they take 1 Wound for every full ten points by which they missed the roll, and will be *prone* for 2D4 turns with agonizing stomach pains.

‡ SPELLS, COST AND TIME

The spells *Heat*, *Cool* and *Pressure* are needed to make elixirs. A single dose of an elixir costs 50 GC in ingredients per Strength Level and takes 8 hours per Strength Level to manufacture.

‡ SOAPS

Soap-making is a useful way of earning a living, but is unlikely to have much use in game play. Most soap-makers will tend to be NPC alchemists. However, should a PC wish to take up soap-making, the rules are as follows:

‡ SPELLS, COST AND TIME

The spells *Heat* and *Cool* are needed to make soap. A batch of 20 cakes of soap will take 8 hours to make and will cost 1 GC in ingredients. Soap is a luxury item, and a cake of fine-quality soap will sell to the upper classes for between 5/- and 10/-.

‡ PIGMENTS

Dye and ink-making is a useful way of earning a living, but is unlikely to have much use in game play. Most pigment-makers will tend to be NPC alchemists. However, should PCs desire to take up pigment-making, for whatever reason, they should use the following rules:

‡ SPELLS, COST AND TIME

The *Heat* spell is needed to make pigments. A bottle of clothing dye (enough for a large dress or suit) or a bottle of ink takes 8 hours to make and costs 3/- in ingredients. Such a bottle of dye or ink will sell for 5/-.

‡ POISONS

Rules for the manufacture and use of poisons are given in the **WFRP** rulebook, pp81-82.

‡ COMBUSTIBLES

Combustible substances include gunpowder as well as a whole range of other fast-burning and explosive chemicals. They are often used for making bombs, but can also be used for blasting (in mining) and are, of course, used in guns and cannons. Many of the more powerful explosives are unstable and may go off if shaken, stirred, struck or dropped.

Combustibles have a Strength Level that affects the amount of damage done and the area of effect of the explosion, as follows:

Strength Level	Area of Effect
1	3 yards
2	4 yards
3	5 yards
4	6 yards
5	7 yards
6	8 yards
7	9 yards
8	10 yards
9	11 yards
10	12 yards

The Effective Strength (ES) of the combustible is equal to the Strength Level (SL).

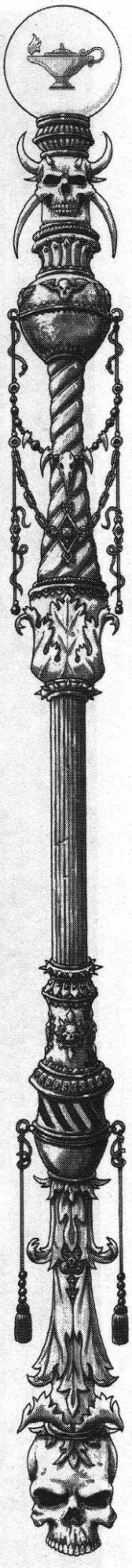
Any combustible with a Strength Level of more than 6 is inherently unstable. If subjected to sudden changes of temperature (more than 10 degrees Centigrade – those who use the spells *Zone of Warmth* and *Zone of Cold* beware!) or if dropped, they stand a 30% chance of exploding.

It is possible to add 50% to a combustible's area of effect by using two batches at the same time (three batches increase it by 100%, four by 150% and so on). This does not change the Effective Strength of the resulting explosion.

The rules for combustibles should be used in conjunction with the rules for bombs (**WFRP**, p127), particularly when throwing them at targets.

‡ SPELLS, COST AND TIME

The spells *Ignite* and *Pressure* are needed to make six pounds of combustibles, which is roughly enough for two bombs. Six pounds of combustibles costs 150 GC in ingredients and take 1 hour per Strength Level to make.





CHAPTER 9



ICE MAGIC

Leissel pulled the bearskin cloak tighter about her shaking body but it was not the Kislevite winds that were the reason for her shivering. She had never felt so nervous. This was the most important day of her twelve-year-old life.

She looked up at her father, anxious anticipation in her eyes. He smiled down at her through his thick, black, hoar-frosted beard. "Try not to worry, my child," the woodsman reassured her. "You do your family a great honour today and you should be proud. It is rare for a child from our lowly standing to be chosen to learn the old lore."

"I am ashamed to admit it, papa, but I am afraid," the girl said. "I hope I do not bring shame upon you or mother."

The woodsman put a strong arm around Leissel's shoulders and hugged her close to his side. "You could never do that, my daughter," he said beaming. Leissel turned her gaze towards the snow-laden pinewoods and the distant, frozen peaks of the World's Edge Mountains beyond. There was a sudden flurry of snow that obscured the girl's vision for a moment. Blinking the flakes from her eyes, Leissel was startled to see an intricately carved sled come to a halt before them, the two thickly haired horses that pulled it stamping their hooves on the ice-hardened ground, their breath steaming.

Seated amidst white-wolf pelts was a hawk-faced woman, her sharp features possessed of a strange predatory beauty. But her most notable quality was her ice-blue, marble-like skin.

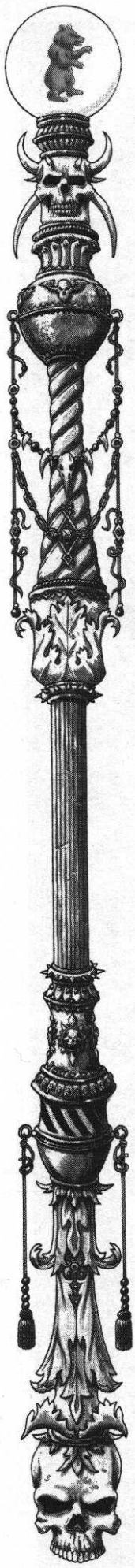
"Truly she keeps winter in her heart," Leissel's father muttered in awed tones, half under his breath.

"Come, child," the shaman said, speaking for the first time since her sudden arrival, "and sit by me." After only a moment's hesitation the girl did as she was bidden. The furs felt warm around her although she also felt an icicle chill emanate from where the woman sat next to her. "Say your farewells for it is time we were on our way."

"Goodbye, father. Send my love to mother," Leissel said, her voice wavering.

"Goodbye, my little Leissel." the woodsman called as the shaman urged the horses forward with a lash of the reins. "Think of your parents sometimes."

Leissel turned to wave at her father as the sled began to move, but as she did she saw a smile on the hawk-face of the shaman and stopped, frozen. It was a smile that said: now you are one of us, and the man you leave behind is just a woodsman, no more than that. Leissel did not look back. As the sled gathered speed she stared ahead into the snow and felt her heart begin to grow cold.



ICE MAGIC IS AS WILD AND POWERFUL AS WINTER. It is an ancient and venerated art born of the swirling blizzards of the north and the harsh elemental powers of winter. The way of a Kislevite shaman is viewed as a sacred calling, a duty to guard the north from the unceasing pressures of Chaos. Children, mainly girls, are taken at a young age and indoctrinated in the art of winter. Once a person walks down the path of Ice magic they are changed forever, taking on aspects of winter as the power of ice and cold infuses them.

In much the same way as Jade magic, Ice magic is a force closely tied to the seasons, ebbing and flowing from solstice to solstice. Furthermore, Ice magic is tied strongly to the north itself – a shaman's strength is greater the closer they are to the frozen steppes, and weakens should they be compelled to travel to more southerly locales.

A HISTORY OF ICE MAGIC

The windswept steppes of Kislev have always been a harsh environment, especially in winter, when icy gales from the heart of the Northern Wastes sweep across the plains. To the Gospodar nomads of the region, winter was an enemy as fierce as Chaos, and just as feared. Winter brought cold and hunger – month upon month when nothing grew, when the rivers were frozen, and when the land was blanketed in snow. It was then that wolves, greenskins and Beastmen would descend on the tribes' herds, ravaging their wintering settlements, taking what little food they had. Winter was a grim time, a time when the people would pray to the gods for the spring thaw and the first sight of green shoots through the snow.

But a few wise women in the Gospodar tribes realized the power that winter could provide – the power of ice and cold. If they could harness this power for their own ends, they could strike back against the wolves that ravaged their herds and the Goblins that stole the children. Over the centuries the shamans of the Gospodar studied the winter and its ways, passing their knowledge onto their girl-children, slowly coming to understand and eventually control the harsh power of winter. Over time their arcane lore and powers became known as Ice magic.

As their magical power increased, so did their political might, until it was the Khan Queens who ruled the scattered tribes of the Gospodars – powerful magic-users whose manipulation of the fearsome forces of winter kept their enemies at bay and their rivals cowed. When the Gospodars settled down over a thousand years ago to found the realm of Kislev, it was the Khan Queens and their followers who led the way. Even today, when Kislev is ruled by Tsars and Tsarinas, the shamans are still given great respect and political influence among the ruling families. Women still command a formidable amount of power and respect within Kislevite communities.

LIFE OF AN ICE MAGICIAN

Shamans of Ice magic are not scholars or academics; nor are they priests or leaders. Instead, they are guardians and advisors, not so far from the wise-women in many villages in the Empire, but with powers and respect that far outstrip those hedge-wizards. The shamans are an important part of Kislevite communities, a link not only to history but also to the land, the seasons and the cold, to the very heart of Kislevite existence. However, that respect does not mean they are not feared as well. The title 'shaman' is an honorific: ice wizards are not a part of the local faiths and their role is not a religious one. The priests of Ulric, Taal and the local spirit-cults treat the ice magicians the same way as others do, but they may occasionally ask one to advise or assist in a problem they are having.

Many shamans live within towns and villages, advising the rulers and acting as their emissaries and negotiators. They are not diplomats but are respected for their frankness and their unquestioned loyalty to the Tsar and the land. Others live in huts in the frozen forests or the tundra, perfecting their arcane arts and defending the country against the forces of Chaos. All shamans spend at least a month of each year in the wilderness, and longer if they are training an apprentice. They are generally loners: the coldness affects their personality and they dislike company and conversation, particularly from others of their own kind. Ice magicians do not often meet, and when they do it is for usually for important reasons, with the meeting being brief and to the point.

While Kislevite shamans are respected for their powers and sought for their wisdom, they make few friends. On the rare occasions that they marry it is only ever for political reasons, to form a bond between two families, factions, regions or tribes. Even in such cases, the shaman will remain with her husband only long enough to bear children and then will leave again, to seek further wisdom in the north. The children will be raised by female relatives and, in the cases of girl children, groomed for apprenticeship someday. Such children never know their mother as a parent, only as a shamanic master.

Because of the respect they have within their own society, there is no system of licensing for Ice magic shamans. If they wish to travel in the Empire they can obtain special papers to do so, but in general they stay away if they can. Within the Empire, Kislevite shamans are not trusted, partly due to their eerie and unnatural appearance. There is a rumour amongst the peasants of the Empire that Kislevite shamans gain their powers by being pierced with an icicle through the heart which prevents them feeling any human emotions, a story often abbreviated to 'cold hands, cold heart'. Though little persecuted by the authorities there, they are mistrusted and feared by the population.

ICE MAGIC AND SOCIETY

Known as 'Ice Witches' to most people, Kislevite shamans are shrouded in superstition due to their strange appearance and even stranger ways. Many stories are told about them, though mainly these have no basis in truth and are little more than cautionary tales to keep children in line. All Kislevite children have, at one point or another, shivered in their beds, terrified that the Ice Witch would come and carry them away if they misbehaved. While no adult would admit to believing in those childish fictions, they nevertheless are wary of Ice magicians.

Not all shamans are solitary by nature. Some welcome social contact, hearkening back to the days when shamans were a vital and dynamic part of Gospodar culture and society. Some shamans cultivate the arts of politics and diplomacy, favouring territories that overlap civilized areas. Such acquire significant influence both locally and at the Tsar's court, arbitrating disputes and even determining foreign policy. Sometimes a politically minded shaman will be asked by the government to travel as an emissary to the Empire or the south, although few would ever volunteer to leave Kislev themselves – no Kislevite shaman would wish to go south, where their power is diminished, the sky is bright and the air distastefully warm.

THE CAUCUS

All Kislevite shamans are charged to attend an annual caucus at the college in Erengrad on Sonnstill. The caucus is held on the summer solstice, at the time when a shaman's Ice magic is weakest, in order to promote an atmosphere of truce among the unsociable.

The caucus is a forum during which shamans can discuss important matters, share information, register deaths and pass on news of their travels and accomplishments. The meeting has another, less discussed purpose: it allows shamans to scrutinise one another, looking for signs of 'ice wildness' among their number. An accusation of ice wildness is never made lightly, and severe punishments are dealt to those who falsely accuse.

The redivision of territories causes perhaps the most significant and heated discussions at the shamanic caucus. Shamans, particularly those training an apprentice, require seclusion. Many shamans find social interaction awkward and distasteful, a necessary chore, but one they should not have to undertake frequently or without good cause. To this end, clearly defined territories are assigned to each shaman. Territories are generally assigned based on tradition and seniority; however, many shamans scheme to get a more desirable or prestigious area. If a shaman should die or leave Kislev, their territories are reassigned among the remaining shamans. The pinnacle of an apprentice's career, and the formal indication of their acceptance as a shaman, is the granting of a territory.

The caucus can last anywhere from three days to a week, depending on issues to be discussed. It is rare that non-shamans are granted access to attend and even rarer, but not unknown, that they are allowed to speak – to bring important matters to the notice of the shamans, to ask for advice or help, or even to criticize.

ICE WILDNESS

As with all users of great powers in the Old World, Ice magicians face a constant and serious danger from embracing the powers of Ice magic – not from Chaos but rather from the very source of their power. As described, shamans must learn how to 'keep winter in their heart' and are forever changed by the process, adopting a coldness into themselves. The coldness touches not only their bodies, but seeps into their minds as well. In extreme cases this elemental suppression of their humanity can overwhelm the shaman, causing her to go 'ice wild'.

Shamans in the grip of ice wildness lose touch with their humanity, giving way to a feral madness as extreme as the forces of winter. No two ice-wild shamans react in the same way: some flee to the extreme north and become hermits or wanderers, a danger to travellers; a few go on berserk frenzies, reducing entire towns to frozen ruins. Others simply disappear. There are stories of ice-wild shamans venturing into the Chaos Wastes, destroying all before them; or creating elaborate palaces of ice deep in the tundra; or bringing glaciers into the streets of Praag. Ice wildness destroys a shaman's mind; there is no cure but death.

Ice wildness is said to be brought on by a longing for the frozen wilderness, and shamans who spend too much time in cities or warm climates are most prone to it. All shamans are aware of the dangers of ice wildness, and when two or more meet they will scrutinize each other for danger signs. If they suspect another of being close to the edge, they will notify other shamans of their suspicions.

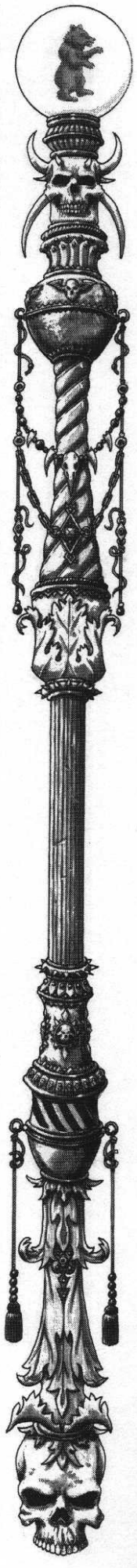
Every time an ice magician learns a new spell, add the months they have been away from the frozen wilderness to their insanity points, and roll against it on percentile dice. If the roll is lower than the total then they are showing the first signs of ice wildness. If, on learning another spell, they fail the roll again then they have gone ice wild. An ice-wild character should become an NPC at once, but a GM may decide otherwise in special circumstances.

LEARNING ICE MAGIC

For reasons that may be connected to bloodlines, Ice magic is historically tied to the noble families of Kislev, and many students of Ice magic are still drawn from there. However, there are many exceptions. Most of these are lower-class Kislevites who have come to the attention of the shamans in some way; and often an Ice magician will seek out a child who shows the most aptitude for ice magic and take her as an apprentice. For parents, it is an honour to lose a child this way. Refusing to surrender a child to the ice witches is considered almost treasonous, and is very rare. Shamans expect no fee for their teaching.

The study and teaching of ice magic is more organized than it was in the days of the Gospodar nomads; however, it is still taught on a one-to-one basis and still has many more women practitioners than men. Since Ice magic was originally embraced by the Khan Queens, its teaching traditionally followed the matriarchal line of mother to daughter, or aunt to niece. As time passed there were rare exceptions, male children who exhibited an undeniable affinity for winter – usually having been born into a family with a long and dominant line of female shamans and thus inspired by their lineage to embrace Ice magic. These male shamans are often not fully accepted in more traditional enclaves, where shamanic practice is seen as a woman's domain, and their powers are usually weaker too.

The actual teaching and learning of Ice magic takes place in the harsh depths of winter, on the steppes to the north and east. Shaman and pupil will go out, bundled in heavy



furs, with tents and all the equipment they need to survive. They will spend up to four months in the sub-zero temperatures, learning the spells of Ice magic and bringing winter into their hearts. It is a harsh regime and some students do not survive the learning process.

There is a 'college' for Ice magic in the northern port of Erengrad, known simply as the School of Magic. However, this is merely a meeting place, where shamans gather to discuss matters of politics or magic. It is a small, stone-fronted building, built in the Kislevite imperial style, with a tiny golden dome on top. The Kislevite shamans tend to dismiss this as their 'soft residence of summer', although the interior is positively spartan: bare stone floors, no fires, and little to drink apart from water and vodka.

The skills of Ice magic are also known and practised by shamans in Norsca, having spread there many centuries ago. Shamans occasionally travel between the two countries via the great port of Erengrad, but there is little communication between the two schools. The Kislevites believe the Norse use of Ice magic is degenerate, too involved with religious practices and taught to too many men. The Norscans see the Kislevite ice witches as dangerous, prepared to sacrifice part of their humanity for the sake of greater power, and tapping into forces that may consume and destroy them.

It is very rare that a citizen of the Empire is able to learn Ice magic. Few have the aptitude for it and their request for apprenticeship will be rejected by the shamans since such foreign applicants lack the proper pedigree. Wizards from the Empire are generally seen by the Kislevites as effete southerners who can't stand the cold.

ICE MAGIC IN PRACTICE

Ice magic draws its strength from the elemental powers of cold, which means that Kislevite shamans are at their most powerful in the winter and in the northern regions of the world. The figures given in the career descriptions show the number of magic points a Kislevite shaman has at each level; but the figure given is for a shaman at the latitude of the city of Erengrad on the winter solstice (known as 'Mondstille' in the Empire). This figure varies, as described below.

I. At the beginning of each month following the winter solstice, subtract 1 from the shaman's power level (**WFRP**, p134), which represents the maximum number of MPs the shaman can have. This continues until the summer solstice (Sonnstill). After this, add 1 per month until the maximum power level is reached again at the next winter solstice.

II. For every 100 miles south of Erengrad they are, subtract 2 from the shaman's power level. For every hundred miles north of Erengrad, add 2 to the power level. (In the unlikely event that a shaman travels south of Araby, crossing the equator, their power level will increase with every 100 miles further south they go.)

Although the shaman's power level will alter, the number of MPs available to them will not drop if they are not used. In this way, they are able to have more MPs than their current limit. However, when they are used, they can only be regained up to the current limit. When the limit increases, new MPs will be regained at the normal rate.

An inexperienced shaman will have no magic in the summer or in more southerly parts of the world, since it is difficult for a shaman to control the powers of winter when the sun is shining and the air is balmy. All powerful Kislevite shamans must learn how to 'keep winter in their hearts' no matter what the climate; such shamans have a skin that is always cold to the touch, and wear heavy furs no matter what the weather. Their breath steams in the air and their faces have a pinched look and a slightly blue tinge, as though they have just stepped in from a frosty night.

Princess Katarina of Bare Ri... has travelled south in the mi... dle of winter to undertake ... rare but strategic alliance ... marriage to a baron in the E... pire. This ice maiden has jou... neyed over 600 miles south ... Erengrad, reducing her pow... level from 25 to 13. Until ... casts a spell, however, she w... still be able to use those ad... tional 12 MPs.

By the middle of summer, h... power level will drop still fu... ther, to 7. After this, the to... will slowly creep back ... again, but will never exceed ... until she advances anoth... level or returns north.

KISLEVITE SHAMAN'S APPRENTICE

A Kislevite Shaman's Apprentice will spend much of her time in the wilderness of the steppes of Kislev, especially in winter. This harsh life teaches the apprentice as much about winter survival as it does about magic. Some do not survive their first winter outdoors, and those who do are altered by the experience, returning in the spring with their nature forever changed. They will be tougher, more mature, less emotional, and with an appreciation of the vast uncaring nature of the world and their insignificant part in it.

Apprentices are never allowed to leave their master until they are pronounced shamans at an annual caucus and given a territory of their own. It can take years of study and privation before a shaman will declare an apprentice ready to be recognized as a full member of the shamanic community. Many give up at this stage, choosing to live out an easier life, but many more are determined to beat the harsh world by accepting it as a part of themselves, and making its power theirs. This is especially true of Kislevite women, whose main alternative to status as a shaman is the dull and oppressive world of a boyar's wife.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	+1	+1	–	–	–	–	+10	–	+10	–	–

Skills
Arcane Language – Magick
Cast Spells – Petty Magic
Read/Write
Concealment – Rural
Follow Trail

Magic Points
2D4*

**A shaman's power level varies with climate – see 'Ice Magic in Practice', above. Male apprentices roll 2D4 and subtract 2 from the total; if the result is zero they will not be allowed to follow this career.*

Career Entries
Random only

Career Exits
Kislevite Shaman – Level 1
Hedge-Wizard – Level 1
Hunter
Trapper
Wizard's Apprentice



‡ KISLEVITE SHAMAN ‡

Shamans are greatly respected among the peasants of the northern steppes as well as the central government in Kislev. They are the keepers of the old lore and culture of the Gospodar nomads. Their ability to tell the old stories of their homeland, as well as to heal, is welcome in isolated villages and homesteads. The fact that they will continue to travel even in the hardest winter means their visits are doubly welcome. In a way, it is the shamans who hold Kislevite culture together. On the other hand, the aura of cold and wildness about them makes them difficult to like. Outside their homelands, they are trusted even less. Kislevite shamans are experts in wilderness travel, particularly in winter, and many rangers are envious of their abilities.

Once Shamans reach level three, they begin to 'take the wnter into their hearts'. At first this is manifested merely by a skin which is cool to the touch and a penchant for wearing an extra layer of clothing, compared to everyone around them. This gives them a -10% to **Fel** outside their homeland. Once Shamans reach level four, they have become uncomfortably cold; their skin is cold to the touch and has a bluish tinge. They wear heavy furs in the hottest weather, and their breath shows as vapour no matter what the temperature. When they enter a warm room, they give off an aura of cold, which makes others in the room shiver. This gives Level 4 Shamans a -20% to **Fel** outside their homeland, and -10% within Kislev. (Note that these penalties do not apply to meeting other Kislevite shamans.)

Level 1 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	–	–	–	+2	+10	–	–	+10	–	–	+10	–

Level 2 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+3	+20	–	+10	+10	+20	+10	+20	–

Level 3 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+2	+4	+30	–	+20	+20	+30	+20	+20	–

Level 4 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+2	+5	+40	–	+30	+30	+30	+30	+30	–

Skills – Level 1
Cast Spells – Ice Magic Level 1
Magic Sense
Game Hunting
Rune Lore
Scroll Lore
Silent Move – Rural
Ski*
Story Telling

Ski* is a new skill that works in the same way as *ride* (WFRP**, p55). On snow, skiers can move downhill at twice their normal rate, along level ground at their normal rate or uphill at half their normal rate, assuming they have suitable equipment and are on appropriate terrain. Characters who can ski do not take *risk* tests for normal skiing actions.

Skills – Level 2
Cast Spells – Ice Magic Level 2
Dowsing
Heal Wounds
Magical Awareness
Meditation

Skills – Level 3
Cast Spells – Ice Magic Level 3
Daemon Lore
Herb Lore
Identify Plants
Orientation

Skills – Level 4
Arcane Language – Dwarfish
Cast Spells – Ice Magic Level 4
Manufacture Potions
Manufacture Scrolls

Magic Points
+4D4 per level*

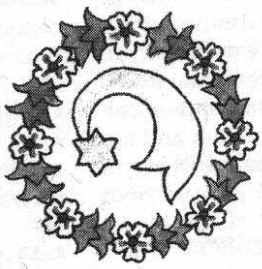
**A shaman's power level varies with the year – see 'Ice Magic in Practice', above. Male shamans roll 4D4 and subtract 3 from the total.*

Career Entries
Kislevite Shaman's Apprentice

Career Exits
Kislevite Shaman of next level
Demonologist – Level 1
Elementalist – Level 1
Illusionist – Level 1
Necromancer – Level 1
Wizard – Level 1



CHAPTER 10



MINOR COLLEGES OF THE OLD WORLD

Dieter Klausner looked down at the tassel of his robe that he was anxiously toying with, avoiding the Count's invidious gaze. He was still feeling drowsy from the effects of the sleep-inducing charm. At last Count Otto von Öbelstein put down his quill and sighed. 'If you wanted to leave the College so desperately, why didn't you seek an audience with me first?'

Dieter raised his head to stare out of the window, still averting his eyes from the Count who sat, his fingers steepled, on the other side of the large desk. The forests of Ostland spread out below the cliff atop which Castle Öbelstein stood, black and forbidding. He had first come to this place six years ago, intending to learn all he could from the Count about the study of magical zones before heading out into the world to make his fortune, selling his skills to those who could afford it.

It had not been long before some of the other students, who had been there longer that Dieter, began to drop subtle hints that the aspiring wizard might want to reconsider his future career plans. Some of his fellow students had certainly been resident at Öbelstein Castle for a very long time, and there was definitely no doubt as to their abilities. Eventually the wanderlust had become too great and Dieter decided that it was time to move on, only things hadn't gone quite according to plan.

'I apologize, my lord,' Dieter said, finding his tongue at last, 'but forgive me, I did not think you would be so... understanding.'

'My dear boy,' Otto von Öbelstein laughed, smiling like a hungry shark, 'I don't know where you got that idea. Now are you sure that you really want to leave our College?'

'I... I am sure, high master,' Dieter replied, as boldly as he dared.

'Very well then.' The Count rose from behind his desk and opened the door to his study, gesturing to Dieter to follow him. 'But before you go, just come this way. There is something I am sure the Countess will be able to persuade you to help her with before you leave.'

MINOR COLLEGES AND ASSOCIATIONS ARE organizations that are not affiliated with any of the major systems of magic. Any towns that have a Guild system are likely to have a minor college in the form of a Wizards' and Alchemists' Guild, modelled on the one in Middenheim. Some minor colleges are approved by the Imperial Government and are able to grant licences; others are not, for reasons that will be revealed below.

✻ ÖBELSTEIN ✻

Deep in the forests of Ostland, atop a craggy cliff, sits brooding Öbelstein Castle. There, for three generations, the Counts von Öbelstein have concentrated on the study of magical 'zones', as demonstrated by those spells whose title begin 'Zone of...'. The College is not able to grant licences, since it is so specialized, but it is officially recognized. The Count is expected to check the licences of potential students before he can begin teaching them.

The Castle is grim and foreboding. It was built by a Dwarf architect just over two hundred years ago, and was made from the local black stone. Many of the gargoyles were designed from life and are portraits of the villagers of that day. The present-day villagers often resemble their ancestors, and hence the gargoyles. This is particularly disconcerting in the case of the ancient butler, Dauemling, whose late great-grandmother was the model for the particularly large and ugly gargoyle above the front gate. The door of the castle is usually opened by the butler, and PCs should make a **CI** check on noticing the resemblance to avoid squawking, stammering or other such social gaffes.

Inside, the castle is furnished in the same gothic style. The Count, his wife, his brother and their students live in the family quarters. Much of the castle is taken up with servants' quarters. Visitors will be shown to guest rooms, and expected to eat with the family in the great banqueting hall, which is 150 feet long with a high vaulted ceiling. The upper part of the room is invariably festooned with spiders' webs, except for the one week a year when it is thoroughly cleaned.

One of the towers is given over to research. It is fitted with a lightning conductor, an alchemical laboratory and other esoteric equipment.

ǂ LEARNING AT ÖBELSTEIN

The Count will always be so delighted and honoured at anyone wanting to study 'zones' with him (it is rare that potential students venture to Öbelstein) that he will instantly agree to teach any students who make the request. He, his family and friends know more about zones than anyone else in the world. They know many useful zone spells, and have even managed to recreate some of the Colour magic zone spells in a form that lower-level wizards can learn. The Count will make any student promise not to teach his secrets to others. Although the family is actually rather poor, he will refuse any offer of payment.

The Countess may occasionally alarm students (or other visitors) by asking them to help in her research. This help requires standing in the laboratory while she casts a protective zone spell on them, and then keeping still while she sees whether it has worked. This may well require a **CI** check, even if it was successful! As the Count may remark at dinner, "Having knives, fire, or even water hurled at one can be a disconcerting experience, even if one is fairly sure they will be deflected."

ǂ HISTORY OF ÖBELSTEIN

The present Count's grandfather was the first to study the magic of zones. He was a wealthy battle wizard who bought his title, married an aristocratic heiress, had the castle built and settled down. His son inherited his interest, as did his grandsons. The present Count is married and has two children. One is presently studying at the Light College in Altdorf; the other ran away and is never mentioned by either the Count or the Countess.

In the last thirty years the Count has been so pleased with his students that he is extremely reluctant to let them leave. Some of the scholars came here intending to learn the Count's spells twenty-five years ago and are still in residence. Such student may well try to drop cryptic hints to new arrivals about the difficulty of leaving the place, but they live in fear of the Count learning of their wish to depart, and thus incurring his disfavour.

Simply making a bolt for it rarely works – there isn't any cover for miles, and it is all too easy for the Count to use his travel magic and spells such as *Sleep* (suitably augmented using his collection of power jewels) to round up errant students. Others who were impolite enough to try to leave have ended up helping with experiments that unfortunately proved fatal.

ǂ COUNT ÖBELSTEIN

Count Otto von Öbelstein is magically gifted. He trained at the Battle College in Talabheim and carried on the family tradition of fighting with the army. He returned home with his bride, Maria, thirty years ago and has been studying zones ever since.

✻ EINZELHEIT ✻

In the small town of Ravenstein in Talabecland stands the College known as Einzelheit. Einzelheit is built like a rural chalet, with typical 'gingerbread' decorations. However, it is the largest building in the town, which gives it an incongruous appearance. There is a medium sized telescope visible in the thatched roof. The door usually stands open to the muddy street.

Inside there is a large hall, which is kept spotlessly clean. This is where the wizards eat, study and talk. It is rarely empty. Upstairs are bedrooms. The attic is set up as an observatory, with a large telescope. There is no library.

Townsfolk will generally warn off anyone who asks about Einzelheit: "They're all mad. Three arrows short of a quiver. Better to leave them alone."

LEARNING AT EINZELHEIT

The philosophy of Einzelheit centres on the belief that the important things about magic are the details and methodology of spellcasting, not the nature of the spells. Thus they give spells from all disciplines the same attention. The emphasis is put on the teaching of spells from master to disciple, and on memorization. All teaching here is one-to-one. The few masters in permanent residence are, between them, a unique and priceless repository of odd magical fragments.

Fees at Einzelheit are high for academic wizards and low for hedge-wizards, but include accommodation and food. The college's year is divided into six equal terms. The college looks down on anyone who comes just to learn spells. Everyone at Einzelheit learns from everyone else, and new students are expected to share their magical knowledge with others. Each student must enrol at the college for a fixed period. If they finish their studies early, they can either teach others or start learning the basics of a new discipline. If their studies over-run, they must pay their subscription for another term. Anyone who finishes their research or learning and leaves without giving some knowledge back to the college will not be re-admitted.

No apprentices or beginners are accepted into the college, but the wizards there will try to find places with individual masters in the local area for any that come looking.

There are probably more petty magic spells available at Einzelheit than anywhere else. There are also a number of obscure and esoteric spells developed by individual wizards here and now known to no one else in the world. The disciplines and meditations taught at the college are very different from those described by Teclis, but nevertheless they may lead to the practitioner to become able to sense the ebb and flow of one of the Colours of magic.

Those studying at the college are expected to observe the college's timetable and strict rules, which include early rising, simple food and plain robes for all. All wizards and acolytes in residence are placed on a rota to do all the domestic work necessary. There are no servants here. Although the college has room to accommodate up to forty, there are usually no more than thirty people living here at any time.

Einzelheit is the only college in the Empire to grant licences to hedge-wizards. Because this is so unusual, any candidate for such a licence has to undergo an additional gruelling interview with a witch-hunter appointed by the Church of Sigmar before being allowed to leave.

HISTORY OF EINZELHEIT

Einzelheit was founded seventy years ago by an eccentric couple of magicians. Marthe Brauer was trained at the Wizards' and Alchemists' Guild and at the Celestial College. Her husband Manfred was a hedge-wizard from Ravenstein. Marthe was surprised to discover that although she knew far more than her husband in many areas, he knew things that were not dreamed of in the Imperial Colleges. They set up Einzelheit to pass on their learning and to collect more.

The college has become a gathering place for eccentric individualists. Many of the inhabitants dress strangely and act unusually. It is generally despised and laughed at by other institutions of wizardry.

RUNE MASTER HEIDI ERIKSDOTTAR

Heidi Eriksdottar is the Rector of Einzelheit. She originally hails from Norsca, and is very tall with blond plaits worn in a coil around her head. She is 38, has been in Einzelheit for six years, and was elected Rector two years ago. She is a general student of all forms of magic, and claims to have come here from Öbelstein, where she learned the skills of zone magic, although she also knows a small amount of Ice magic from being apprenticed to a shaman in her teens.

Eriksdottar never attended Öbelstein, although so few people have been there that she has no fear of being found out. Her true specialization is rune-mastery, although very few of the college's resident wizards know that. She only reveals this fact to the few students she is prepared to tutor in the subject. She knows that if word of her knowledge were to spread then she, everyone at the college and every student who had studied there in the past six years would potentially become a target for Dwarfs trying to wipe out this heresy against their ancestral secrets.

THE ANCIENT LIBRARY

A few miles north of Carroburg, just outside the village of Pfaffenhofen, stands a large moated and fortified manorhouse. This is the base of the Library and Repository of Ancient Magics and Enchantments, or the Ancient Library as it is better known. At first glance it looks very ordinary, but anyone with a knowledge of warfare can notice its location is very defensible: a small force could hold this place for weeks if need be.

The Library exists to collect and study whatever material it can about the history and development of magic in the times before Teclis and the foundation of the Imperial Colleges. It was founded twenty years ago by Heinz Meissner, a former student at Baron Henryk's College in Marienburg, who presents himself as a historian rather than a wizard, happy to teach what he knows to anyone who is interested. Most wizards regard the Ancient Library as a joke, an eccentric folly, but for a place with such a limited scope it attracts a steady flow of visiting magicians: students, masters and some senior scholars too.

VISITING THE ANCIENT LIBRARY

Any magician may visit the Ancient Library; Meissner and his house-staff are always happy to see visitors. The newcomers will be shown upstairs to the Library itself, a long

dusty room whose shelves are thinly stocked with books and papers. There may be a wizard and one or two apprentices here, reading or copying the ancient documents. Meissner will be happy to let his visitors browse and will offer them meals, but apologizes that due to lack of space he cannot let them stay – he will suggest the inn in Pfaffenhofen instead. However, if a visitor gives the right pass-phrases, Meissner will lead them down into the house's cellar and the rooms that lead off of it. This is where the majority of the collection is stored, and where most of the Library's visitors come to read and talk.

Meissner believes that Teclis deceived Magnus, and that the old forms of human magic had the potential to become as strong, or possibly greater, than High Magic. He thinks that the Elves established the Imperial Colleges to deliberately stunt the potential of human wizards, and that they are planning to conquer the Old World. He is not alone. Powerful backers have funded the Ancient Library as a school to study and teach the older forms of magic, to unlock their true powers.

The Library has three full-time wizards on staff and keeps ten apprentices who are taught Meissner's hotch-potch theory of magic, heritage and the superiority of humanity. There is also a weapons-master, and usually between three to six visitors – wizards, apprentices, merchants, officers from the army, politicians and nobles – all sympathetic to the Library's beliefs and aims, and who usually stay for two or three days at a time. The readers in the upstairs library are genuine scholars who know nothing of Meissner's true beliefs, nor of the house's other occupants.

The Ancient Library is one of the nexus-points of a network of human supremacists that spans the Old World and contains many powerful people within its numbers. It is not exactly an organization, but rather a series of linked people and groups with similar beliefs and aims. No non-human and no wizard associated with the Imperial Colleges will be given access to the underground complex, and any such visitors will be encouraged to leave the Ancient Library and Pfaffenhofen as soon as possible.

Anyone who wishes to study here and who can convince Meissner that they share his beliefs will be able to learn any Battle magic or elementalist spell from the **WFRP** rulebook, but none from this book. The underground network of rooms also contains a stockpile of dried foods, weapons and plentiful spell components.

† HEINZ MEISSNER

Meissner is a paranoid racist conspiracy-theorist. Worryingly he is not alone. Meissner has a network of powerful allies around the Old World. Meissner's own magical powers are limited, but he is a charismatic and convincing speaker. He studied at Baron Henryk's College in Marienburg, where after some unpleasant encounters with Sea-Elves, he came to the conclusion that all Elves were evil and working to subvert humanity's true potential. He has made it his life's purpose to ensure that when the Elves finally come for the Empire, there will be wizards with the heart to fight back and the magical skills they need to win. Although his researches into the history of magic have not borne any fruit so far, he feels he is close to a breakthrough.

* BARON HENRYK'S COLLEGE *

Baron Henryk's College of Navigation and Sea Magicks is a large and prosperous university based in the Tempelwijk district of Marienburg. Its students are schooled in all elements of sea-faring, navigation and trade, along with any other skills they may find useful. Among the courses on offer are several involving magical studies with a particular emphasis on skills useful to sailors and traders.

Baron Henryk's specializes in the teaching of petty, elementalist and illusionist spells, as well as some Battle magic, mostly for defensive purposes. Because study is primarily focused on the arts of sailing and trading, the magical education is light on theory and heavy on spellcasting, which means that students can learn lower-level spells faster than at almost any other Old World college. However, should they decide to continue studying magic, they will find that their lack of theoretical grounding makes it hard to use any spells above second level. Those who wish to progress further may find that they must go back and re-learn an entire stage of their career.

The college has several magical scholars on its staff who spend their time working on new spells. This research is funded mostly by the city's Directorate, who also pay for scholarships for particularly promising young wizards from the Wasteland.

Being in Marienburg, Baron Henryk's falls outside the jurisdiction of the Empire, and its scholars and wizards do not have to carry licences, although the college will issue one to any wizard who is proposing to travel to the east.

More information about Baron Henryk's is given in the sourcebook *Marienburg: Sold Down the River* (pp93-94).

* COLLEGE OF NOBLE SORCERY *

In large noble families within the Empire, it has become a tradition that the older sons will be groomed as the heir to the title and estate, or will go into the army or politics. Younger sons are either sent off to the Temple of Sigmar or Ulric, so they can pray for their older siblings, or they are trained in the arts of magic so that they can defend their family in the event of sorcerous attack.

The College of Noble Sorcery in Altdorf was established especially for the magical training of such young noblemen. It is located on Westenstrasse, which divides the university district from one of the city's rich residential areas, in a series of smart townhouses.

LEARNING AT THE COLLEGE

The college does not follow the usual system of teaching, with one master per apprentice. Instead it has a large staff of tutors, mostly apprentices from the Imperial Colleges

who need some extra funds, who teach a class of between three and six pupils several mornings a week. As students learn more they can pay extra for one-on-one tuition. If a student does not attend any lectures or tutorials for a fortnight then a letter is sent to their lodgings reminding them that they are supposed to study from time to time. Fees are – well, if you have to ask then you can't afford it – but the college will accept any applicant who can pay.

The problem with studying at the College of Noble Sorcery is that many of the students sent there have no aptitude for magic at all, and may struggle for years to grasp even one or two petty magic spells. Others may have some natural talent for the subject but no interest in it, preferring to spend their time carousing, seducing, duelling and making the most of being young and in Altdorf with pockets full of their parents' abundant money.

If, as sometimes happens, a student is diligent and applies himself, it is possible to progress to the second level of Battle magic here. Those who wish to take their studies further should soon realize that the College of Noble Sorcery is not a good place to learn magic, and that it has an appalling reputation among wizards. Such students will find it necessary to move to another college or university.

† PRINCIPAL FRANZISKUS BAUER

Principal Bauer has run the College of Noble Sorcery for twelve years. He is a portly man who dresses in robes that a layman could mistake for those of a Bright wizard. In fact he is a first-level Battle magician, but an excellent businessman who runs the college as a money-making exercise. He lives in a large house elsewhere in the city, with his wife and five children.

* ASSOCIATION OF WISE WIZARDS *

The Association of Wise Wizards is a secret society whose avowed aim is to further the magical learning of its members. Its headquarters are in Nuln, but the Association spans the Empire and beyond. All members are required to wear a brooch with the symbol of the Association, a white rose, whenever they meet on Association business. The Association's oath is:

> "I promise to obey whatever is asked of me by the elders of the Association. I will not refuse to teach any spell I know to fellow members of the Association. I will not teach a spell I have learned from a member to a non-member. I will recruit three other wizards into the Association. I will not allow wizardry to fall into disrepute. I will pay ten gold crowns a year to the Association."

For many a young wizard ten gold crowns a year for the rest of their lives seems a cheap price for the advantage of easy access to new spells. For most, the elders of the Association never ask anything of them. It is only those wizards who come to be in positions of power who are asked to do things, on penalty of being revealed as members. For most of the members, membership conveys many benefits and few disadvantages. Most never learn anything about the shadowy elders. The Association never accepts anyone into its ranks who does not already have a licence; its secret nature means that it cannot grant licences of its own. All its members have respectable credentials, a fact that helps to bring in new members.

The Association is, in fact, a cover for a cult of Slaanesh worshippers, whose plan is to infiltrate members into powerful positions in other magical colleges and ultimately subvert them all. Many of the members will never learn this, but will continue to teach spells to other members of the Association, unaware of the power they are granting to Slaanesh.

Members who seem particularly ambitious and ruthless, or particularly licentious will be invited to one of the elders' parties and enticed into partaking in certain vices of an unspeakable nature. Those who join in willingly will be inducted into the Cult of Slaanesh and told of the true nature of the organization. Those who recoil in horror at the things which happen at these parties will be found dead of an unfortunate drug overdose in a gutter in one of the less pleasant corners of Nuln or another city, far from the Association's meeting place.

* CHILDREN OF TECLIS *

The Children of Teclis are another secret society. They are directly opposed to groups like the Association, about which they have many suspicions. They were founded by Leopold Vaternahm at the time of the establishment of the Eight Colleges of Magic. He believed that Chaos could only be fought by those who understood it. Therefore all members study Chaos in secret, and share their knowledge. This is very dangerous for them, because if suspicion falls on them, witch-hunters can find plenty of "evidence" of their Chaotic tendencies in the materials they have been studying.

In fact there is no taint of Chaos about the Children. They pass on the techniques of Teclis in order to learn about Chaos in relative safety. Any members who show signs of being corrupted are immediately removed to the security of a remote hostel of Shallya at a secret location in Middenland. There they are held and treated in the hope that they might recover.

The Children do not wear any badge of membership. They are recruited from amongst friends and like-minded individuals. They do not have a centre or a leader. The nearest they have is Mina Fassbender's print shop in Talabheim, where most of their books are published for private circulation. Many of these books look extremely compromising if examined superficially with an unfriendly eye. Any member of the Children is likely to have copies of *Problems with the Privy Parts of Daemons*, *The True Nature of Tzeentch*, *Malal: Foe or Friend?* and *A Full Consideration of Chaos, its Nature, Attributes and Origin*. This last book, written by Leopold Vaternahm, sets out the aims and practices of the organization, as well as much valuable information about how to defeat Chaos. All members of the Children will have a copy of it. It is otherwise unknown.



CHAPTER 11



ELF MAGIC

Elvandriel stood in the glade, her arms outstretched, her voice rising and falling in the alien syllables of the language of the Dryads. Her throat ached with the effort of producing the strange clicks and rasps that were needed, her mind reeled with the effort of memory. Her companions waited on the edge of the glade, half fascinated, half appalled at the act of summoning. Finally, with a last shrill wail, the song was over. The Mage leaned on her staff, panting, trying to gain the strength of mind to speak to the Dryad when it arrived.

There! She could hear it now – a slight noise, like the wind in the leaves – but travelling in the opposite direction to the breeze. She doubted that her human and Dwarf companion would notice it. Then she saw the movement, and the Dryad came striding through the dappled leaf shadows. It was twice her height, presently in Willow aspect, smooth green skin and long yellowish hair hanging down its back. It stood towering over her, its long, whip-like fingers moving constantly, like twigs in the breeze.

"I hhhheard you... ssssing the... ssssong of... ssssummoning." Its voice was low and sonorous, though its grasp of Elthárin was slow and halting. "I ccccome in resssponse... to the ancient... paccccct. Whhhhat do you... whhhish of me?"

Elvandriel bowed low, trying to remember the correct forms of address. "Greetings, O spirit of the forest. I come in search of aid, for myself, and for the trees I hold in trust for my people. There is a group of Orcs passing through the woods to the north of here. I and my companions would have you by our side in combat, to rid the forest of these foul creatures."

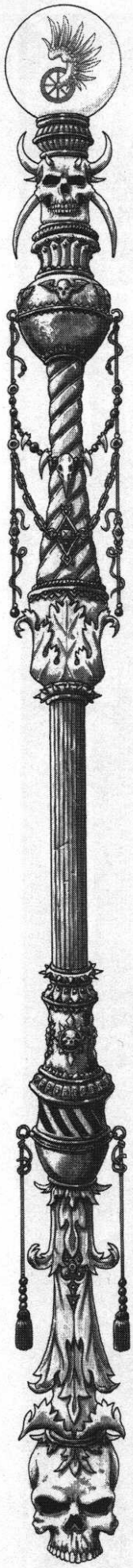
"Sssoo. Orccccs? Thossse tttree killers? I would hhhelp you, but my ssstrength is low. Whhhat would you give me in return?"

Elvandriel was flustered by the request. "Surely, ridding the forest of Orcs is reward in itself?"

She immediately knew she'd said the wrong thing. The Dryad's skin turned silver-white, its hair became more bushy, its fingers grew sharp as it changed into its Birch aspect. A menacing hiss escaped between its wooden fangs.

The Wood Elf Mage bowed again. "My apologies, o great spirit of the trees. I spoke in haste. What reward would you wish?"

The Dryad looked around the glade, its fingers moving, searching. Finally, its eyes settled on a certain spot where there was a glimpse of movement behind a tree-trunk. "I would hhhave... the lifeblood of the burrowing long-beard... to nourish my roots..."



THE ELVES ARE THE MASTERS OF MAGIC IN THE Warhammer world, but it was not always so, nor may it remain thus. High Elves have High magic, which encompasses all the magic known to humans and more, while Wood Elves have developed their affinity with forest-lands into an art of natural beauty.

❋ WOOD ELF MAGES ❋

It has been over four thousand years since the High Elves left the Old World, leaving behind a meagre handful of their race who could not bear to part from the lands they had learned to love. Since then the Wood Elves have degenerated from the great civilization of their High Elf forebears into a rustic woodland people, caring more for the land than for the great achievements of their ancestors. Much of the magical lore of the High Elves is lost to them, and their magical knowledge has become specialized, dealing with the powers of their forest homes. While they remember some of their ancestors' Battle magic (needed still in a land swarming with Goblins and Beastmen), much of their wisdom has been channelled into the study of the forces of the natural world, of the trees and plants of their forest home and the animals that live there.

Much wisdom has been gained from their friends, the ancient allies of the forest, the Treemen. Though few of these wise and ancient beings remain, their knowledge of growing things extends back to the very roots of the world, when the first forests spread across the lands as the great ice-sheets retreated. A few of the Treemen are old enough to remember a time when forests covered the whole of the Old World, from the shores of the Great Western Ocean to the World's Edge Mountains and beyond.

It is said by the Wood Elves that Treemen can talk to the trees themselves and understand their strange, slow, whispering language. Whatever the truth, Wood Elf mages have learned a secret that no other wizards have ever mastered: Tree Singing, which allows them to communicate with trees and plants, learning things from them and affecting the shape and the speed of their growth. The most powerful of Wood Elf mages are even able to summon Dryads, mighty tree spirits, to come to their aid in times of need.

ǂ LEARNING THE WOOD ELF WAY

Wood Elf mages feel their vocation at a very early age. Even among a people with a deep respect and reverence for the natural world, a child who is likely to become a mage feels these passions more powerfully than most. Such children will spend much of their time alone in the forest, communing with the natural world, and sleeping in the branches of trees. They learn to be so still that animals ignore them and approach them without fear. Even the Dryads, who normally never let themselves be seen by mortals, are not afraid of such a child.

The parents of such children will naturally worry when they disappear for long periods into the forests. There are many dangers lurking in the shadows, and not all of them are merely wild beasts. More than a few such children are caught and killed by Orcs, Goblins or Beastmen, or by fierce and hungry griffons. But those with the most woodcraft survive, eventually finding a way into the deepest heart of the forest, where the Treemen dwell. There, if an Elf child is willing and has the necessary reverence for the natural world, he or she will be taken in by a Treeman and taught a little of the Tree Songs.

The language of the trees, that strange whispering of leaves in the wind and the creaking of branches, is beyond even the most clever and woodwise of the Elves. Only the Treemen, who are almost trees themselves, can understand that slow and rambling speech. The Tree Songs are a tool that the Treemen have used since time immemorial to speak to the trees, to make them grow in ways best fitted to the world. The peaceful Treemen sometimes disapprove of the uses to which the Wood Elves put the Tree Songs (from shaping tree houses to strangling their enemies in a tangle of vines), but they have the sense to realize that there are few Treemen left in the world. When the last of them dies, only the Wood Elves will remain to guard the forests they love from the cruel destruction of the Orcs and the spreading settlements of the humans.

Wood Elf apprentices will generally stay with their Treeman teacher for several years. They may return to their people for visits during that period, but most of their time will be spent far from home, learning to listen to the sounds of nature and attuning themselves to the flows of magic that permeate all growing things. At the end of this apprenticeship they will return to their people, having mastered the essential techniques of singing the Tree Songs, but with much still to learn. Several more years will then be spent studying under a Wood Elf mage. In particular, the apprentice will learn some petty magic, and will gain a basic understanding of the Battle magic which will be learned in depth later.

ǂ THE LIFE OF A WOOD ELF MAGE

Once past their apprenticeship, apprentices are free to leave their master, if they so wish, and travel. Most choose to stay with their master for several more years, since they are more likely to learn the lore they seek that way. Some decide to wander the forests, seeking the wisdom of other Wood Elf settlements or of the Treemen living in other parts of the forest or elsewhere in the Old World. Whatever path they choose, their primary concern is the protection of the forest and the well-being of the Elves within it. Some will find themselves fighting intruders or those who would harm the forest. Orcs and Beastmen living in the forest will be killed without mercy, although human settlers will usually be treated with some compassion.

Often, as the settlements of the Old World spread, humans will seek new lands to colonize and clear for the planting of their crops. While the Wood Elves are against the destruction of the ancient forests, they realize that humans are not wantonly destroying trees, but rather that they cannot see the true beauty of the natural world as the Wood Elves can. Rather than killing them out of hand, they try to scare them away from an area. Using their magic, they

will make hedges of thorns mysteriously appear overnight, strange lights dance in the woods, trees grow into strange and sinister shapes. This is usually enough to encourage settlers to believe that the forest is a dangerous, haunted place, and that they ought to go elsewhere.

Few Wood Elf mages ever leave their forests. More often they will adopt a particular part of the forest as their home, and over the years learn every tree and bush, every stream, the lair of every animal. The few who do leave their forests for a life amongst humans usually have some tragedy or secret wrongdoing to hide. Maybe their particular part of the forest has been destroyed by fire or a human settlement, or has become inhabited by Beastmen too numerous to fight. Perhaps the mage has transgressed some law and been cast out of the Wood Elf community. Whatever the reason for leaving the forest, he is unlikely to be comfortable in the crowded towns and cities of humans, and will take every chance to return to the woodlands.

WOOD ELF MAGE APPRENTICE

A Wood Elf mage's apprentice will spend years learning forest lore as a child before venturing out into the wide world. They will be wise in the ways of the earth, as well as having a rudimentary knowledge of magic. Very few apprentices leave the forest, for they still have much to learn from their mage masters. Those who do travel in human lands do so for one of three reasons: they may be fleeing from some great tragedy; they may be outcast from Wood Elf society; or they may have decided to study the ways of human society as part of their apprenticeship.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	–	–	+1	–	–	+10	–	+10	–	+10	–

Career Entries
Random entry only – see revised table on p25

Skills
Arcane Language – Magick; Cast Spells – Petty Magic; Follow Trail; Identify Plants; Secret Language – Malla-roomna-lárin; Sing; Silent Move Rural

Magic Points
2D4

Trappings
None

Career Exits
Wizard's Apprentice
Wood Elf Mage – Level 1
Woodsman

WOOD ELF MAGE

Wood Elf mages specialize in the Tree Songs, spells that deal with the growing things of the natural world, particularly trees and plants. Their spells bear some affinity with those of elementalists or druids, but their knowledge of the magic of the trees is much greater than either of these. Wood Elf mages spend most of their time in the deep forest, well away from the so-called civilization of humans. Those few who do venture into the lands of men tend to dislike cities, and stay in the wilderness as much as possible. For the purposes of spellcasting, Tree Songs are treated as being rituals (see p146), although they require only six rounds, rather than ten minutes, to cast.

Note that Wood Elf mages can learn normal Battle magic and petty magic as well as the Tree Songs, and some rare individuals even have access to High magic. They cannot, however, learn Colour magic at the Imperial Colleges; Teclis's simplifications, made for the benefit of humans, are just too alien to their way of thinking. While this may seem to make Wood Elf mages more powerful than normal wizards, GMs and players should bear in mind that Wood Elf mages are more difficult to find than human wizards, and that human wizards are unlikely to teach a Wood Elf mage spells. Thus while the range of spells that can be learnt by Wood Elf mages is greater, the chances for them to do so are fewer. In addition, Wood Elf mages are automatically considered to be specialist wizards (**WFRP**, p138), and thus pay double the normal cost for career advancement.

Special Psychology Rules: Wood Elf mages have a special affinity with, and deep respect for, Treemen, and have a +20 to **Fel** tests when dealing with them.

Dryad Summoning: Summoning Dryads is not strictly speaking a magical ability, but is a skill known only by those who are deeply in touch with the forest. At level 2, Wood Elf mages are expected to learn the language of Dryads. This will only enable them to speak with any they meet, not to control or summon them. At this stage, however, they will be unable to call on the Dryad for help of any kind, although it may be willing to share information with the mage.

When Wood Elf mages reach level 3, they learn about the ancient pact that was made between Wood Elf mages and the Dryads, and they are taught the song that will summon one of these tree-spirits. The song is a long and complicated chant in the ancient language of the Dryads. It cannot be written down, since the language of the Dryads contains syllables that cannot be expressed in any known writing system. The song can only be learned from another Wood Elf mage, or from a co-operative Treeman.

Remembering and pronouncing the alien syllables of this language is difficult and profoundly tiring. An **Int** test must be made to remember and pronounce the song correctly, and the song takes ten minutes to sing. Once the song is completed and the Dryad has been asked for aid, the Wood Elf must rest completely for 1 hour, or be at -10/-1 to all characteristics until they next sleep.

Within a forest, a summoned Dryad will arrive within 1D6 rounds. In open countryside a Dryad will take 2D6 minutes, and there is a 25% chance that they will not respond to the call. Within a city, there is only a 25% chance of a Dryad arriving, and if it does, it will take 4D6 minutes and is likely to attract a good deal of attention in the process. They will not come to someone at sea or underground.

Once a Dryad has been summoned, a **Fel** test must be made at -20% to persuade it to help (characters with *charm* skill get their usual +10% bonus). The gamesmaster may give a bonus or penalty to the roll depending on the reasonableness of the request. Any request that involves defending woodland and ridding the forest of enemies should receive a bonus of 10-20% for that test (at the gamesmaster's discretion), while any request that involves the Dryad leaving the forest, or which puts the Dryad in unnecessary danger, will gain a penalty of up to 50%. On a failed roll the Dryad will simply refuse the request. On average, a Dryad will help the mage for 1D6 hours, but that may be longer or shorter depending on the task.

Remember that a Dryad's motives and modes of thought are very alien, and what may seem like a reasonable request to an Elf may seem strange to the Dryad. If the **Fel** test succeeds by less than 10%, a period of negotiation will ensue, with the result depending on the GM's assessment of the player's arguments.

Level 1 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	–	–	–	–	+1	+10	–	+10	–	–	–	–	–

Level 2 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+10	+10	+1	+1	+3	+20	–	+10	+10	+20	+10	+10	–

Level 3 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+10	+10	+1	+1	+4	+30	–	+20	+20	+30	+20	+20	–

Level 4 Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+10	+10	+1	+1	+4	+40	–	+30	+30	+40	+30	+30	–

Skills – Level 1
Cast Spells – Battle Magic Level 1; Cast Spells – Tree Songs Level 1; Concealment – Rural; Herb Lore; Magic Sense; Read/Write; Scroll Lore

Skills – Level 2
Cast Spells – Battle Magic Level 2; Cast Spells – Tree Songs Level 2; Dowsing; Magical Awareness; Meditation; Secret Language – Dryad

Skills – Level 3
Cast Spells – Battle Magic Level 3; Cast Spells – Tree Songs Level 3; Dryad Summoning Song (see above); Identify Magical Artifact; Identify Undead

Skills – Level 4
Cast Spells – Battle Magic Level 4; Cast Spells – Tree Songs Level 4; Demon Lore; Divining – Botomancy (examining the ashes of burnt leaves); Prepare Potions; Prepare Scrolls; Rune Lore

Career Entrances
Wood Elf Mage's Apprentice

Magic Points
+4D4 points per level

Career Exits
Wood Elf Mage of next level
Wizard – Level 1
Elementalist – Level 1
Illusionist – Level 1

Note that once a character has completed the level 4 career, it is possible for them to add *High Elf Mage – Level 4* to their Career Exits. However, to follow this path, they will need to find another Wood Elf who has achieved this level in their career, persuade them to take them on as an apprentice, and pay 1,000 EPs to enter the career. Note that their Career Exits will not change if they follow this path, but will remain as described above – they are not subsequently eligible to follow the exits normally available to a level 4 High Elf mage.

* HIGH MAGIC *

High magic is the most pure and virtuous form of magic, and also the most powerful. It is created by weaving together the eight colours of magic as they swirl through the world, and can be seen as the antithesis of Dark magic, being completely untainted by Chaos. The only disadvantage of High magic is that it can only successfully be practised by Elves (and, if any survive, the Old Ones who taught them), since only they have the necessary mental faculties to be able to weave the eight colours of magic into one bright thread. This ability seems to have emerged during the Golden Time of the Elves, as they studied with the Old Ones, but whether it came about by accident or design none can know.

It is only very rarely that a High Elf mage visits the Old World. Most spend their days in the Kingdoms of Ulthuan, where they fight in the armies of the Phoenix King against the Dark Elves. On the few occasions that they do visit the Old World, they either come in disguise or they come to make history, as Teclis did when he taught humans the Colours of magic.

High Elf mages often spend many decades learning their magical arts, and are thus far beyond even the most talented of human wizards. Before High Elf mages can even begin to study High magic, they must have mastered each of the colours of magic.

It is not recommended that High Elf mages should be made available as player characters in a **WFRP** campaign. They should be kept as an occasional wonder. Maybe such a person will use spectacular magic to save the PCs in their hour of need, then vanish before they can thank him, leaving them wondering why he chose to save them. Or maybe they will hear rumours of a High Elf in some remote part of the world who is prepared to teach humans and Elves

High Magic. The could trek miles to find this wondrous teacher, only to discover, too late, that she is actually a Dark Elf.

‡ HIGH ELF MAGE ‡

No career profile is provided for High Elf mages. Instead, a sample NPC is provided below. Other NPCs can be created using this as a template, or you can assume that a High Elf mage will have completed careers as a battle wizard and in all the Colour colleges. On top of this they will have *cast spells – High Magic*, and a selection of High magic spells. This profile will approximate a High Elf mage. More information on High Elf magic will be found in a forthcoming supplement for **Warhammer FRP**.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	44	4	4	12	100	1	96	83	100	100	100	43

Magic Points
62

Skills
Arcane Language – Elvish; Arcane Language – Magick; Cast Spells – Amber Magic Level 4 & 5; Cast Spells – Battle Magic Level 1, 2 &3; Cast Spells – Bright Magic Level 4 & 5; Cast Spells – Celestial Magic Level 4 & 5; Cast Spells – Gold Magic Level 4 & 5, Cast Spells – Grey Magic Level 4 & 5; Cast Spells – High Magic; Cast Spells – Jade Magic Level 4 & 5; Cast Spells – Light Magic Level 4 & 5; Cast Spells – Petty Magic; Chemistry; Concealment Rural; Daemon Lore; Divination; Dowsing; Engineer; Etiquette; Evaluate; Follow Trail; Game Hunting; Gem Cutting; Herb Lore; History; Identify Magical Artefact; Identify Plants; Identify Undead; Magical Awareness; Magic Sense; Manufacture Magic Item; Manufacture Potions; Manufacture Scrolls; Meditation; Metallurgy; Night Vision; Orientation; Prepare Poison; Read/Write; Rune Lore; Scroll Lore; Secret Language – Battle; Secret Language – Classical; Silent Move Rural; Silent Move Urban; Smithing; Supernumerate; Wit

Spells

Petty Magic:	Danger Sense, Find, Magic Alarm, Protection from Rain, Read Out
Battle Magic Lvl 1:	Cure Light Injury, Enthuse, Fireball, Leg Breaking, Zone of Firelessness
Battle Magic Lvl 2:	Aura of Protection, Break Weapon, Cause Panic, Luck, Mental Duel, Mystic Mist, Steal Magical Power
Battle Magic Lvl 3:	Cause Stupidity, Cloak of Darkness, Conjure Servitor, Dispel Magic, Magic Bridge
Amethyst Spells:	Amaranth, Fate of Bjuna, Lesser Caress of Lanith, Speed of Lykos
Gold Spells:	Gilded Cage, Fear of Aramar, Replication of Levorg
Amber Spells:	Awakening of the Wood, Tangling Thorn, Savage Beast of Horros
Light Spells:	Channel Energy, Light of Battle, Crevasse, Dwellers Below
Celestial Spells:	Cerulean Shield, Fortune, Portent
Jade Spells:	Drain Life, Emerald Pool, Peace
Grey Spells:	Dark Steed, Horn of Andar, Pit of Tarnus
Bright Spells:	Crimson Bands, Conflagration of Doom
High Magic Spells:	Apotheosis, Banishment, Glamour of Teclis, Hand of Glory

‡ DRYAD

Dryads are tree spirits – magical beings that live in trees and can assume the aspect of a particular tree, or even shape-shift into the form of a tree, at will. They are only found deep in the forests of the Old World, far from the cities and towns of humans. Dryads have a solid form with flesh like the green, pliable wood of a young sapling and skin like bark. Their hair tends to be either leafy, or like moss or lichen. They are about twice the height of an average Wood Elf, standing about 11-12 feet tall. Wood Elves are careful to placate these spirits, and knowledgeable Wood Elf mages may ask them for help.

When appearing to Elves or men in a friendly or alluring aspect, Dryads take on the form of beautiful, lithe young women with green, brown or silvery-white skin, and leafy green or russet foliage growing from their head. Their long fingers are dangerous weapons, sprouting thorns or whip-like twigs. They are extremely spiteful and vengeful if offended, or if the tree they inhabit is threatened or harmed. If a Dryad's tree is destroyed, the Dryad will lose 1 W per day until it withers away and dies.

Sometimes Dryads will assume an awesome and savage aspect and fight alongside their Wood Elf allies. At the beginning of combat, a Dryad may choose which aspect to shape-shift into in order to fight. At the beginning of each combat round, the Dryad may change form if it wishes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	39	29	4	4	58	39	2	36	75	45	89	89	30

The Dryad may take any of the following forms:

‡ BIRCH

A Dryad in birch form takes on a silvery-white appearance with a mass of delicate yellow-green or tawny foliage for hair. Its long, whip-like fingers lash out at its enemies, and in this form a Dryad gains +1 **A**.

‡ OAK

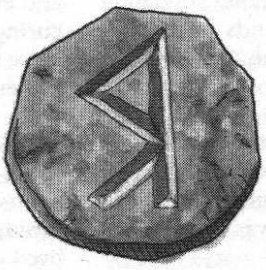
A Dryad in oak form is more robust and resilient to injury. Its skin becomes tough and gnarled, and its limbs become thicker. Its hair becomes a mass of oak leaves and acorns. In this form, a Dryad gains +1 **S** and +1 **T**.

‡ WILLOW

A Dryad in willow form is a creature with a green skin and very long yellowish hair. Its fingers grow incredibly long and whip-like willow twigs. With these, it can entangle an opponent's weapon, making it difficult to wield. Any opponent of a Dryad in willow form loses the first attack of his round. If the opponent has only 1 attack, he cannot attack at all that round. It costs the Dryad 1 attack to do this, but the Dryad's second attack can be used normally.



CHAPTER 12



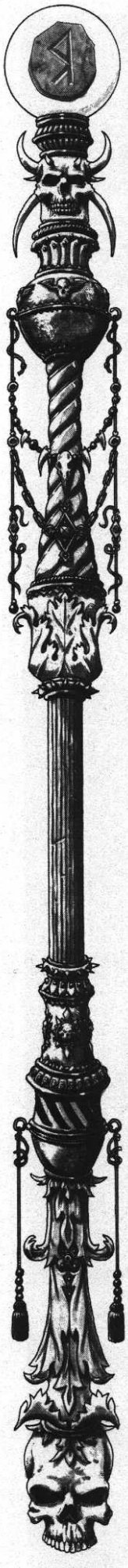
RUNES AND RUNESMITHS

The clang of iron on iron rang out around the vaulted chamber, echoing from the carved rock walls of the cavern. A stocky Dwarf, his muscular, naked torso slick with sweat that reflected the red glow of the coals of his forge, brought his hammer down with practised ease on the axe blade he was shaping, with regular, evenly weighted strokes. The anvil itself was no dull lump of metal, as might be found in any village smithy in the lands of men, but was as ornately carved and decorated as a Dwarf maiden's cuirass.

The rhythmic resounding clang was accompanied by another sound, as the runesmith's monotone chanting reverberated among the pillars and hanging stalactites. The Dwarf was watched in his work, from their lofty abutments, by the stone faces of his ancestors. It seemed to the runesmith that the voices of those ancestors joined with his now as he intoned the self-same words that Skal Skallansson had intoned so many thousand years ago, passed down from runesmith to apprentice, unchanged by time, since the centuries before the War of Vengeance.

There was a long way to go yet before the rune-forged weapon would be ready. Weeks of toil still remained, but when great Thungni's runes had been given their due reverence and the time to manifest their power, King Belagar of Karak Ungor would have a weapon to rival even Grimmaz, the Goblin-stolen blade.

In his mind's eye the runesmith could see the triangular Rune of Breaking forming between the open jaws of the dragon's head he would later inscribe on the axe head, picked out in gold filigree, and there, beneath the grim visage of King Belagar himself, the Rune of Fury. With such a mighty battleaxe in the hands of their ruler, the clans of Karak Ungor would wage war on the Goblins of the Twisted Claw tribe. And as was demanded by the ancient hold's Book of Grudges, King Belagar would recover Grimmaz, the unyielding axe lost centuries before by the disgraced Jarlki line. The Goblins of the Twisted Claw would live to rue the day they ever baited the wrath of the Dwarfs of the hold of Karak Ungor.



DURING THE TIME OF THE ANCESTOR GODS, a mighty system of natural caverns, stretching for miles in length, lay thousands of feet beneath the southern peaks of the World's Edge Mountains. The beauty and wonder of those caverns was beyond compare. Jewels and veins of gold glittered in the darkness, the walls were carved into wondrous shapes by the passing of subterranean rivers, and stalagmites and stalactites formed vast pillared halls in the gloom. In those days, before the coming of Chaos, there was little to fear in the darkness.

Thungni, Grungni's son, was drawn to the natural beauty of the rocks and the serenity of these caves, known in those days as Ankor Bryn, the Glittering Realm. He wandered the caverns alone for many days and weeks, entranced by its beauty. When he returned, he brought with him the knowledge of Runic magic. Thungni never revealed how he came to possess such wondrous knowledge – whether he found them inscribed on some ancient rock, or within the realm of his imagination, or whether they came from some ancient god. The Glittering Realm was hidden during the earthquakes and upheavals that followed the collapse of the warp gates, and its whereabouts were lost even to the ancient wisdom of the Dwarfs.

When Thungni first brought the runes to the Dwarfs, they lacked the knowledge to use them to their full potential. These were unlike the other more mundane runes that Valaya had introduced to express Dwarf thoughts and lore. It took the great wisdom of Grungni himself to see that they could be used in smithcraft to give power to the item being forged. But the Dwarfs soon found that only the most skilled among their craftsmen and smiths had the ability to inscribe the runes onto weapons, armour and other items so that the symbols were more than mere ornaments. These few craftsmen became the first of the ancient Guild of Runesmiths, the Clan of Morgrim.

* RUNESMITHS *

On the whole Dwarfs see magic, and particularly spellcasting, as an uninteresting subject fit only for the likes of the weaker races such as Elves and humans. Runes are something else: they are a part of Dwarf history and heritage, tied closely to the ancient arts of smithing and forgework. To a Dwarf, anyone who refers to runes as 'magic' or 'sorcery' has insulted one of the Dwarf race's most ancient traditions.

Despite that, runes do draw their power from a form of magic, albeit an unusually stable and dependable one. Being essentially non-magical, Dwarfs have learned to use it in a way that no other race has discovered for themselves. Runes have served the Dwarfs well through history, allowing them to create weapons and artefacts to offset the magical abilities of their many foes. There is a permanence to runes that rivals the best of divine magic and the most powerful creations of sorcery.

Runes are mostly used to create Dwarf weapons and armour of extraordinary potency. However, in some instances they may be engraved on standards, amulets, rings, and even articles of clothing. Some runes are used for securing places such as tombs and treasure hoards. Others serve to expand and protect mines, settlements, and other places where Dwarfs work and reside.

Runesmiths are the only Dwarfs who are able to make runes in any way, whether creating objects of mighty power by inscribing runes onto them as they are crafted, or inscribing runes on more temporary items for a more short-lived effect. All runesmiths are held in high esteem and honour in Dwarf society for their vast wisdom, skill and ability. There are as many legends describing the exceptional deeds of powerful runesmiths as those of Dwarf kings and Dwarf heroes of the past.

‡ THE GUILD OF RUNESMITHS

The Guild of Runesmiths is one of the oldest Dwarf craftguilds, and is dominated by a number of families who can trace their lineage back to the times of Thungni. Runesmithing runs in families: most masters of the art will only teach their skills to young relatives who they consider worthy to be their apprentice. It is always a cause of celebration for a family when the apprentice of a great runesmith carves their first rune – and of great sorrow if it is discovered that their talents are not sufficient to follow the craft of their forefathers.

Usually, if a runesmith cannot find an apprentice within their own family then they will take their knowledge with them to their grave. Rarely, however, a runesmith will be particularly impressed by the work of a young Dwarf craftsman or smith from outside the old families, and will elect to tutor him in the art; or can be persuaded to take an apprentice from another Hold or Dwarf settlement. Despite this, with each century the number of runesmiths falls, and some fear that the knowledge of the runes will eventually be lost.

What is more, over time the families in the Guild of Runesmiths have developed arguments and feuds, and some runesmiths now refuse to talk to others, or their apprentices or relatives. As a result the knowledge of the Master Runes has become split up between lineages: no Dwarf has access to all the runes. Trying to find and learn the secret of a particular symbol can mean the runesmith must use the skills of genealogy and diplomacy to find out who has it, and persuade them to teach it.

Runesmiths almost never write down their knowledge, believing it is something that can only be taught by example, not by reading. If they ever write anything down about their art, they will take care to encode it, conceal it within a puzzle, hide it some other subtle way or even disguise it with a rune, so that only those who know where it is and are given the key may read it.

Very few outside the Dwarf settlements of the World's Edge Mountains know any of the secrets of Runic magic, much less how to use it. The runesmiths are fiercely secretive with their knowledge, and have never willingly shared the mysteries of runesmithing with any other race. The self-styled 'rune masters' among the humans are but a poor

shadow of the Dwarf runesmiths, and the Dwarfs have never forgiven them for their theft. (For more details, see Chapter 13: 'Rune Masters'.)

CARVING RUNES

The work of a runesmith is long and arduous. Before a runesmith can inscribe a rune, the object that will carry it must first be crafted. Most runesmiths will not carve runes on an object that was not created especially to take the rune. Crafting an item involves long hours in the forge, sweating over an anvil. In many cases the runesmith's apprentice is the one who performs much of the hard physical labour, leaving the actual inscribing of the runes to the runesmith. Inscribing a rune is not as simple as carving a letter with an engraving tool. Runesmiths must, through meditation and the singing of ancient Rune Chants, get themselves into the right frame of mind. In this way, energy is channelled and concentrated into the rune. This is a mentally exhausting process for runesmiths, on top of the physically tiring work of shaping the item, and can leave them drained for days afterwards.

The most important tool a runesmith has is his anvil. Unlike a normal smith's anvil, this one must be inscribed with rare and wondrous runes. It serves as a focus for the magical energy of the earth, which is channelled through it into the rune being inscribed. The larger the anvil and the runes carved into it, the better it is thought to be. Even when painting a rune onto fabric, carving it in wood or inscribing it on a stone door, a runesmith must be in physical contact with his anvil, or the mystic qualities of the rune will not manifest themselves. For a young Dwarf, making their anvil is the moment that marks the passage from apprentice to runemaster. From that moment on they will use no other anvil for the rest of their career. No runesmith would ever use another's anvil, for any reason.

There are two ways in which runesmiths can inscribe runes: temporary runes and permanent runes. A temporary rune is less exhausting to inscribe but will only last a short time or a few uses before losing its magical power. Runes inscribed to be permanent require weeks of work on the part of the runesmith. On top of the commitment involved, such runes can only be inscribed using an Anvil of Doom. Some of the most powerful runes, known as Master Runes, also require the addition of extremely rare ingredients, such as dragon blood or the water from a particular mountain lake. Gathering such ingredients can involve a quest lasting years.

ANVILS OF DOOM

These great magical anvils were forged from gromril by the runesmiths of old, beneath Karag Dron at Thunder Mountain. The greatest of the ancient runesmiths, Kurgaz, used the fire of the volcano itself to inscribe each anvil with the Rune of Sorcery. It is said in the ancient Book of Grudges that Kurgaz and his fellows were slain by a great dragon that destroyed the mountain's forges; with their death, the knowledge of inscribing the Rune of Sorcery was lost forever. No one knows how many Anvils of Doom were forged before the knowledge of the Rune of Sorcery was lost. Today the ones that remain are among the most highly prized of all the possessions of the Dwarfs.

The mightiest Anvils of Doom are huge, higher than the tallest Dwarf. They are generally owned by the hold in which they are kept, or by one of the Guilds, often the Guild of Runesmiths itself. They are kept in the great forges of the Dwarfs in their mountain strongholds. Not all Dwarfholds contain an Anvil of Doom, and those that do are regarded with respect by those that do not. A handful of Anvils of Doom are owned by individual runesmiths, and are passed down from master to apprentice. Most of these runesmiths spend their days in the halls of Karaz-a-Karak or in the weapon shops of Karak Azul. A few of the Anvils of Doom belong to expatriate Dwarfs living in communities outside the Dwarfholds. In times of war, an Anvil of Doom may be mounted on a carriage and wheeled into battle, to give morale and strength to the army.

Many Anvils of Doom have been lost; some in battle, some when greenskins, Beastmen or Skaven have invaded and captured Dwarfholds. These holds may still contain Anvils of Doom within them. The Goblins clearly lack the knowledge to use them, but such an anvil would be worth a fortune should it be recovered.

Any runesmith who wishes to inscribe an item with permanent runes must gain access to an Anvil of Doom. The smith must also prove to the Rune Lord in authority that the item he is crafting will bring glory and honour to the Dwarf people, and will not bring them into disrepute, nor diminish them in the eyes of the world.

THE LIFE OF A RUNESMITH

Most runesmiths spend their lives in the Dwarfholds in the mountains. Their days are spent in the forge, creating magical items and weapons for use in the Dwarfs' incessant wars against greenskins and the Chaos creatures that lurk outside their mountain strongholds. It is rare for runesmiths to travel, though sometimes they will leave their stronghold to seek magical ingredients for a particularly powerful weapon. Occasionally, a runesmith will travel with an army to make weapons and armour for them, sometimes taking an Anvil of Doom with them.

But there is a category of runesmith who tends to travel more. These are the 'expatriate' runesmiths, whose original homes have been destroyed or over-run over the centuries, and who have been forced to settle in human lands. Expatriate Dwarfs usually form their own settlements within the Empire, ranging from a ghetto or quarter within an Imperial city, to shanty towns near smaller towns and mines. A Dwarf runesmith brought up in such a community will have less of the lore of the mighty runesmiths of Karaz Ankor. Nevertheless, in comparison to the human smiths, the Dwarf runesmith will seem extremely skilled indeed. While it unlikely such a runesmith will have access to an Anvil of Doom, he will almost certainly know where the nearest one is located, and may make occasional journeys to craft a new item. However, Rune Lords are less willing to give access to the great Anvils to Dwarfs they see as itinerants who live among humans, and will often take some persuading.

Expatriate runesmiths prefer to live in Dwarf settlements, especially communities within the larger human towns. In the latter case, their status as runesmith is kept quiet and their craft remains largely unpractised – they pass as nothing more than highly skilled weaponsmiths, armourers or jewellers. Some travel from town to town, hoping to find other expatriate Dwarfs rich enough to become a patron for their craft. A few may even take to adventuring in their quest to find lost runic weapons or even a missing Anvil. Few humans know the difference between a Dwarf smith and a runesmith, nor the difference in status between them in the eyes of Dwarfs. Being a runesmith in human lands is a grim and thankless task.

ADVANCE SCHEME

Similar to wizards and clerics, the cost of moving from one runesmith career to another is costlier, in terms of EPs, than other career advances. These are as follows:

Level	EP Cost
Runesmith Apprentice	100
Runesmith	200
Master Runesmith	400
Rune Lord	800

Additionally, all profile advances and skills for the current career must be purchased before moving to the next.

RUNESMITH'S APPRENTICE

Those who become runesmiths usually start as a promising apprentice from the runesmiths' family. Any wishing to enter this career and join the Guild of Runesmiths must be selected by the highest-ranking Master Runesmith of the Dwarfhold or settlement. Those selected normally serve an experienced runesmith for a minimum of five to ten years, learning the basic mysteries of runesmithing. Some apprentices stay with their master for as long as he lives, only assuming his title, rank and ancestral name when he finally dies.

The life of a runesmith's apprentice is one of toil and sweat, often preparing the forge and doing the dirty slog of smithing, while the Runesmith does skilled work. Some apprentices (particularly among Dwarfs living in exile in human lands) grow tired of the drudgery before they reach the end of their training, and leave their master for a career as an artisan.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	–	–	+1	+10	–	+10	–	+10	–	+10	–

Skills
Animal Care
Art
Carpentry
Engineer
Magical Sense
Metallurgy
Read/Write Khazalid
Rune Lore
Smithing

Trappings
Hand weapon
Tools
Staff
Horse and cart (to carry master's anvil)

Entered from
Artisans' Apprentice
Loremaster (see *Apocrypha Now*, p64, and the forthcoming Dwarf sourcebook)

Career Exits
Artisan
Engineer
Loremaster (see above)
Runesmith

RUNESMITH

A Runesmith is a Dwarf who knows the secrets of inscribing weapons and other items with the secret Dwarf runes of his ancestors. This knowledge is almost never written down, but is passed from master to apprentice by word of mouth. Some Runesmiths never find a suitable apprentice, and let their knowledge die with them. Most Runesmiths are over a hundred years old.

As Runesmiths advance in their calling, they garner greater skill in their craft and greater respect from their fellow Dwarfs. Middle-ranking Runesmiths are known as Master Runesmiths, and the highest and most venerable, of which there are very few in the Old World, are dignified with the title Rune Lord.

In human lands such as the Empire, Runesmiths are less respected outside their own community, since few humans can tell a Runesmith from an ordinary smith. Rune Lords in particular find this lack of recognition galling; asking a Rune Lord to shoe one's horse is a risky proposition at best, and at worst can be fatal.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	–	+1	+1	+2	+10	–	+20	+10	+10	+10	+20	+10

Skills
Evaluate
Gem Cutting
Inscribe Runes – Level 1 (described below)
Magical Awareness
Rune Litany (described below)
Stoneworking

Runes
2 of Thungni's runes of level 1*
*These can be chosen by the player, from the list of runes known by the runesmith who tutored them.

Trappings
Runic anvil
Runic hand weapon
Tools
Staff

Entered from
Runesmith's Apprentice

Career Exits
Initiate of Grungni (see new career in the forthcoming Dwarf sourcebook)
Loremaster (see *Apocrypha Now*, p64, and the forthcoming Dwarf sourcebook)
Master Runesmith

‡ MASTER RUNESMITH ‡

A Master Runesmith is the middle rank of runesmithing skill and knowledge.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+10	+1	+2	+4	+20	+1	+30	+20	+20	+20	+20	+10

Skills
Arcane Language – Dwarf
History – Dwarf
Inscribe Runes – Level 2 (described below)
Runic History (described below)
Speak Additional Language
Theology

Trappings
Runic Hand Weapon
Tools
Staff

Entered from
Runesmith

Career Exits
Initiate of Grungni (see new career in the forthcoming Dwarf sourcebook)
Loremaster (see *Apocrypha Now*, p64, and the forthcoming Dwarf sourcebook)
Rune Lord
Templar – Order of the Stone Wall (see new career in the forthcoming Dwarf sourcebook)

‡ RUNE LORD ‡

Rune Lord is the highest rank a runesmith can attain. Rune Lords are usually several hundred years old, and are figures of great standing in their Hold.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+10	+2	+2	+6	+30	+1	+40	+20	+30	+20	+30	+10

Skills
Arcane Language – Ancient Elf
Arcane Language – Arcane Runic (described below)
Craft Master Rune (described below)
Daemon Lore
Inscribe Runes – Level 3 (described below)
Inscribe Runes – Master (described below)

Trappings
Runic hand weapon
Tools
Staff

Entered from
Master Runesmith

Career Exits
Nil

‡ MAGIC POINTS

To successfully engrave runes, Runesmiths must expend Magic Points (MPs) throughout the process. They gain more as they rise through the levels of mastery. The following table summarizes the Magic Points characters gain for achieving each level:

Career	MPs Gained
Runesmith's Apprentice	None
Runesmith	2D6+2
Master Runesmith	3D6+2
Rune Lord	4D6+2

Runesmiths are able to recover their Magic Points only by chanting the *Rune Litany*, as described below.

‡ NEW SKILLS

‡ ARCANE LANGUAGES – RUNIC

This skill enables a character to decipher the basic meaning of any non-magical runes or pictographs used by ancient civilizations. These include the kingdoms of ancient Araby, the Slann lands in the Southlands and Lustria, and etchings on ancient megaliths in remote parts of the world.

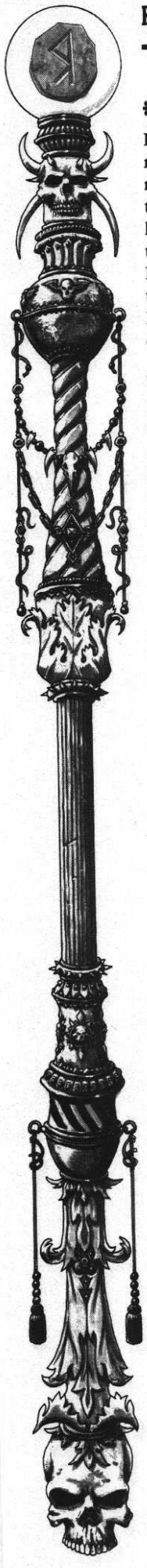
‡ CRAFT MASTER RUNE

Characters with this skill have the knowledge and ability to craft their own Master Rune. There are six restrictions:

- ‡ They must have access to one of the Anvils of Doom located in a Dwarfhold.
- ‡ They must dedicate 3D6 months (and expend 200 EPs per month) researching the desired effects and determining the correct shape of the rune.
- ‡ They must dedicate another 2D6 months (at the cost of 100 EPs per month) determining the correct combination of rare ingredients to power the new Master Rune.
- ‡ For the initial inscription, they must labour at least eight hours a day for D6+6 weeks.
- ‡ A specific amount of MPs (to be determined by the GM, using existing runes as guidelines) must be expended each day as the rune is being inscribed.
- ‡ The character must make a **WP** test at -20 to successfully inscribe the new Master Rune for the first time.

‡ INSCRIBE RUNES

Characters with this skill may inscribe magical runes from the specified level of mastery. As with the *cast spells* skill, this must be bought at each level of the career, as indicated in the career profile.



‡ RUNE LITANY

Runesmiths must sing certain mystic litanies in order to recover their Magic Points. The time required is determined by rolling 1D6 for each MP to be recovered; the total is the length of time in minutes that the chant must last. Should the runesmith's chant be interrupted before the required time has elapsed, no MPs will be recovered. During the chant, the runesmith cannot move at more than *cautious* rate, nor undertake any activity whatsoever. However, unlike the meditative practices of sorcerers, they do remain aware of their surroundings during the chant.

‡ RUNIC HISTORY

Each runesmith develops a distinctive style of engraving, which is passed on and embellished by the apprentices they train. A character with this skill can look at a rune and on an **Int** test know which family of runesmiths created it. On a second **Int** test they can identify the particular runesmith who made the item and inscribed the rune.

❋ RUNESMITHING ❋

Runes are magical signs or symbols that can be inscribed on weapons and other items to make them magical. A runesmith can create two forms of runes: permanent and temporary. Both use the same runic designs, but their method of inscription is different, which affects their duration and effect. A rune item can be used by anyone, whether or not they are a runesmith, a Dwarf, or have any magical ability. Dwarfs treat rune-inscribed artefacts with awe and reverence, and if they see an item bearing a rune being used by someone who is not a Dwarf, they will want to know how he came by it, and by what right he carries it.

Some runes are large and beautifully engraved, the focus of attention on an item. Others are inconspicuous, and only a trained observer would realize what they were looking at. A few are almost invisible to non-runesmiths. When a rune is used for its intended purpose it will often glow, flash, or reveal its presence somehow. Most permanent runes will slowly lose their power as the magic used to create them ebbs away over the centuries. Nevertheless all such runes will outlast their creators and a few of the most powerful seem as strong today as when they were forged thousands of years ago.

‡ PERMANENT RUNES

A permanent rune must be inscribed on an item when it is being made by the runesmith. The rune will stay on the item forever, making the item an enchanted 'rune item'. Some trigger automatically when the item is used; others must be traced, or respond to a key phrase, a warcry or even the will of their wielder. Once a permanent rune on an item has been used, it is likely to become inactive and may not be used again until dawn of the following day.

Permanent runes take a great deal of time and effort to inscribe, as well as considerable magical power. They can only be inscribed if the item is made on an Anvil of Doom (see above). Without an Anvil of Doom, any rune will only be a temporary rune, no matter what effort is expended. In addition, if the rune to be inscribed is a Master Rune (see below), rare and wondrous ingredients must be included in the forging of the item.

Most items with permanent runes on them are made in the Dwarfholds, since that is where most of the Anvils of Doom are to be found. It is up to the GM whether an Anvil of Doom is anywhere nearby when a PC runesmith wants to inscribe a permanent rune. Performing such a task may involve a quest for a lost Anvil of Doom, or to find a Master Runesmith who owns or controls access to one, and who is willing to let the character use it.

A permanent rune cannot normally be added to an existing item. The runesmith must make the item at the time the rune is inscribed. This, naturally, involves a lot of time and effort on the part of the runesmith.

‡ INSCRIBING PERMANENT RUNES

Creating a permanent rune item takes D4+2 weeks per rune, during which time the runesmith must put in at least four hours work per day. (Don't forget that an Old World week has eight days.) Putting in more work on an item may make it better crafted, or more fancifully worked, but has no effect on the speed at which the rune inscription takes place. For each day that the item is being made, the runesmith must expend the amount of MPs specified in the rune description (see pp215-226).

At the end of the period, the runesmith must make a *magic* test for each rune he has inscribed to see whether it has been written properly. On a success, the rune is correctly inscribed, and will remain on the item forever. In fact its power may fade after about a thousand years, but this is unlikely to affect the game very much. On a failure, the rune has been inscribed incorrectly, and has no magical effect. The shape of the rune is on the item, and the item may look like a rune item to anyone without the *rune lore* skill, but it has no magical power. On a failure of 99-00, there is a magical backlash. The item explodes with a force proportional to the MPs put into its creation. For every 10 MPs expended during its manufacture (the sum total for all the days spent working on the item), the runesmith and anyone else within 12 yards takes 1 **W** of damage. Anyone within 12-24 yards away takes half that amount; anyone outside this area is safe.

As well as the *magic* test, the runesmith must make a successful *construct* test, using the necessary skill for the item to be made:

- Weapons, armour, other metal items: *smithing*
- Wooden items: *carpentry*
- Gems and jewellery: *gem cutting*
- Stone items: *stoneworking*
- Large siege engines, etc.: *engineering*

On a success, the item is perfectly made. On a failure, the item was spoiled during the manufacturing process, the materials are wasted, and the MPs for inscribing the rune(s) are lost. On a failure of 99-00, the item appears perfect, but has a hidden flaw. The first time the item is used, it will explode, doing damage as for the explosive failures described above.

TEMPORARY RUNES

A temporary rune may be inscribed on any suitable item. Unlike permanent runes, the item need not have been made by the runesmith, but can be any solid item that the runesmith can touch with both hands. Inscribing a temporary rune is relatively quick and easy, but the enchantment is only temporary: once such a rune has been used it loses all its magical power, at which point the item reverts to being a normal item. The pattern of the rune remains visible on it, however

If a temporary rune has not been used by the next time the full moon of Mannslieb rises, it will lose its power. (For details on the phases of the moon Mannslieb, see *Shadows over Bögenhafen* or the *GM's Screen Pack*.) A temporary rune cannot be placed on any item that already has one or more permanent runes inscribed on it.

While it is possible to inscribe a Master Rune as a temporary rune, very few runesmiths will bother to do so, due to the effort involved in finding the necessary ingredients. Spending several years on a quest to make something that will last no more than a month is not considered a wise use of time.

INSCRIBING TEMPORARY RUNES

A temporary rune can be inscribed on any item. It is usually inscribed with a special engraving tool on metal or a gem, but may occasionally be carved into wood or painted on cloth. The magic needed for the inscribing of the rune must be channelled through the runes inscribed on the runesmith's personal anvil. So even a rune painted on cloth must be in contact with an anvil if it is to have any power. Inscribing a temporary rune takes 15+5D6 minutes. Most of this time is spent getting into the right frame of mind for inscribing the rune correctly – the actual drawing of the rune takes no more than a few seconds.

The runesmith must expend the Magic Points listed for the rune in its description (see pp215-226) and make a successful *magic* test. On a success, the rune is inscribed correctly; the item will remain magical until the rune is used. At this point, the rune will fade entirely and the item will cease to be magical (unless, of course, it has other runes not yet used, which will stay active). Should the *magic* test fail, the magic points and any required ingredients are still consumed by the attempt. On a failure of 99-00, the rune will explode as described above.

Luc du Pont, a Bretonnian charlatan with delusions of grandeur, has been given a sword with temporary Runes of Cutting, Parrying and Breaking by a grateful runesmith in return for services rendered and assurances of his discretion. Luc already owns an heirloom, a pendant with a permanent Rune of Luck, which explains a lot about how he has survived thus far. Because of the Rule of Disharmony, he cannot use the Rune of Breaking – at least, not until one of the other runes on his sword has disappeared. If his pendant had been inscribed with a second-level rune, such as the Rune of Alarm, instead, then the GM could have chosen or randomly determined whether this or the Rune of Breaking was unavailable to Luc.

The mental strain of inscribing even a temporary rune taxes a runesmith's abilities. For each rune inscribed within 24 hours of the first, the runesmith's chances of success are diminished. This is reflected by a cumulative -10 modifier to the *magic* test for each inscription attempt. Thus a runesmith inscribing a second rune would test with a -10 modifier, a third at -20, and so forth.

THE RULES OF RUNIC MAGIC

Runic magic items are all subject to the following seven rules (except in a few special cases which are discussed in the relevant rune's description):

1. RULE OF THREE

No item can have more than three runes inscribed upon it at the time of forging. It is virtually impossible to craft items that can bear the strain of carrying so much power.

2. RULE OF FORM

Weapon runes can only be inscribed on weapons, armour runes on armour, engineering runes on war machines, etc. There are a small number of exceptions to this rule; if a rune can be engraved onto different materials, this is noted in its description. See the table on the next page.

3. RULE OF PRIDE

No more than one item in a 100-yard radius may carry the same combination of magic runes. All runic items violating this rule will become inert for the duration of their relative proximity.

4. RULE OF JEALOUSY

No more than one Master Rune can be inscribed on an item. In addition, no more than one item in a 100-yard radius may carry the same Master Rune (in any combination). All runic items violating this rule will become inert for the duration of their relative proximity.

5. RULE OF COMBINATION

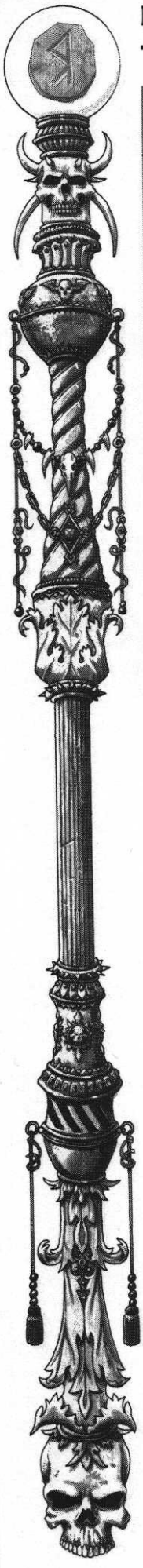
Apart from Master Runes, other runes can be combined to produce varied or cumulative effects. For example, a weapon with three *Runes of Fury* (+1 A) gives the wielder three additional attacks.

6. RULE OF DISLIKE

It is impossible to inscribe runes, even temporary runes, onto magic items crafted by sorcerous means. Violation of this rule will result in an explosion that destroys the magical weapon and causes D6 S4 hits on anyone within a 10-foot radius.

7. RULE OF DISHARMONY

Non-Dwarfs are not fully attuned to runic magic. Thus, no matter how many runic items a non-Dwarf carries, only the least powerful (in terms of level) three runes will be functional and the rest inert. GMs should determine which runes are active once the non-Dwarf character possesses items that total more than three runes.



RUNE FORMS

Rune Type	Armour	Engineering*	Protection	Special	Talismanic	Weapon
Level One	*Shielding* *Stone*	*Accuracy* *Burning* *Forging* *Penetrating*	*Battle* *Warding*		*Enemy Detection* *Luck* *Restoration* *Warning*	*Cutting* *Fire* *Parrying* *Speed* *Striking*
Level Two	*Fortitude* *Resistance*	*Fortune* *Salwart* *Valiant*	*Sanctuary* *Slowness*	*Blasting* *Disclosure*	*Alarm* *Communicating* *Furnace* *Locking* *Opening* *Spellbreaking*	*Breaking* *Cleaving* *Fury* *Illusion* *Transformation*
Level Three	*Iron* *Spell Eating*	*Disguise* *Immolation* *Reloading* *Seeking*	*Courage* *Fear* *Kadrin*	*Plenty*	*Healing* *Passage*	*Curse* *Fate* *Grudge* *Might* *Smiting*

*NOTE: Unlike other rune types, Engineering runes seem to have a secondary (and more limited) function beyond their application on war machines. Most of these runes may be used on missile weapons with varying effects, while others may be used on other items (see the descriptions on pp215-226).

Any attempt to violate the seven rules of Runic magic will inevitably fail, as no runesmith is currently capable of weaving so much magical power into a single item. In addition, a massive magical explosion will inevitably result. (The explosion causes a S 8 hit on everything within a 12-yard radius of the item, and a S 4 hit on everything between 12 and 24 yards from it).

LEARNING RUNES

Before a Dwarf can inscribe a rune, it has to be learnt. Dwarfs begin their career as a Level 1 runesmith by mastering two of Thungni's runes, obtained as part of the expenditure of EPs to enter that career. There are four conditions which need to be met before characters can learn a rune: they must have access to knowledge of the rune; they must be of a sufficient level to cast it; they must have enough EPs; and they must make a successful **Int** test to understand it.

First, the runesmith must have access to the rune in question. This is invariably from another runesmith. Dwarf runesmiths do not believe in writing down their knowledge, so a runesmith wishing to learn a rune will need to seek out another runesmith. Runes are only ever taught by a master to an apprentice, never swapped between equals. Therefore, a runesmith seeking to learn more runes must have the humility to apprentice himself, if only for a short while, to one more wise and venerable than himself. (Note that while this involves performing the duties of an apprentice, it does not require the character to expend EPs to change back to the apprentice career.)

Secondly, the character must be qualified to inscribe the rune – they must be of the right level. Characters cannot learn a rune of a higher level than they have achieved in their career. Therefore a runesmith can only learn runes of level 1, a Master Runesmith of levels 1 or 2, and a Rule Lord of levels 1, 2 or 3.

Thirdly, the characters must spend EPs to learn the rune. Each rune costs 200 EPs per level. Runesmiths are therefore faced with the choice of using EPs on their advance scheme or to gain runes.

The exception to this concerns those who turn aside from their vocation as a Runesmith. Those characters still have magical powers and can still inscribe runes (a runesmith who goes off and becomes a tunnel fighter for a while doesn't forget his old skills). However, they will not be able to concentrate fully on the study of runes and smithing, which reduces their chances to learn new runes – if they can find someone to teach them. If a runesmith pursues a non-runesmith career, they may only learn new runes by spending twice the normal number of EPs. If the character returns to the runesmith career path, runes are learnt at normal cost once again.

Finally, they must make a successful **Int** test. The difficulty of the test depends on the level of the rune being learnt.

Rune Level	Intelligence Test Modifier
Level 1	Normal*
Level 2	-10 to **Int**
Level 3	-20 to **Int**

* A roll of 96-100 is always a failure, regardless of **Int** score.

Any modifiers are applied to the character's **Int** score before any dice are rolled. If the roll is successful, the character now knows the rune and expends the required number of EPs. A failed roll means that the character has

failed to understand the rune, but the EPs are not lost – the character may use them to learn another rune, spend them on an advance, or save them until later.

If they gain access to a new master or if their Intelligence increases then a character may make a further attempt to learn a rune that they have failed to understand, For example, if a character is taught the *Rune of Burning* by a certain master and fails to understand its principles, then no matter how long they listen to the master's explanation, they cannot learn the rune. However, if they find a new master who explains the rune in a new way, the character may attempt to learn the rune again. A new source allows the character to see the rune from a new perspective; likewise, an increase in **Int** allows the character to grasp concepts that proved too difficult before.

LEARNING MASTER RUNES

The Master Runes are the most powerful runes in Dwarf knowledge. All have been invented by Dwarf Rune Lords and passed on from master to pupil over the centuries. Unlike Thungni's Runes, which are widely known, they are closely guarded secrets. A runesmith character may have access to a few of these, passed down from his master, which he should under no circumstances teach to anyone but his own apprentice. The knowledge of a Master Rune includes not only an understanding of the rune itself, but also knowledge of the long and convoluted chants that must be performed during its inscription and the ingredients needed to give it potency.

Because runesmiths are so reluctant to pass on these most prized secrets, player characters will not be able to learn Master Runes except under exceptional circumstances. In the unlikely event that the GM allows characters to study a Master Rune, the **Int** test required to learn it should be made at -30, and the Experience Point cost of the rune will be ten times its Magic Point cost.

Master Runes are more powerful than Thungni's Runes, and for this reason, only one of these runes can be inscribed on an item, although two of Thungni's runes may be inscribed on the same item. Master Runes are very difficult to inscribe and require the use of arcane ingredients, some of which are almost impossible to find in this age of the world. Apart from that, they work in exactly the same way as Thungni's Runes, above. They are very rarely used as temporary runes, due to their high Magic Point and ingredient cost.

Master Runes are very rare, and new ones are only created by the very finest and wisest Rune Lords. The seventeen described on pp224-226 are the only ones that are 'living runes'; Rune Lord exist who know how to create them. It is possible that there are other Master Runes, lost in Dwarfholds captured by Goblins, but even if this is so, the art of their forging is lost to Dwarf knowledge.

GMs should bear in mind the relative difficulty of forging Master Runes when including runic items in a campaign. An item inscribed with a Master Rune should be a focus of an entire quest, not something found at the back of a Troll's cave. Any item that was inscribed with the *Master Rune of Kingship*, for instance, would be of huge cultural importance to the Dwarfs, who would go to great lengths to recover it back. (If the *Master Rune of Kingship* was found to actually work for a Dwarf player character, it could lead to a campaign to find his lost heritage and ancestry, and reclaim his lost throne.)

MASTER RUNE TABLE

Rune Lords should roll D100 twice on this table to see which Master Runes they have learned over their careers. Characters becoming Rune Lords need to find an experienced Rune Lord from whom to learn all aspects of inscribing Master Runes, as well as the actual runes.

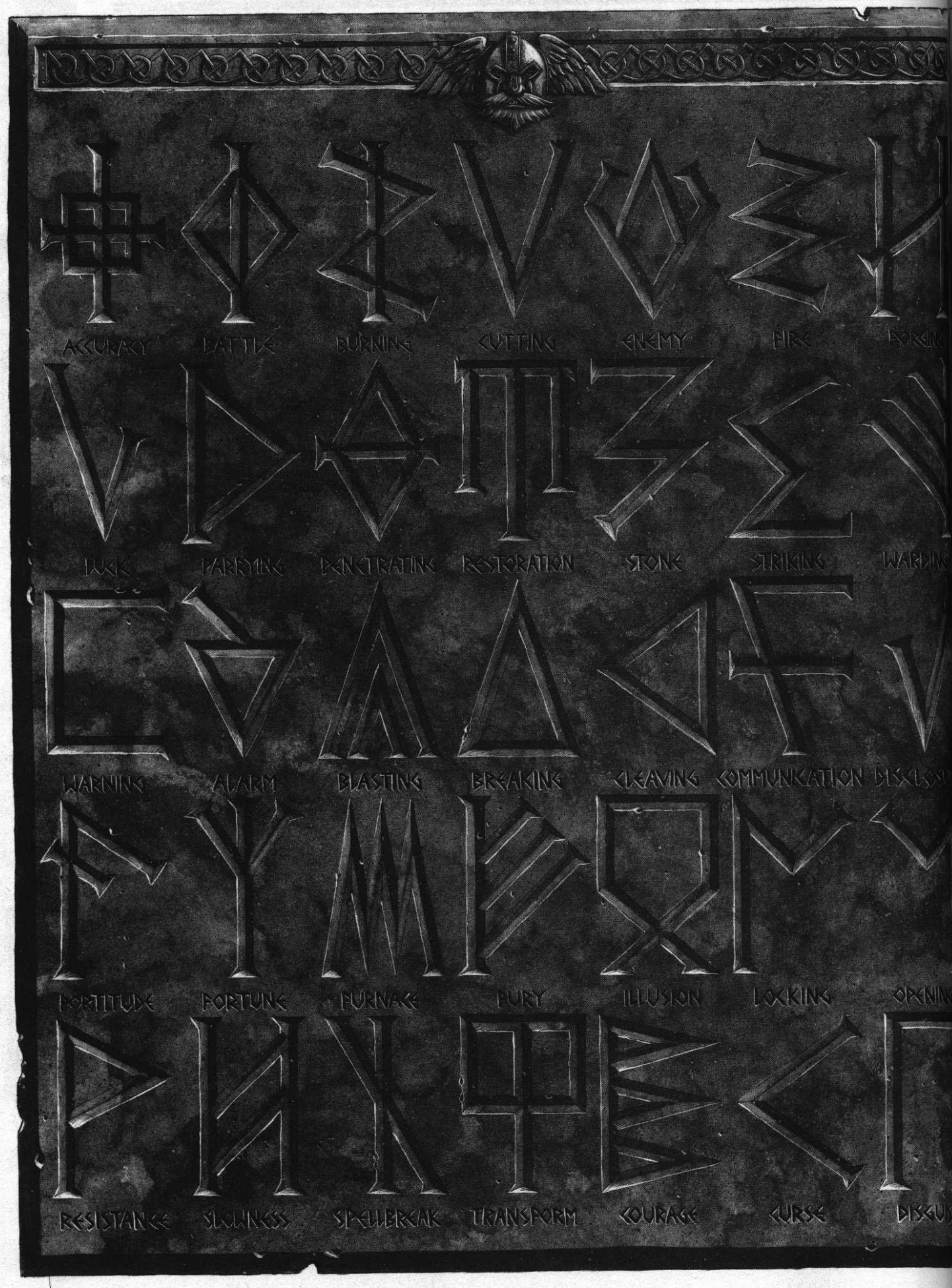
Roll	Master Rune
01-05	Master Rune of Adamant
06-09	Alaric the Mad's Master Rune
10-12	Master Rune of Balance
13-18	Master Rune of Banishment
19-22	Master Rune of Defence
23-26	Master Rune of Daemon Slaying
27-32	Master Rune of Dismay
33-36	Master Rune of Dragon Slaying
37-41	Master Rune of Flight
42-45	Master Rune of Gromril
46-49	Master Rune of Groth One-Eye
50-53	Master Rune of Kingship
54-57	Master Rune of Misfortune
58-61	Skalf Blackhammer's Master Rune
62-65	Master Rune of Skewering
66-69	Snorri Spangelheim's Master Rune
70-72	Master Rune of Spellbinding
73-76	Master Rune of Spite
77-80	Master Rune of Steel
81-84	Master Rune of Stromni Redbeard
85-88	Master Rune of Swiftness
89-92	Master Rune of Taunting
93-95	Master Rune of Valaya
96-00	Roll twice more

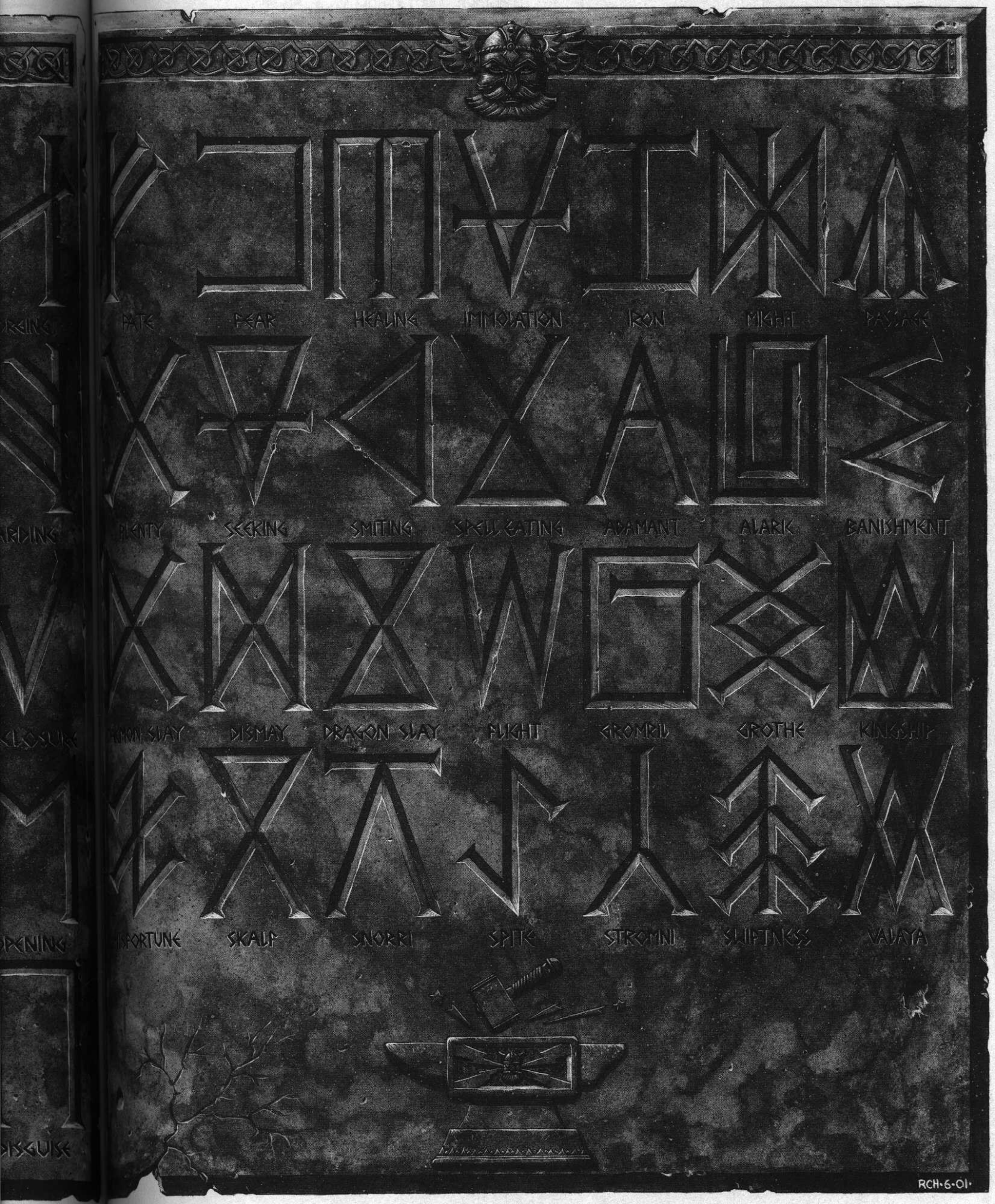
BREAKING RUNE-INSCRIBED ITEMS

Items inscribed with runes are no tougher than ordinary items, and are just as likely to break. If an item is broken, any temporary runes engraved on the item lose their power immediately. Repairing the item will not recover the rune's lost power.

Permanent runes are a different matter entirely. If the break is directly across the rune in question (25-75% chance, at GM's discretion, depending on the size of the object and the number of runes inscribed on it), that rune will cease to have any power forever. Runes that are not damaged will cease to work until the item is mended; this goes for both Thungni's Runes and Master Runes. For instance, a broken sword could be re-forged, and any runes on it would start to work again; however, the stump of a broken sword with a rune on it would not be magical. It goes without saying that to guarantee success, any such repair work must be performed by a Dwarf, ideally a Rune Lord.

At the GM's discretion, permanent runes and Master Runes that are broken may explode following the same rules for failures when inscribing runes (see p102).


ACCURACY
BATTLE
BURNING
CUTTING
ENEMY
FIRE
LUCK
PARRYING
PENETRATING
RESTORATION
STONE
STRIKING
WARNING
ALARM
BLASTING
BREAKING
CLEAVING
COMMUNICATION
FORTITUDE
FORTUNE
FURNACE
FURY
ILLUSION
LOCKING
RESISTANCE
SLOWNESS
SPELLBREAK
TRANSFORM
COURAGE
CURSE


HATE
FEAR
HEALING
IMMOLATION
IRON
MIGHT
PASSAGE
PLENTY
SEEKING
SMITING
SPELL-EATING
ADAMANT
ALARIC
BANISHMENT
DRAGON SLAY
DISMAY
DRAGON SLAY
FLIGHT
GROMEL
GROTHE
KINGSHIP
MISFORTUNE
SKALF
SNORRI
SPITE
STROMNI
SWIFTNESS
VALAYA
RCH·6·01·


RUSS NICHOLSON 2001

CHAPTER 13



RUNE MASTERS

Morgan wondered why the old wizard had asked to meet him in such a forsaken spot. The woods were a short walk from the village; he could see the lights of Autler from here. But on a night such as this, with Morrslieb overhead, he didn't feel safe. He sighed. He didn't understand the wizard's need for secrecy. He was only buying a sword, a Rune Sword, from the man. There was nothing wrong in that. The Electors of the Empire all wore Rune Swords, for Sigmar's sake! Maybe it was stolen. That could be it. Well, that didn't bother Morgan – he'd stolen enough in his time.

There was a stirring, and a stooped figure in dark robes stepped out of the trees. Morgan's hand went to the hilt of his sword before he recognized the old man and relaxed. But he left his hand there. It never hurt to be cautious around wizards. He strode forward, demanding, "Have you brought it?"

The old man's eyes shone in the moonlight. "Yes, I have it. See!" He pulled a bundle from beneath his robes and unwrapped it. Morgan gazed at the sword in awe. The wizard traced the symbol on the blade. "This is the Cutting and Smashing Rune to add strength to your blows, making you mighty in combat. As you asked."

"And this?" Morgan could see another symbol. "I didn't ask for two runes."

The wizard looked slightly shifty. "Well, I... I thought a well-to-do mercenary captain such as yourself could afford the best. It is a Spell Rune, imbued with the Fireball spell. Once each day, when the rune is glowing, you will be able to cast it, as a mighty wizard can." Morgan felt a lust for this weapon sweep over him. He knew the wizard would set too high a price, but he also knew he could not resist paying. A sword that threw fireballs... Nonetheless, a doubt nagged at his mind. He'd seen Dwarf runes before, and somehow these ones didn't look familiar. "Tell me, what was the name of the runesmith who forged this?"

"We should talk about payment. I thought, for a sword such as this, three hundred crowns should suffice." Even as he was saying it, the old man was looking around, nervous, afraid, ready to run. Morgan lunged suddenly and grabbed the old wizard by the scruff of the neck. "I asked you a question, old man. Who forged this blade? In what Dwarf Hold was it made?"

There was the snap of a twig behind him, and a deep voice out of the darkness. "You do well to ask such questions, manling." Morgan whirled round to see a burly Dwarf looking at him over a loaded crossbow. "You made it yourself, didn't you, Master Bornhoff? Or should I say, Rune Master Bornhoff?"

The old man writhed in Morgan's grasp. "No, no... I'm just an alchemist! I have a licence! You've mixing me up with someone else!" With a wrench, he twisted free and ran – then fell and lay still, a crossbow bolt in his back.

The Dwarf strode across the clearing and scooped up the sword in his brawny fist. Then he turned and bowed to Morgan. "Thank you for not interfering, manling. The vengeance of the Dwarfs is sometimes slow. But it is always... thorough." Without a backward glance he strode off into the night, leaving Morgan alone with the body.

THE DWARFS ARE NOT THE ONLY ONES IN THE Warhammer world who practise the art of runesmithing. There is a group of human wizards who study a limited form of runic lore known as Klauser's Runes, named after the man who plundered the ancient and guarded knowledge from the Dwarfs themselves.

Depending on who you speak to, these self-styled 'rune masters' are either scholars trying to further the total understanding of magic and who are unjustly persecuted for it; or they are amongst the most villainous people in the Old World, a cowardly lot who pursue their stolen knowledge in the backstreets and shadows of the Empire; or charlatans who peddle sub-standard enchantments as stolen or lost Dwarf artefacts. Whichever it is, rune masters are disliked, and are forever looking over their shoulders for fear of Imperial persecution or Dwarf vengeance.

THE HISTORY OF RUNE MASTERY

A thousand years ago, in the chaotic days of the Age of Three Emperors, a wizard called Dortmund Klauser was travelling from Tilea to the Empire, through Axe-Bite Pass in the Grey Mountains, when he came across the aftermath of an ambush: a tribe of greenskins – whether Orcs or Goblins, history doesn't record – had attacked a travelling caravan of Dwarfs. Only one Dwarf had survived, and he was badly injured. Klauser bandaged him, placed him in his cart and took him to the nearest town, where he took a house for himself and his wounded companion.

At this point, historians differ on what happened next. Rune masters and those sympathetic to them, as well as natives of Klauser's home province of Ostermark, claim that once the Dwarf had recovered enough to speak he revealed himself to be a runesmith, and in thanks for the care which Klauser had shown him, offered to teach the human wizard the elements of the runes and the principles of runesmithing. Klauser, being a scholarly magician who had great interest in the workings of any new discipline of magic, gladly accepted.

Together they studied for many months, with Klauser making notes not only on the way the Dwarfs created runes, but also on theories of how humans might be able to adapt and use the same symbols as a focus for their own forms of magic. At length, when the Dwarf was fully recovered, he left to return to the mountains. Klauser, meanwhile, continued refining his theories, until five years later he had created a working system for human use of runes. He persuaded a local smith to help him in his labours, and between them they set about practising the Dwarfen craft.

After some accidents, including burning down their smithy twice, the experiments finally proved successful. Klauser compiled everything he had learned into a book, *The Book of Runic Mastery*. He then went into partnership with the smith, recruiting and teaching apprentices the art of 'rune mastery', as he self-importantly called it, as well as selling rune-inscribed weapons on the side. News of their accomplishment spread, other wizards came to learn the new art, and slowly 'rune mastery' spread across the Empire. Klauser himself was killed in a kiln explosion some years later. The name of the Dwarf teacher and what happened to him, history does not record.

The Dwarfs tell a different story. According to them Klauser and a force of mercenaries intercepted a Dwarf caravan in the Grey Mountains, killing all but the venerable Master Runesmith who was travelling with it. Their original plan had been to kidnap the runesmith and his anvil and force him to make runic items for them to sell, but since no anvil was being transported, they created another plan. The runesmith was taken to a remote location where, over six horrific years, he was systematically starved, beaten and tortured into revealing the mysteries of the runic system, while Klauser and his accomplices tried to replicate them.

Finally their captive was able to get a message to another Dwarf who, horrified at this outrage, gathered a force and burnt Klauser's building to the ground. Klauser, however, escaped and fled to Ostermark, where he began practising and teaching his debased and incomplete understanding of runes. By the time other Dwarfs were able to locate him, the genie was out of the bottle (or "the beer had split the cask", as the Khazalid version of the saying goes) and the teachings had spread too far for the Dwarfs to prevent the spread of what humans, in their arrogance, had termed 'rune mastery'. This was now a matter of grudgedom and Dwarf honour.

Since that time, Dwarfs have hunted down any human rune master they can find, burnt any books or scrolls containing the knowledge of the stolen runes, and either brought the wizard to trial in Karaz-a-Karak, or killed him on the spot.

THE NATURE OF RUNE MASTERY

Rune mastery, despite its grand name, is a poor relation to the power of Dwarf runes. Klauser's Runes lack the power and permanence of the Dwarf originals, and no rune master since Klauser has been able to add new runes to the system.

Human rune masters use their knowledge primarily to inscribe their version of runes on weapons and simple objects, although their skill and knowledge is far less than that of the Dwarf runesmiths. Very few rune masters are as good craftsmen as the Dwarfs, and their work tends to be rather shoddy, albeit undeniably powerful. Rune masters sometimes collaborate with artisans in order to make weapons and items of better quality. Though in general the quality of their items hardly matters – their customers tend to be mercenaries and other such ne'er-do-wells. Many rune masters try to pass off their work as Dwarf-made, hoping that the ignorance of their patrons will work to their advantage. The rich, powerful and righteous can obtain a weapon, either new or ancient, genuinely crafted by a Dwarf runesmith, or will pay a human wizard to enchant an item of their own choosing.

Those who study this stolen form of runic magic lack the deep feeling for the power of the earth and the reverence

for the Dwarf gods that is inherent in true Dwarf runesmiths. In addition, Klauser's Runes are imperfect copies of Thungni's Runes, warped by the human wizard's flawed understanding of the Dwarfen art. This partial grasp of the true nature of runes means that human rune masters find Klauser's Runes difficult to inscribe reliably. A rune may look perfect but may only last for one use before fading, or may not even work at all. While many rune masters have tried to find a way to guarantee the success of creating their runes, none have succeeded. That element of Dwarf lore remains a secret.

Nevertheless, human rune masters have managed to gain some advantages over their Dwarfen counterparts. Their knowledge of the nature of sorcerous magic and their ability to channel it allows them to create runic items without the use of the special anvils that Dwarfs require. Furthermore, rune masters are able to inscribe runes on items made by others, and Klauser's Runes can be added to an item long after it was made.

ǂ THE LIFE OF A RUNE MASTER

It is difficult to say how many human rune masters there are in the Old World, since their desire to keep their activities hidden from other magicians, witch-hunters and Dwarfs means they tend to be extremely secretive. Rune mastery is not a form of magic sanctioned by the Empire or the Imperial Colleges, and its practice is officially condemned. Licences are not available for rune mastery, and anyone proved to be practising the art will be condemned as a worshipper of Chaos and burnt at the stake.

As a result, many rune masters live double lives, keeping their skills a secret. Since almost all rune masters have skills as wizards, alchemists or smiths that is usually how they present themselves to the world, although a few choose to become jewellers or other artisans. They will use their skills for their own benefit, or to further their understanding of other areas of magic, or possibly to assist a small group of people who can be trusted not to betray the rune master to the authorities. A few sell their items, but most of them pretend that each one is a Dwarf-crafted artefact that they bought or found.

This means that finding a rune master can be very hard. Most rune masters know no other practitioners of their art except their master and apprentices, and they have no way of recognizing other rune masters should they meet. Rune mastery as a magical art is stagnant: even if there are wizards conducting new research into ways to perfect the human use of runes, they have no way of giving that information to others beyond their own students.

Although the official attitude to rune mastery is that it is a heresy as great as Dark magic, unofficially there are scholarly wizards in most of the colleges who are intrigued by it. Some just want to know more about Dwarf runes, others are fascinated to know how humans are able to use another race's magic, and a few are attracted to the new form of power it offers. It is rumoured that every college of magic in the Empire contains at least one wizard who has spent some time training as a rune master, though of course none of them would ever admit it. Although possession of a copy of *The Book of Runic Mastery* is considered evidence enough to have most wizards burned, it is known that several of the Altdorf colleges possess copies in their libraries, albeit kept strictly under lock and key.

ǂ RUNE MASTER ǂ

Any Wizard or Alchemist of sufficient learning has the potential to become a Rune Master, and may enter the career simply by finding a Rune Master willing to teach them the skills. Wizards or Alchemists must complete their present career before going on to be a Rune Master.

A Rune Master will usually study with a master for several years, learning not only the runes, but the craft skills necessary to make the rune items in question. Rune Masters will find it valuable to have a copy of *The Book of Runic Mastery*, but it is not possible to learn the career from the book: the student will require a full-time teacher.

When characters join the Rune Master career, their career exits remain unchanged, reflecting their profession and level on entry. The only difference is that they may also choose to become an Artisan.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	+1	–	+2	+20	–	+20	+10	+20	+10	–	–

Skills
Art
Carpentry
Gem Cutting
Metallurgy
Rune Lore
Rune Mastery
Smithing

Magic Points
Characters do not gain additional MPs from studying to be a Rune Master.

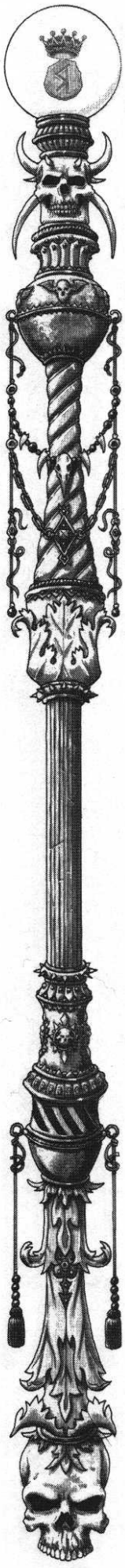
Trappings
Small anvil
Smithing and engraving tools

Career Entries
Alchemist – Level 3 or above
Wizard – Level 1 or above

Career Exits
As for the career prior to becoming a Rune Master, plus Artisan (Armourer or Blacksmith only)

ǂ NEW SKILL: RUNE MASTERY

Runes are magical symbols that can be inscribed on weapons or other items to imbue them with specific magic properties. The runes used by rune masters, known as Klauser's



Runes, are less powerful and reliable than those used by the Dwarfs, but can still be very effective.

The rules for inscribing Klauser's Runes are different in several significant ways from the Dwarf skill of *inscribe rune* (see p101). Humans can only learn the procedures required for inscribing this small set of runes by memorizing each one by rote, which takes a long time and doesn't lead to a proper understanding of the principles that underlie the true nature of runes. Dwarfs maintain that the human mind simply lacks the ability to properly appreciate the principles involved. Human rune masters insist that such things hardly matter, claiming that their unique perspective has allowed them to make some important advances in the understanding of the nature of runes, such as the (erratic) ability to engrave 'permanent' runes without the use of an Anvil of Doom.

Inscribing one of Klauser's Runes takes D6+2 days, during which time the rune master must put in at least 4 hours work per day. Putting more work into an item may make the item better crafted or more elaborate, but has no effect on the speed with which the inscription takes place. For each day when the item is being made, the rune master must expend the Magic Points listed for the rune as part of the process. It is possible for a rune master to cooperate with an artisan, in order to make the quality of workmanship higher; if so, both characters must spend the requisite time working.

At the end of the period, the rune master must make a *magic* test (**WFRP**, p135) for each rune inscribed to see whether it has been written correctly. If the test is passed, the rune is inscribed properly and will become magically active. If it is failed, the rune has been inscribed incorrectly and will not become magically active. The shape of the rune is on the item, and the item may look like a rune item to anyone without the *rune lore* skill, but it has no magical power and does not count as enchanted. On a failure of 99-00, there is a magical backlash, as described for Dwarf runes (see p102). Unless stated otherwise, the effect of inscribing two or more copies of the same rune onto an item is not cumulative.

As well as the *magic* test, the rune master (or the artisan with whom he is working if the work is being shared) must make a *construct* test, using the necessary skill for the item to be made:

- Weapons, armour, metal items: *smithing*
- Wooden items: *carpentry*
- Gems, jewellery etc.: *gem cutting*

If this roll is failed then the item has been cracked, weakened or damaged in the process of inscribing the rune. It may be possible to repair it, but what happens as a result is at the gamesmaster's discretion.

Also, the gamesmaster must secretly make an **Int** test (based on the rune master's profile) for each rune inscribed. On a successful roll, the rune is permanent and will stay on the item forever. On a failure, the rune looks perfect but is only temporary, and will disappear after its magical power has been used once. The rune master has no way of knowing whether a rune is temporary or permanent until it is first used. This can make rune items a rather unreliable purchase for the discerning adventurer and is something that most rune masters prefer not to mention.

Klauser's Runes are only permanent after a fashion. The runes are effective when they are active, when the rune glows dimly with a golden light. Inactive runes are still visible, but cannot be used for their desired effect; it typically takes them the rest of the day to become active again. An item inscribed with one of Klauser's Runes can be used by anyone, whether or not they have any magical abilities.

Rune masters cannot deliberately create temporary runes, as Dwarf runesmiths can.

RECOVERING MAGIC POINTS

Magic Points are recovered by Rune Masters in the normal way. See **WFRP**, p134.



LEARNING RUNES

Before a rune master can inscribe a rune, he has to learn it first. Rune masters begin their career knowing no runes, may not learn any runes until they have first learned the *rune mastery* skill, and must learn each new rune separately. There are three conditions which need to be met before characters may learn a rune: they must have access to information about the rune; they must have enough EPs; and they must make a successful **Int** test.

Access to the rune in question is usually in the form of a book or scroll, although it can also be learnt from another rune master. Most often the book used is *The Book of Runic Mastery* by Dortmund Klauser, though other scrolls and books containing information about a selection of Klauser's Runes can be found. These books are extremely rare, due in part to the Dwarfs' habit of burning any copies they can lay their hands on, but it can be the discovery of this text or one like it that begins a rune master on his career. Gamesmasters who wish to limit access to certain runes may only allow the rune master, or the potential rune master, to discover a partial copy of the book, or a later, lesser work by one of Klauser's students that only includes some of the runes. The process of learning a rune requires a student to study for 80 hours. Students cannot study for more than 10 hours per day.

Learning one of Klauser's Runes costs 250 EPs. Rune masters are therefore faced with the choice of using EPs on their advance scheme and skills or to gain new runes. Once a character has completed the Rune Master career, they may continue to learn more of Klauser's Runes in this way, and at no additional EP cost, even though they have taken up a new career.

Finally, the character must make a successful **Int** test. A roll of 96-100 is always a failure. If the roll is successful, the character now knows the rune and expends the required number of EPs. A failed roll means that the character has failed to understand the rune, but the Experience Points are not expended and can still be used to attempt

to learn another rune, to purchase an advance, or the player may choose to save them for later.

Characters may make further attempts to learn a rune which they failed to understand if they gain access to a new (differently authored) volume of runes, or meet another rune master who knows the rune and is willing to teach them. They may also try again following an increase in their **Int** score. For example, if a character learns the *Lesser Death Rune* from a certain tome and fails to understand the principles, then no matter how often the character re-reads the explanation, the rune cannot be learned. However, if a new volume is found that explains the rune in a new way, or a teacher is found who can explain the principles differently, the character may attempt to learn the rune again.

Note that a rune master may never learn how to carve the runes used by the Dwarfs, even if they have access to a copy of the Dwarf rune itself. The Dwarf runesmiths never write down the information of how to inscribe these symbols, and no Dwarf runesmith would ever stoop so low as to teach the secrets of his race to a human.

NUMBER OF RUNES ON AN ITEM

There is theoretically no limit to how many runes a rune master may inscribe on an item. However, for each rune added after the first, the chance of a magical backlash (see above) is increased by 20%. For example, with one rune being engraved on an item, the chance is 99-00; with two runes, 79-100; with three runes, 59-100; and so on. This means that making a really powerful rune item becomes extremely risky.

It is rumoured that some rune masters once had the knowledge to reduce the risks of cumulative inscription to more acceptable levels. If this is true, then the knowledge has since been lost – perhaps as the result of Dwarfs catching up with the rune masters concerned – although it is possible that it still exists in some library somewhere.

BREAKING RUNIC ITEMS

Items inscribed with Klauser's Runes follow the same rules for breakage as the Dwarf runes (see p105).

DWARF VENGEANCE

Most rune masters live in constant fear for their lives, and with good reason. The Dwarfs are a vengeful race, protective of all elements of their culture, and deeply resent the violation of their sacred art. If the Dwarfs had their way, they would gladly rid the world of what they consider to be an abomination.

The existence of rune mastery causes tension between the Empire and the Dwarfs at many levels. Officially the Empire has declared a death-sentence on all rune masters. Unofficially the Colleges of Magic would be very interested to know more about runes and rune mastery, to see if there was some reliable way of building magical powers into the weapons and armour used by the Empire's army, but dare not be seen to be experimenting with any techniques that were recognizably based on Dwarf runes. Many Dwarfs suspect that such experiments are taking place, but they have no proof of it. Should any such proof appear, it could cause a rift between the two empires that could even spiral into war.

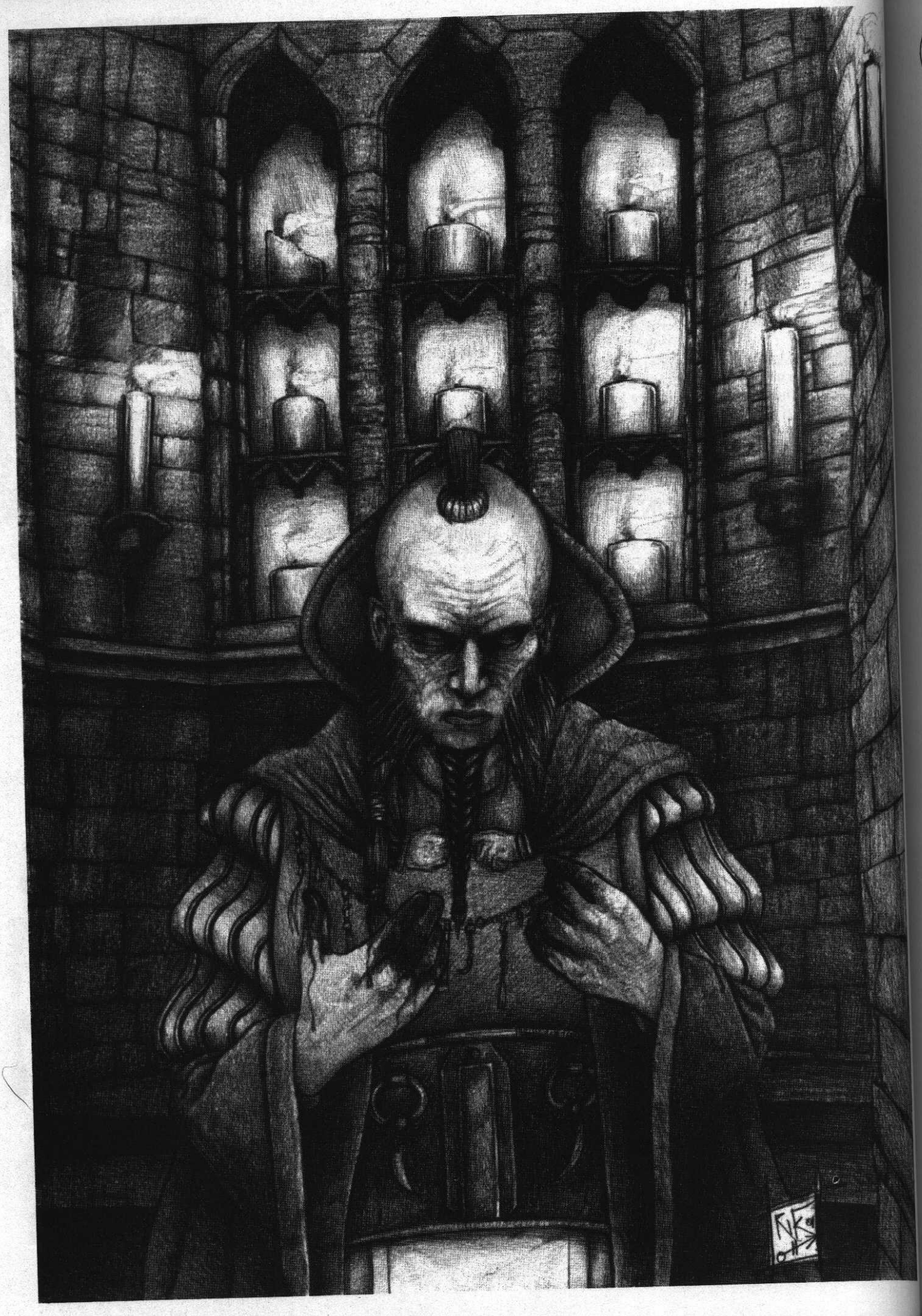
On a more everyday level, anyone with knowledge of *rune lore* or any Dwarf with the *smithing* skill will be able to tell the difference between a true Dwarf Rune and one of Klauser's Runes. While they may not be able to identify the rune, they will be able to tell who made it based on the craftsmanship. Anyone found by Dwarfs to be carrying an item created or modified by a rune master will be suspected of being a rune master themselves, and will be subjected to hostile questioning, and possibly more brutal treatment, to discover where the item came from. The item itself will be confiscated and destroyed, no matter how valuable.

This has caused a number of diplomatic incidents in the past. Three hundred years ago a Dwarf mercenary killed the eldest son of the Count of Wissenland after seeing him wearing a talisman engraved with one of Klauser's Runes, and there are still feelings of bad blood between the two races in the area as a result: there are several taverns in Wissenburg where Dwarfs never go, even in force, and street-brawls are not uncommon.

Should a Dwarf ever discover a rune master, they will attempt to capture him and take him to Karaz-a-Karak where he will stand trial for the crime of stealing the property of the Dwarf Empire. The penalty is not known, but only one rune master has ever returned from one of these trials: sixty years ago Sebastian the Alchemist was carried, tied to a stake, to the town of Waldenhof by forty heavily armed Dwarfs. They set up the stake in the marketplace, piled wood at its base and demanded to see the local judge. As one Dwarf held a blazing torch, an elder with a beard that reached the ground declared they had undeniable evidence that Sebastian was a rune master. The judge, terrified by the show of force, stammered that if that was the case then the sentence would be death. A few seconds later Sebastian was ablaze, and the Dwarfs left. The question most wizards ask is not what he had done to deserve this fate, but how he had escaped execution in Karaz-a-Karak, forcing the Dwarfs to resort to human justice.

The Dwarfs have never admitted it, but it is rumoured among the magical colleges that there are Dwarf agents in the Empire who track down and eliminate all traces of rune mastery. It is also rumoured that these agents can be over-zealous in their work, and have made life unpleasant for law-abiding wizards who arouse their suspicions. There is an ex-wizard in Salzenmund, Axel Hertz, who swears a Dwarf tripped him in the street while another drove a cart over his arm, amputating it, because they suspected he was a rune master but could not prove it, so they rendered him harmless and armless just to be safe.

Dwarf and Imperial authorities will almost never work together to uncover rune masters: their methods and goals are too different. On more than one occasion the forces of vengeance have spent so much time obstructing each other's efforts that the rune master has been able to get away in the confusion.



CHAPTER 14



FORBIDDEN MAGIC

Xalanacht the necromancer watched in horror from his throne as at the touch of the invading sorcerer's hand his last undead servant collapsed, its putrid flesh and bones dissolving into a puddle of fizzing green slime on the floor of the crypt. The sorcerer retracted his hand, a miasma of dark energy still writhing around his fingers, replaced his glove, and looked around. He saw the throne and advanced towards it with slow, purposeful strides.

The cadaverous features of the half-dead Xalanacht fell as, for the first time in a century, the necromancer contemplated the fact that he was actually going to die. He had scoured tombs and burial mounds, studied transcriptions of the ancient picture script of Nehekhara, eaten human flesh and carried out dozens of other blasphemous rituals in order to unnaturally extend his lifespan and stop true death from ever claiming his soul. Yet now it seemed that he had met a dark wizard whose manipulation of the winds of magic surpassed even his own formidable powers.

The necromancer shuffled forward, the mouldering robes shrouding his wasted body, sweeping through the remains of his guard-ghouls' last meal that littered the floor of the burial chamber. If he were to die now, after so many decades of stolen time, he would do his best to drag his would-be slayer screaming into eternal oblivion with him.

The rival sorcerer towered over Xalanacht's own hunched form. The half-dead thing that might once have been described as a man looked up at the deeply shadowed hood through sunken rheumy eyes and saw two red coals at the heart of the darkness glaring back at him.

"Who are you, who would brave my lair, defeat my unsleeping guardians and seek to kill me?" the necromancer asked, his voice a dry whisper like the desert wind of the Land of the Dead.

"Creature," the sorcerer said, his voice a guttural growl, full of foreboding, "I am not here to kill you. I am Krargol, summoner of Daemons and master of Dark magic, and I would speak with you of forging a blood-pact."

FOR AS FAR BACK AS HISTORY RECORDS, EVEN before the rise of human civilization, the practice of certain forms of magic has always been forbidden among the civilized races. Those who followed these dark arts have been forced into exile, driven underground or destroyed wherever they have been found. Yet they persist, even today finding new converts and followers who are prepared to risk anything for the prizes these doctrines promise: power, pleasure, eternal life or the fulfilment of desires too warped and degraded for human comprehension.

Necromancy, daemonology and the worship of Chaos have been forbidden in the Empire for centuries. But it was not until the coming of Teclis that Magnus the Pious codified the laws dealing with these various forms of magic, the penalties associated with them and clarified which temples and organizations were to have responsibility over searching out and destroying the practitioners of these forms of magic and the worshippers of dark powers (see chapter 17: 'Witch-Hunters').

❋ NECROMANCY ❋

Necromancy is the magic of the dead and undead. It is often confused in the minds of the less educated with the magic of the Amethyst College, since they bear a certain superficial similarity – mainly that both deal with matters concerning the dead. Actually, necromancy is almost entirely about the unnatural reanimation of corpses, bringing them to a shambling imitation of life with the corrupting power of Dark magic.

The origins of necromancy are surrounded by dark legend and rumour. It is said in Abdul ben Raschid's *Book of the Dead* that far to the south of the Badlands, beyond the deserts on the eastern borders of Araby, lies the Land of the Dead, a grim country populated entirely by liches and their undead servants. It was in this country that the great necromancer Nagash arose 4,500 years ago. His reign was long, but eventually he was defeated by his many enemies, only to rise and fight again several times more.

Another source of necromantic lore is the *Liber Mortis* of the infamous necromancer Frederick Van Hal, who rose to power during the Black Plague of 1111 IC. In a long and somewhat rambling volume, Vanhal (as he is more commonly known) tells of what he has found in the *Nine Books of Nagash* and describes his travels in the Land of the Dead. The *Liber Mortis* claims that in the year 12 of the Imperial Calendar, Nagash and a vast horde of the undead were narrowly beaten by Sigmar himself at the Battle of the River Reik.

However, while an unnamed necromancer is mentioned in official records, the battle is a mere footnote in Imperial history. Whether the Imperial powers-that-be are guilty of a cover-up of one of their less glorious wars or whether Vanhal is guilty of exaggeration will never be known for certain. What is certain is that Vanhal did indeed travel widely in the country to the south of the Badlands – but how much of what he wrote is true, and how much are the fever-dreams of a heat-crazed wanderer remains a mystery. Of the few who have dared to travel south to check his story, none have returned.

The only known complete copy of the *Liber Mortis* is located in the vaults of the Temple of Sigmar in Altdorf. It can only be studied by the most pure-hearted of scholars, under special dispensation from the Grand Theogonist himself. It is generally only taken from its heavily locked strongroom at times when the Empire is threatened by the undead. The temple officials believe that many necromancers desire to steal this document, since the partial copies of the *Liber Mortis* in circulation among them are often contradictory and lack important passages.

That Nagash did exist is certain. The main source of necromantic spells in use today are a series of rare volumes known as the *Nine Books of Nagash*, which are banned throughout the Old World. Whether they were all actually written by Nagash, or added to over the years by other necromancers who wished to remain anonymous, is a matter for some debate. Many necromancers believe that Nagash wasn't destroyed at the Battle of the River Reik, but was merely reduced in power. It is whispered that in the far south of the World's Edge Mountains lies a huge lake known as the Sour Sea, and that on the edges of that lake lies the vast fortress of Nagashizzar. There, it is said, Nagash rules over countless undead minions, biding his time and waiting to take revenge upon the Empire. Most sensible scholars claim this is wishful thinking on the part of necromancers trying to claim a great and glorious past for their sinister and somewhat squalid profession.

There are very few organized necromancers in the Old World. Most are solitary spellcasters, who rarely speak to anyone else, learning their spells solely from incomplete copies of the *Nine Books of Nagash* and the *Liber Mortis*. A few may take apprentices, but this is exceedingly rare. Anyone who does go to the trouble of finding a necromancer in an effort to enter his service is more likely to end his days as a zombie, serving the necromancer in an entirely different fashion to what he was expecting.

‡ THE CULT OF NAGASH

It is whispered amongst those who dare to speak of such things that there is a secret society of necromancers who worship Nagash as a god. It is also said that this society gathers together at certain times to share and pass on their evil knowledge, preparing for the day when Nagash will return to conquer the Empire and make it a kingdom of the undead. At that time, it is said, those necromancers who supported him will be raised up to be rulers of great kingdoms of zombies and skeletons, and will live forever as liche-kings.

Certainly, in some of the less reputable parts of the Empire there are small organizations of necromancers who call themselves the Cult of Nagash. Whether they are all connected, or are merely small groups with delusions of grandeur, it is difficult to tell. It is said that those who work hard and do well in the Cult are eventually invited to travel southward, beyond the Black Mountains, through the Border Princes, across the Blood River into the

Badlands where Orcs and Goblins dwell. There, high in the World's Edge Mountains by the shores of the Sour Sea, they will reach the great necropolis of Nagashizzar, where they may study necromancy at the feet of Nagash himself.

Of those who are said to have set off on that journey, none are known to have returned. This is not surprising, considering the dangers along the way. On the other hand, once a necromancer is powerful enough to become a liche, the need for a swift return is lessened. Maybe those who have made the journey are simply biding their time, gathering their undead forces for that day when, led by the great necromancer himself, they descend upon the Empire and make it a place of living death forever.

Or maybe they were eaten by Goblins.

NECROMANCERS

The career of Necromancer is covered in the main **Warhammer FRP** rulebook, on p148, and its details have not been changed. However, a selection of new necromantic spells can be found on pp228-231 of this book. If they have the inclination and opportunity, Necromancers are also able to learn the spells associated with Dark magic, Chaos magic or both – see below.



DAEMONOLOGY

Daemonologists are a rare and unpleasant breed. Many start out with the intention of becoming wizards, but grow impatient with the slow and difficult process of gaining knowledge. Daemonology offers a relatively quick route to powerful magic, whilst the terrible price to be paid reveals itself but slowly. Many daemonologists delude themselves that there is nothing wrong in summoning Daemons, and that these creatures are merely powerful entities from other planes of existence. They are not – all Daemons are ultimately agents of Chaos.

Over time, daemonologists slowly become corrupted by the power of Chaos on which they draw when summoning Daemons. As they turn ever more toward Chaos, most align themselves with one of the great Chaos powers: Tzeentch, Nurgle or Slaanesh. As they do so, they inevitably find that they are only able to summon the minions of their chosen Chaos Lord.

Daemonology is a solitary occupation, carried out in remote places for fear of witch-hunters. There are no known colleges of daemonology in the Old World, and followers of this art rarely contact each other or gather in the same place. While one daemonologist could blend into the background as an odd-looking eccentric, three or four together would start to attract attention, and more would certainly bring down the wrath of the authorities. Many daemonologists, however, end up as members of Chaos cults, summoning Daemons to further the aims of the group and to increase the power of their particular Chaos god in the world.

DAEMONOLOGISTS

As with necromancers, the career of Daemonologist is covered on p145 of the main **WFRP** rulebook, and is not changed here. However, this book contains new spells for Daemonologists on pp231-233.

In addition, almost all Daemonologists will inevitably find themselves drawn into the worship of one particular Chaos god, thus acquiring the extra abilities of a Chaos sorcerer, as well as being able to learn and cast the spells of their deity. Should they find a place where Dark magic pools, they may also be able to tap into and master its powers.

DARK MAGIC

Dark magic is the magic of Chaos in its purest form. It is the raw magic that spills through the Chaos Gate, warping everything it touches. Thankfully, most Dark magic has split into its constituent elements by the time it reaches the civilized parts of the world. (If it did not, these part of the world would not remain civilized for long.) But if conditions are just right, Dark magic can sometimes gather in pockets of the landscape, corrupting the land and everything in it. Sometimes these sites are temporary, lasting mere days, but others endure for years or even centuries.

Most pools of Dark magic are no more than a few yards across, and are usually found in dark, dank hollows in the ground. Dark magic seems to gather most frequently in low-lying areas such as swamps, and is often associated with black, evil-smelling pools. It is said by many that the Blighted Marshes (sometimes known as the Zombie Swamps) around Skavenblight are filled with pools of Dark magic. The Devil's Bowl in the Barren Hills above Kemperbad is another such site, left when a warpstone meteorite struck the area (for more information, see the adventure *Death on the Reik*).

Dark magic cannot be seen, though those who are sensitive enough can feel it. Anyone with *magical sense* will have a feeling of great foreboding if they enter an area of Dark magic. Non-wizards will detect the chilling presence of Dark magic on a failed Cool test, but will not be able to identify what it is. Others put the chill feeling between their shoulder blades down to their imagination.

There is a chance that a person spending 24 hours within an area of Dark magic will gain a Chaos mutation. Normally, this chance is around 5%, although particularly strong areas may carry a danger of up to 10% (at the GM's discretion). If a player character acquires a mutation, use the table on p35 of *Shadows over Bögenhafen* or p230 of **WFRP** to determine what it will be. The outcome of the roll and any mutation that is acquired should be kept secret from the player. The mutation will take D6 days to develop, and may not become obvious until the character

has left the area. The check must be made for every 24 hours spent in the area.

Dark magic is harnessed by two kinds of people: those willing to take the risk of experimenting with it in return for greater power and those who do not realize the danger of the forces they are using. The greatest exponents of Dark magic are the Dark Elves of Naggaroth, who appear to be immune to its mutating effects, although some say that the evil nature of their culture is a direct effect of the Dark magic they use.

Others who can use elements of Dark magic include Chaos sorcerers (see below), Beastmen shamans, Liches, Vampires, daemonologists and necromancers.

⸸ AN AFFINITY WITH DARK MAGIC

Of all the human spellcasters in the Old World, only daemonologists and necromancers have an affinity with Dark magic. The spells they cast are very close to Dark magic, and any daemonologist or necromancer who comes across a pool of Dark magic stands a chance of understanding its essential nature. Such a magician can choose to spend eight days meditating in an area of Dark magic, letting the dark force flow through their mind. (The character must still make rolls to see whether the Dark magic causes mutations for every day of this period.) At the end of that time, characters can spend 100 EPs to acquire the skill *cast spells – Dark magic level 1*.

In order to achieve a higher level in Dark magic, the character must return and spend another eight days close to a pool of Dark magic and pay 200 EPs for level 2, 300 EPs for level 3, and so on. Characters can never gain Dark magic at a level higher than either their *cast spells – daemonic magic* or *necromantic magic* skills. Being a caster of Dark magic is not a separate career – it is merely an addition to the daemonologists' and necromancers' careers. Characters who take this skill automatically gain the insanity *alignment change* (**WFRP**, p84) and, irrespective of their previous alignment, immediately become Chaotic.

Once a wizard has gained the ability to cast Dark magic, there is still the problem of finding someone to teach them spells. Individuals who can cast Dark magic are very rare indeed; many are mutants and hide from society. It is up to the GM to decide if and where a practitioner of Dark magic can be found, and whether player-character casters of Dark magic should be allowed in their game.

* CHAOS MAGIC *

Chaos magic is different from Dark magic. One is the pure force of Chaos, while the other is granted at the whim of the four Chaos Gods to their followers, and to anyone else unwise or unlucky enough to stumble upon it. Chaos spells can be granted by the gods, but they can also be written down, communicated and taught to others by ordinary wizards. Of all the forms of magic in the Old World, this is the most feared and hated. Eminent wizards have had their careers tainted and even ended because they fell under suspicion of being followers of Chaos.

Chaos sorcerers are any spellcasters, of any race or career who, knowingly or unknowingly, are using spells or powers that come from of the Chaos gods. Usually they are necromancers, daemonologists or Chaos cultists, but battle-magicians, illusionists, ice-magicians, Elves and even Dwarf runesmiths are all known to have been caught in its web of lies, deception and madness. Chaos sorcery is not a separate career but an additional set of magic abilities that a spellcaster can use. Being a Chaos sorcerer is not the same as being a priest of one of the Chaos gods, although the abilities and magic of the two overlap, and a witch-hunter would treat them identically.

⸸ BECOMING A CHAOS SORCERER

There are three ways to become a Chaos sorcerer. Firstly, someone who is already a cultist may begin the study of magic, either at a legitimate college or from a licensed master, or from someone within their cult. They learn the general theory of magic simultaneously with the nature of Chaos sorcery; the two are intertwined in their mind. Joining a Chaos cult is not something to be undertaken lightly; it will involve alignment changes, insanity points and unspeakable horrors.

Secondly, a spell caster can do a deal with an agent of one of the Powers of Chaos – either a member of one of that deity's cults, or a Daemon – to learn the secrets of Chaos magic in exchange for worship, tribute or sacrifice. Some approach the Chaos powers themselves; others are approached because the cult or Daemon has sensed a weakness in them which can be exploited.

Thirdly, a wizard can begin learning Chaos magic by accident or by trickery. Many wizards' apprentices through history have discovered to their horror several years into their studies that everything they have learned has been tainted by their master's worship of a Chaos god. Others have discovered spells or passages of magical theory in dusty books, forgotten scrolls or decaying parchments, and have researched and learned them without realizing that the spell's origins and nature are Chaotic. Such things make them more susceptible to the influence of Chaos, and fate has a way of putting more Chaotic temptations in their way – more spells, promises of greater power, and finally an offer from a cult, Daemon or Chaos sorcerer to take the step of accepting Chaos and gaining its powers.

Once a wizard has become a Chaos sorcerer, they will continue with their existing career as normal, but they gain the ability to also learn the Chaos magic spells specific to their god. Daemonologists who have become sorcerers will only summon Daemons of their own particular god once they have given their oath. There are no Chaos sorcerers for Khorne, as he is the god of warriors, the enemy of Tzeentch, and has no love of sorcery.


R.G.
04.

Once a character has knowingly begun to learn Chaos magic, they automatically receive the *alignment change* insanity (**WFRP**, p84), becoming Chaotic. To cast Chaos spells they must purchase the *cast spells* skill for their sponsoring god at each level, and then learn the spell in question. Note that this skill can only be bought up to the level of the character's current *cast spells* skill. Each time one of these skills is purchased, the character will gain an additional insanity point.

A Chaos sorcerer of level two or higher can swear permanent allegiance to one Chaos deity, in an elaborate ceremony that can last days and involve rites that will scar the initiate's body and mind forever. As a mark of this passage they will receive a Mark of Chaos from their deity (see below), and will also no longer have to seek out or research the Chaotic spells they wish to learn. Instead, their Chaos god will gift new spells directly to them. A sorcerer can pray to their deity for a spell but it is unlikely to be granted. The spells they receive are usually not the spells they were expecting, and they appear at irregular intervals, sometimes to be used for a specific purpose. They can still learn other Chaotic spells from books or other masters of the art, as before.

Should a player character reach the stage of swearing allegiance to one of the gods of Chaos and receiving a Mark, the gamesmaster should consider whether that character still has a place in their game, or whether it would be better to ask the player to create a new character, letting the old one become a non-player character under the gamesmaster's control. Sorcerers of Chaos do not make good player characters in most **Warhammer FRP** games; they may have mighty abilities, but they are also insane power-crazed puppets at the control of all-powerful entities who will delight in their destruction.

* THE GODS OF CHAOS *

In the Chaos Wastes to the north of the world and in the Realm of Chaos on the other side of the warp gate, the power of Chaos reigns supreme. It is not difficult to understand why a ravening army of mutants and Beastmen chooses to worship the immensely powerful entities known as the Chaos gods. It seems as natural that the forces ranged against them should hate them.

Yet less explicably, secret cults of Chaos followers are regularly unmasked in the communities of the Old World, from the great cities to small market-towns, army encampments and even religious communities. Most people scratch their heads in disbelief when they hear about outwardly respectable people turning to the worship of Chaos. The reason they cannot understand or even believe how this can come to pass is precisely what gives the Chaos cults and their members their power.

The gods openly worshipped in the Old World are, in general, benevolent. Although gods such as Ulric and Ranald have their dark sides, their worship normally celebrates the good things in society. Those who seek darkness, passion and Chaotic impulses are forced into the worship of Chaos. Sometimes they are not aware that the new god they have discovered is actually part of Chaos – sometimes cultists are horrified to discover, too late, that they have aligned themselves with Beastmen, with Chaos Spawn, and with the terrible might of the lost and the damned.

The worship of the Chaos gods is seductive. It is always conducted in secret. The only way to become involved is through personal invitation, but that may not be as hard as it sounds: cultists are always on the lookout for likely converts. They drop tantalizing hints, never revealing the full extent of their activities, and it is quite possible for recruits to be drawn deeply in to the clutches of a cult before realizing its true nature.



The luring of new members is actually made all the easier by the illegality of the Chaos cults. Since even discussing them or educating people about their nature is forbidden, the citizens of the Empire are not forewarned about the true nature of the Chaos gods. Thus the things with which they associate Chaos are very different from those they find in the cults. Many soulful youngsters find the idea of mysterious rituals fits their religious cravings. Those who do attempt to draw back when they discover the truth usually find themselves serving the Chaos gods against their will in the role of sacrificial victim.

Some Chaos cults exist only in one area, while some are spread across the Empire or the world, organized through a network of travellers and clandestine communications to maintain secret but regular links. Secrecy is paramount: contact between cult-members outside of a cult meeting will only take place behind locked doors, or through coded words and signs. An individual will have to rise high in the cult before he knows for sure who the other members are. Some cults even conduct their ceremonies of worship with all members wearing masks and robes. If a cult is discovered by witch-hunters, the fewer identities that each member knows, the better.

Very few Chaos cults exist only to worship their chosen deity. Most of them have a goal or vision they are working towards – infiltration, sedition, seduction, panic, anarchy, destruction or the spreading of plague, to name a few. Even if two cults share the same goal then they are likely to have incompatible ideas about how to achieve it. They also attract different types of people, and worship in different ways. What they all have in common is their complete secrecy and illegality. They have little loyalty to each other; sometimes the loudest denouncement or the revelation of the existence of a cult is work of a member of a rival cult. Such organizations rarely have any contact with the wilder followers of Chaos outside the Empire's towns and cities: the Beastmen, mutants or the renegade Chaos cults who live far away from civilization.

The information in this section expands on that given in the **Warhammer FRP** rulebook, p210. Further descriptions of the nature and worship of Chaos will be provided in a forthcoming book.

BLESSINGS

The blessings of the Chaos gods take the form of Marks of Chaos (see p123) or mutations. If a blessing is indicated, the GM should either make one up, or roll on the table in *Shadows over Bögenhafen,* p35, or in **WFRP**, p230.

TZEENTCH



The Changer of the Ways, the Great Sorcerer

DESCRIPTION

Tzeentch is the god of change, of secrets, of magic and of unfathomable patterns. Statues, idols and pictures of him depict him in many different forms, as befits the lord of mutability, but he is most often portrayed as a horned, headless body with a writhing face on its torso. Alternatively he is sometimes shown as a many-armed figure, vaguely human but strangely proportioned.

ALIGNMENT

Chaotic

SYMBOL

Tzeentch's colours are pinks and purples, and his symbol is Tzeentch's Chaos Rune. The grinning face of Morrslieb is also used as a symbol by his followers.

AREA OF WORSHIP

Tzeentch is worshipped everywhere in the Old World, and in many different ways. There are many cults of Tzeentch across the Empire, some working together, others fighting for supremacy, with as much rivalry between them as there would be with the cult of a rival god. Followers of Tzeentch are often found in high social positions, and are frequently involved in plots to gain power.

People who are attracted towards power are often drawn towards Tzeentch, who is also called the Master of Intrigue and Fortune. The Changer of the Ways is sometimes called the Great Sorcerer, and any wizards seeking more power at any price may find Tzeentch or his daemonic agents to be willing patrons. Revolutionaries wishing to overthrow the social order also find the cult of Tzeentch sympathetic. Followers of Tzeentch sometimes claim that everyone once worshipped Chaos, that all other gods are nothing but shadows of the gods of Chaos, and that the other Chaos gods pale before the Master of Change.

TEMPLES

Temples of Tzeentch are always hidden. Most tend to be underground – in the cellars of private houses, or in sewers, natural caverns or forgotten tunnels, or even specially constructed buried rooms with concealed entrances. There are a couple of open temples to Tzeentch in the woods near some large cities, but these are built and guarded by the wilder followers of the god: Beastmen and mutants. These temples are always rough and sprawling, of no fixed shape and daubed in unpleasant mixtures of colours. It is unusual for humans to worship at one.

FRIENDS AND ENEMIES

It is impossible to tell from day to day quite whom any particular cult of Tzeentch would count as a friend or an enemy. However, their scorn is fairly universal – they despise the followers of the established faiths of the Old World, resent the followers of the other Chaos Gods, and suffer from *hatred* towards followers of Nurgle.

HOLY DAYS

Holy days of Tzeentch are almost impossible to predict. Worshippers are expected to memorize an ever-changing list of numbers, representing the intervals at which holy days occur. There always seem to be patterns and regularities in this sequence, but nobody has ever established precisely what they are. Normally, the head of any particular group just announces the next set of numbers after some sort of vision or divine message.

CULT REQUIREMENTS

There are no requirements for the cults of Tzeentch. Anyone is acceptable in some way or another. Most cults recruit from among their friends. Some of them work like secret societies that can help with social advancement; others are disguised as legitimate businesses (see, for example, the Cult of the Purple Hand throughout the Enemy Within Campaign, particularly in *Shadows over Bögenhafen*, p40 and *Middenheim: City of Chaos*, p58).

STRICTURES

These vary a lot from cult to cult. They usually include requirements to obey superiors, to maintain secrecy, to recruit new members, and to destroy the existing way.

SPELL USE

Magic is the domain of Tzeentch, and his followers benefit from this through access to a great wealth of knowledge. Clerics of Tzeentch can learn petty magic, Battle magic, necromancy, daemonology and the spells of Tzeentch himself.

SKILLS

In keeping with the unpredictable nature of the religion, priests of Tzeentch are gifted one additional skill every time they increase a level, but this skill will be chosen by their superiors, usually on a whim. The skills tables (**WFRP**, p17) can be used to simulate this – roll a D4 to decide which table has been selected (1 for Academic, 2 for Ranger, 3 for Rogue and 4 for Warrior) and make a percentage roll to determine the skill.

TRIALS

Trials of Tzeentch always involve changing something or someone. They may be minor, for instance recruiting a specific acquaintance into the cult; or major, for example, corrupting and blackmailing a cleric or local dignitary in order to advance the cult's power.

NEW CULT: ORDER OF THE INCONSTANT EYE

The Order of the Inconstant Eye is based in Altdorf. Their members include people who are very highly placed at court, and even include the High Gold, one of the most prestigious wizards in the world. The cult's aim is highly political and specific: they want to position their members in such a way that they can sacrifice the Grand Theogonist to Tzeentch and summon a Lord of Change (a greater Daemon of Tzeentch) to rule the Empire. They are working very subtly and are very careful not to reveal themselves before the time is right.

The cult has three classes of member, known internally as Eggs, Falcons and Ravens. Eggs are those members who have been recently recruited and on whom much can be blamed if anything is revealed. Eggs are often relatively innocent, having been recruited because their position makes them useful to the cult. However, if any investigation begins, all evidence will point to the Eggs, who are always forced to take the fall.

Falcons are more trusted, but they still take risks and do not know any secret plans. Only the Ravens are aware who all the other members are and of the schedule for attack.



‡ NURGLE



The Plague God, Great Lord of Decay

‡ DESCRIPTION

Nurgle is fascinated by sickness, plagues and decay. Some say that he invents and spreads new diseases to satisfy his whims and curiosities. Certainly his followers do their best to foster plagues wherever they go. He is usually depicted as the shadow of a bloated fly, or as a loathsomely diseased and half-decomposed living body, fed upon by flies and covered in pustules.

‡ ALIGNMENT

Chaotic

‡ SYMBOL

The symbol of Nurgle is the shadow of a fly, or Nurgle's Chaos Rune.

‡ AREA OF WORSHIP

Nurgle is usually worshipped by those afflicted by lingering and loathsome diseases who believe that only embracing what they have become holds out any possibility of escaping it. Lepers and those afflicted by the dreaded Nurgle's Rot often pray to Nurgle. In times of plague his worshippers grow, as simple people believe that by praying to the god who controls plagues it may be possible to avert the impending corruption. They are even willing to sacrifice their kith and kin, attempting to court favour with the Plague god, hoping that by spreading disease to others they will be spared it themselves.

‡ TEMPLES

Temples to Nurgle are usually situated in sewers, near abandoned graveyards, refuse dumps and other places associated with vileness or corruption. However, this makes them easy for witch-hunters to locate, so many cults have several temples, and will only use the grandest on particular holy-days or special occasions.

‡ FRIENDS AND ENEMIES

The Cult of Nurgle has no friends. Followers of Nurgle *hate* followers of Tzeentch.

‡ HOLY DAYS

The chief holy day of Nurgle is 15th Sommerzeit, the day the Black Plague reached Altdorf in 1111. Hexentag and Geheimistag are also celebrated, along with various other local days when plagues started.

‡ CULT REQUIREMENTS

Anyone can follow Nurgle, though the more diseased they are the warmer a welcome they will find among the ranks.

‡ STRICTURES

Followers of Nurgle must spread foulness, pestilence and disease as widely as possible.

‡ SPELL USE

Clerics of Nurgle can use all Nurgle, petty magic, Battle magic, necromantic and daemonic spells except those that involve healing or removing pestilence.

‡ SKILLS

As well as the standard clerical skills, full-time clerics of Nurgle may choose to learn up to two of the following skills at every level, paying for them as normal: *begging, blather, bribery, concealment – urban, cook, disguise, night vision, prepare poisons, silent move – urban.*

‡ TRIALS

Trials of Nurgle all involve sickness. A simple trial might involve poisoning a well or introducing a particular disease into a city. A more difficult one might be infecting a particular person, or introducing a new and particularly virulent disease into an area already stricken by plague.

‡ NEW CULT: ORDER OF THE PUSTULENT BOIL

The Order of the Pustulent Boil is based in Carroburg. Its membership is small but is mainly educated people who have been lured into the worship of Nurgle after having been diagnosed with an incurable disease by Doktor Hans Schnorr, who also leads the cult. Some members, in the belief that they are already dying, collect new diseases and show their latest symptoms and buboes with pride at cult meetings. Schnorr, who tries not to get too close to them, hopes to use these people as living laboratories, to breed a magnificent new disease that he can use to infect the world with the power of his contagious master.

‡ SLAANESH



The God of Pleasure, Prince of Chaos

‡ DESCRIPTION

Slaanesh is the most insidious and seductive of all the Chaos Gods, a hermaphroditic god whose sphere of influence is all that is pleasurable and sensual, from the perfection of art and music to the grossest desires of the flesh. Slaanesh is usually depicted as a divinely beautiful, slightly effeminate young man with large lips, slightly parted. There are also statues that show him/her as a voluptuous woman or as a full hermaphrodite.

‡ ALIGNMENT

Chaotic

‡ SYMBOL

The symbol of Slaanesh is his/her Chaos Rune, or a pair of lips, a phallus or any other erotic imagery.

AREA OF WORSHIP

All members of the cult of Slaanesh can be considered initiates. Slaanesh is worshipped by hedonists throughout the Old World, and also, it is rumoured, by some among the High Elves. Worship of Slaanesh involves orgies, drug-taking and other forms of decadent enjoyment or pleasure. Those lured to the worship of Slaanesh are often those who just want to have a good time. Cultists of Slaanesh help each other with the promotion and covering up of illicit activities.

Unlike the cults of Tzeentch, followers of Slaanesh usually find the activities of the cult enough to keep them distracted, and rarely feel the need to get involved in politics. Also, many cults of Slaanesh deny that there is any connection between their god and the vile Chaotics in the forests. Followers of Slaanesh seek wealth and pleasure. Many of the junior members of a Slaaneshi cult will be harmless young fools, literally seduced into worship.

The cult of Slaanesh is most attractive to those who are looking for spiritual and physical passion. It affords these people sensations they have never encountered before, but leads them inexorably into more and more depraved and horrific behaviour. The cult glorifies indulgence in vices, which become steadily more decadent in order to provide the same level gratification as time goes on.

The cults of Slaanesh are never harmless. Human sacrifice and torture play a part in the rites, and not all the participants in the orgies are willing. Cultists of Slaanesh delight in debauching others, and many dabble in daemonology, often without understanding exactly what they are doing. Occasionally a cult of Slaanesh will stir up major trouble, but usually their danger is in their attractive and seemingly innocuous nature.

TEMPLES

Temples of Slaanesh are always within private houses, often those of seemingly upright citizens in good standing in the community. They are generally soundproofed and sometimes underground. They are decorated with art, often erotic murals and statues of the god, have an altar for sacrifice, paraphernalia for drug taking and many pillows in Slaanesh's rainbow colours. Some cults conduct their ceremonies with all participants wearing elaborate full-head masks of fabulous beasts but otherwise naked.

FRIENDS AND ENEMIES

The cults of Slaanesh are rarely connected with each other. They are wary of cults of Tzeentch, hostile to cults of Nurgle, and *hate* followers of Khorne. They may pay lip service to the gods of the Old World to provide a cover, but are actually contemptuous of them. They also *hate* the gods of Law, and actively work to undermine them.

HOLY DAYS

As well as Geheimistag and Hexentag, followers of Slaanesh generally worship at every full moon. In some cults and some cities they meet nightly, in others weekly or monthly.

CULT REQUIREMENTS

Members are recruited by their friends. In many places membership of Slaanesh cults is restricted to the upper and middle classes, and its initiates are powerful and influential people. As the cult uses unusual and exotic drugs, drug smugglers and manufacturers may also be recruited. For an example of a decadent upper-class cult of Slaanesh see the Order of the Jade Sceptre in *Middenheim: City of Chaos,* p60.

STRICTURES

Always enjoy yourself to the full, and make the minimum effort.

SPELL USE

Clerics of Slaanesh may learn petty magic, necromancy, daemonology and Slaaneshi spells.

SKILLS

All Clerics of Slaanesh automatically gain *seduction* and *cast spells – clerical* but no others from their Chaos lord.

TRIALS

Trials may include seducing someone, hosting an orgy, and at higher levels starting a new chapter of the cult in another city, or seducing a particularly upright public figure (who may be of either sex).

KHORNE



The Blood God

Khorne is one of the most powerful of the Chaos Gods. However, there are no underground cults devoted to him within the Empire. His creed of wholesale death and destruction has never had the insidious attraction of the other Chaos Gods, and his worship is limited to mutants, Beastmen, Chaos Warriors, and others involved in the front line of the battle on behalf of Chaos. Khorne particularly hates magic and subtlety.

MARKS OF CHAOS

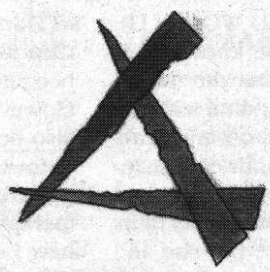
When a Chaos sorcerer swears an oath of allegiance to one of the Chaos Gods, they receive a divine reward: a Mark of Chaos. These can range from something as simple as a strange skin-blemish or a mutation up to additional magic points, new spells or insight into the nature of magic, supernatural powers or something even stranger.

All Marks of Chaos are connected with the god who grants them A gift from Tzeentch may be related to change, probability or fate in some way; one from Nurgle will almost certainly be connected with the body, disease or decay; and a Mark of Slaanesh may also be connected with the body, albeit in a rather different way, or with the nature of charm or seduction. The power of the Mark, and how obvious it is to others, will depend on the strength of the Chaos sorcerer's faith, the size of the ceremony and sacrifice made to the god at the time the sorcerer swears full allegiance to it, and any other factors the gamesmaster considers relevant. Some Marks may seem unpleasant or harmful to the person who receives them.

The exact nature of the Mark of Chaos is left up to the gamesmaster, but no two should be alike.


RUEE

CHAPTER 15



SKAVEN MAGIC

The watchman paused at the junction in the sewer tunnel. He put the small strongbox he carried under one arm down on the narrow ledge of the walkway and held aloft his shuttered lantern. Force of habit made him peer into the gloom beyond the aurora of wan lamplight but after ten years of working the sewer watch under the streets of Altdorf, the sense he really relied on was his keen hearing. The stinking stream running by him gurgled revoltingly, accompanied by the regular drip of water seeping through the brickwork above his head.

Then he heard it: a skittering sound, as of claws on stone. Straining his eyes, he looked ahead and saw two jaundice-yellow points looking back at him from the darkness. With nimble, scampering steps the rat-man emerged from the shadows and moved towards the watchman, its whiskered nose twitching.

It had been after he had been transferred to the sewer watch, following an assault on a nobleman, that Fritz Hunde had first encountered the Skaven. It had not taken him long to realize the benefits to be gained from allying with the tunnel-dwelling ratmen. There was a new world order coming and Fritz wanted to be part of it.

"Have it you do, yes-yes?" the Skaven asked, its voice a chittering squeak as its rodent tongue struggled to form the guttural consonants of Reikspeil.

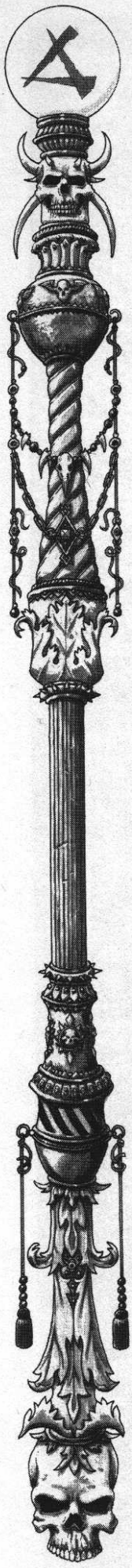
"Yes, I have it," Fritz replied. Placing the lantern on the ledge he knelt down, carefully unfastening the catches on the box. As he lifted the lid of the chest it seemed to the watchman that the lantern light dimmed while the Skaven squeaked in excitement.

Resting inside the padded box was a lump of black rock that seemed to devour what little light there was in the sewer. It almost appeared to be a hole in the physical world, leading into a realm of eternal dark oblivion. Just looking at the warpstone made Fritz's skin crawl. Suddenly there was the sound of approaching footsteps and distant shouting, and he looked back down the tunnel to see lights bobbing in the darkness. The theft from the alchemist's workshop had been discovered quicker than he had anticipated.

"Treachery! Treachery!" the Skaven snarled furiously, baring its teeth.

"No, no, it's not like that," Fritz wailed, thoughts of imminent arrest, trial and execution foremost in his mind.

"Yes-yes, the man-thing betrayed us!" the Skaven squeaked. "You will pay-pay!" It raised one fist, throwing a thin black powder in Fritz's face that clogged his eyes and senses, filling his world with pain. With the other claw the Skaven snatched the chunk of unrefined warpstone from the box and then it was gone, scurrying down the tunnel, swallowed by the enveloping darkness. From down the sewer the men of the Watch came at a run, their lanterns swinging, drawn by Fritz's fearful screams as he lay on the filthy stones and the skin of his face bubbled and boiled.



BENEATH THE LANDS OF THE OLD WORLD LIE the tunnels of the Skaven. No one knows their full extent. Dark rumours claim that the mountain ranges of the Old World are riddled with ancient Skaven tunnels, and that in the last thousand years these have spread slowly underneath the lands of humanity. There are those who say that every town and city of the Empire has its own pack of Skaven hiding beneath its streets, waiting for the day when their race will rise and overwhelm mankind.

Whatever the truth about the Skaven, there is no doubt that the ratmen are a race who are inherently tied to the darker side of magic, relying as they do on warpstone for sustenance. Whether it is warpstone that has given Skaven their evil nature, or whether their evil nature led them to experiment with warpstone, none can say for sure. But just as it lies at the heart of their physiology, so it also lies at the heart of their magic.

There are two main types of Skaven magic-users: the Grey Seers and the Warlocks of Clan Skryre. Of these, the Grey Seers are the more powerful, being among the lords and masters of the Skaven race, second only to the Great Council of the Thirteen Lords of Decay. The Warlocks of Clan Skryre have less purely magical power, but they augment their abilities with the strange technologies they have developed. Magic is also wielded by some members of Clan Pestilens, but to a much lesser extent, and is looked down upon by the Grey Seers and Warlocks.

Much of Skaven magic seems to have been stolen from other races: they seem to have a limited understanding of the Battle magic spells from before the time of Teclis, although they cannot grasp the theories that underlie them, nor do they care to. Some Skaven wizards, usually the Grey Seers, are capable of using a limited form of daemonology to summon the Daemons of the Horned Rat, the Vermin Lords. Some scholars find it interesting that the ratmen also inscribe runic patterns derived from their own alphabet on their weapons and armour, although these designs do not seem to have any magical effects.

Skaven sorcerers do not gain Magic Points in the normal way, nor do they need to use components in the casting of their spells. Instead, they restore their power by eating warpstone. Typically this is ingested in small pieces about the size of a chip of flint, although sometimes it is consumed in the form of dust, which can be inhaled, smoked in a pipe, rubbed into wounds or administered using various other methods. For some Skaven, the power they get from warpstone can become addictive, sometimes with disastrous effects: slow and steady consumption of the rock not only changes the mind and body, but eating too much at one time can cause a Skaven's head to catch fire, or even their whole body to explode in a ball of warp-fire.

ǂ GREY SEERS

Grey Seers are Skaven who have sworn direct allegiance to the Horned Rat, and they are their race's most powerful warlocks. They are considered visionaries among the Skaven and work as intermediaries between the Council of Thirteen and the clans. Most of them are originally from Clan Skryre, but were elevated to the rank of Seer when it becomes clear that their control of magic was powerful. However, magical power is not enough: a Grey Seer must also be conniving, devious and deceptive to survive the vicious nature of Skaven politics, in which stabbing a friend in the back and biting the hand that feeds are not so much metaphors as good ways to get promoted. Although a few have been given large forces to command, Grey Seers are rarely troop-leaders. If they are given control of underlings, it will often be to take a small expedition to the surface for a specific mission or objective, and they will be expected to return to the Skaven underworld on its completion or failure.

Members of the Grey Seers have fur that varies in colour between grey and white: the bleaching effect is thought to be an effect of repeated exposure to warpstone. They dress in long robes. Many have large curved horns, like those of a ram, projecting from behind their ears in a semblance of their idol the Horned Rat, but whether these are a naturally occurring mutation or whether the horns are grafted onto the Grey Seer's skull using some arcane process is not known. Their understanding of other languages is good, and in dark surroundings with a robe wrapped tightly around their head and body, they can sometimes pass themselves off as human.

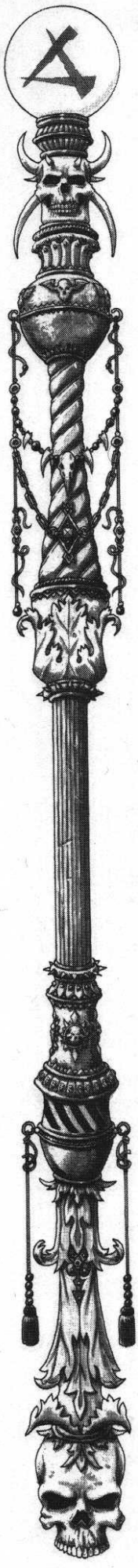
ǂ WARLOCKS OF CLAN SKRYRE

Skaven society is divided into separate clans, each one specializing in certain areas (see **WFRP**, p226). Clan Skryre are the technology-users, combining their knowledge of wizardry with warpstone and arcane technology to create weapons of war with devastating potential – often as devastating to their own side as to their enemies. The clan is divided between those who see magic as a minor part of what they do, useful only for researching new weapons, and those Warlocks who regard it as a major weapon in its own right.

Many members of the clan cannot cast spells at all, or only know a few enchantments keyed specifically to making or using their weapons. The Warlocks with more advanced abilities are treated with great respect by their clan-mates; it is they who lead expeditions to the outside and who sometimes rise to become members of the Grey Seers.

Clan Skryre is the only clan that routinely uses magic, although there are some members of Clan Pestilens who are able to cast a few spells. They are regarded with fear and distrust by the warlocks of Clan Skryre, who would prefer magic to be their monopoly. With the inter-clan struggles that pervade the Skaven race, members of Clan Skryre and Clan Pestilens are often at each other's throats.

Physically, members of Clan Skryre are smaller than most Skaven, and rely on their intelligence and diplomatic skills to survive in the ratmen's often brutal culture. They are educated, and there is a good chance that they may speak the languages of humans, Dwarfs and Elves. The engineers wear robes with mechanical trinkets hanging from them; wizards wear hooded robes which are usually marked with the symbol of the Horned Rat. Both are often scarred with



To simulate this gradual effect give victims a *magic* test every day that they are in contact with the warpstone – Skaven receive a +30 bonus to the test. As above, MPs cannot be expended to modify this roll. Characters who are in close proximity to the warpstone but who do not directly handle it may receive a +10 to +30 bonus for the purposes of this test, at the GM's discretion.

If the test is failed, a mutation takes hold and begins to manifest. The GM should allow the style and direction of the game to decide the exact nature of the mutation, the amount of time that it takes to properly surface, and what effect it has on the character.

If part-refined warpstone comes into contact with a victim's bloodstream, for example as a result of being shot by a Skaven jezzail, the character should take a *magic* test with a 5% penalty per point of damage caused by the wound.

ǂ REFINED WARPSTONE

Refined warpstone is the most common type used by Skaven. It is burnt in censers, mixed into potions and used in their terrible machines of war: the warpfire throwers and jezzails. It appears as small dark crystals that devour light and glow purple under the Chaos moon, Morrslieb. Nevertheless refined warpstone still has disastrous effects on most living creatures, especially if it enters the blood of the victim, a fact well known by Skaven assassins, and it is rare that their poisons or weapons do not contain refined warpstone as an ingredient.

Refined warpstone gives Skaven sorcerers 1D6 MPs per flint-sized piece they consume. One piece of warpstone per day is safe, but for each additional piece they consume, Skaven sorcerers must roll against their level plus the number of pieces eaten that day, using percentile dice. If the percentile roll is lower than the total of level plus pieces, the sorcerer will spontaneously melt, explode, burn or petrify from the effects of such vile over-indulgence.

The mutating effects of refined warpstone is only a concern to those who have been damaged by Skaven weapons or poisons. If characters are wounded by a weapon or poison containing refined warpstone, they must make a *magic* test to resist its corrupting influence, with a 5% penalty for every point of damage that was caused. However, refined warpstone is less risky than its part-refined form; as a result anyone taking the test does so at a base +30 bonus.

General contact with refined warpstone still has a small risk of mutation. The test is the same as for part-refined warpstone, except that characters receive a +30 bonus.

ǂ WARPSTONE WEAPONS

The weapons that Clan Skryre have created blend magic and technology together to create potent effects that rival Dwarf ingenuity – but not Dwarf craftsmanship. If given a choice between increasing kill-power and protecting their own troops, Skaven engineers will go for the first. Clan Skryre can always train more weapon-operators, but a battle can only be fought once. It takes skill, training, small hands and a great deal of foolhardiness to operate a Skaven weapon properly. All such weapons are prone to misfires, which will often destroy the weapon, its operator and anyone nearby.

Skaven are very protective of their special weapons and will take pains to ensure they do not fall into the enemy's hands – 'enemy' meaning either members of another race or members of another Skaven clan. Devices are often left boobytrapped or disabled. Also the inherent instability of warpstone makes any of these weapons difficult to operate for someone without the proper training. If a working weapon is lost or captured, Clan Skryre will go to considerable efforts to recover it.

The three weapons described below are those specifically associated with warpstone. Other Skaven clans also use the stone in many of their creations – from the dread Fellblades created to destroy necromancers and their undead troops, to the Skavenbrew the warriors of the lesser warlord clans drink before combat to send themselves into frenzy.

ǂ WARPLOCK JEZZAIL

Possibly the most powerful firearm in the Old World, the warplock jezzail is a large musket with an elongated barrel that can fire either a cloud of warpstone pellets or a single lump of warpstone at a foe. The shot explodes on impact, destroying armour, cracking stone and pulverizing flesh. Jezzails are heavy, awkward weapons, and need a crew of two to be used properly.

It is rare to find one jezzail on its own. In battle they are used in batteries, and in ambushes there will usually be two or three mounted at strategic points to give covering fire. They have an accurate range of around 150 feet, an Effective Strength of 5, and take three rounds to reload after each firing.

ǂ POISON WIND GLOBES

Poison wind globes are forged at the heart of the Clan Skryre furnaces in the lowest level of the Skaven's tunnels, where sorcery and engineering meet. Each globe is around the size of a human skull, made of what looks like glass, hot to the touch, and containing some kind of yellow-green substance. This is actually a gas, created with sorcery, which contains a high concentration of warpstone.

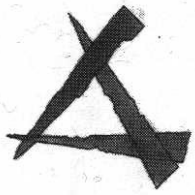
If the globe is dropped more than a foot or takes more than one Wound of damage it will shatter and the gas expands to a sphere twenty feet in diameter. Anyone caught within it will take D6 Wounds (roll vs Toughness for half damage) until they can escape the cloud or the vapour is cleared by wind. They will also suffer the later effects of having been exposed to refined warpstone.

In combat, poison wind globes are thrown by Globadiers of Clan Skryre, who usually carry up to five of the deadly spheres. They wear masks to protect themselves from the gas, but these are not always effective

ǂ WARPFIRE THROWER

Warpfire throwers are among the most feared of Skaven weapons. It is a barrel-and-hose combination that fires arcs of blazing, warpstone-infused liquid that sticks to stone,

wood, metal and flesh, and burns with an intense heat like nothing else in the world, capable of melting even stone. They have a range of around 15 feet. Like jezzails, warpfire throwers require a crew of two to operate. In tunnels and narrow passages, a warpfire thrower is a weapon that's almost impossible to overcome.



‡ SKAVEN SORCERERS ‡

Skaven are not intended to be used as player characters in **Warhammer FRP**. Those wishing to know more about Skaven sorcerers should look out for the forthcoming Skaven supplement. In the meantime, GMs can create non-player character Skaven sorcerers as follows.

Take the standard Skaven character profile (**WFRP**, p226-227) and put it through the Wizard's Apprentice/Wizard career to the desired level. Instead of giving the Skaven Battle magic, give the character spells chosen from Skaven magic (pp236-238) and Dark magic (pp232-233). Magic Points should be calculated as for a human, but can only be recharged by eating warpstone. Skaven sorcerers of levels 1 and 2 are usually members of Clan Skryre; sorcerers of level 3 and higher are Grey Seers.

An example profile for a level 2 Skaven sorcerer of Clan Skryre is given below.

Level 2 Skaven Sorcerer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	35	4	4	10	60	1	34	34	44	28	39	14

MAGIC POINTS
27

SKILLS
Arcane Language – Magick
Cast Spells – Skaven Magic Level 1 & 2
Cast Spells – Dark Magic Levels 1 & 2
Evaluate, Herb Lore
Identify Plants
Magical Awareness
Magic Sense
Meditation
Read/Write
Rune Lore
Secret Language – Skaven
Scroll Lore

SPELLS
Beckon Rat Horde
Dark Hand of Destruction
Death Spasm
Infecting Gaze
Power of Chaos Shadow's Companion
Shrivel Tongue

‡ THE HORNED RAT

The Great Devourer, God of the Skaven

‡ DESCRIPTION

The Horned Rat is depicted as a horned Skaven the size of a giant, holding the world in his hand and gnawing at it.

‡ ALIGNMENT

Chaotic

‡ SYMBOL

A triangle of bones and blades with the apex pointing downwards, the Chaos Rune, a rat standing upright, or a rat's head or skull with horns growing from it.

‡ AREA OF WORSHIP

The Horned Rat is the god of the Skaven, but there are also cults of the Rat among the human population of the Old World. Human followers of the Rat are usually those who have encountered the Skaven and know or guess how powerful they are. These cultists are usually attempting to ingratiate themselves with their inhuman allies. They do what they can to favour the Skaven cause, believing that they will thus earn the Skavens' favour and be spared the doom that will befall everyone else. They are wrong.

‡ TEMPLE

The Skaven temples of the Horned Rat are always underground in Skaven tunnels and catacombs. They have a great statue of the Horned Rat and an altar for sacrifice, which is often decorated with warpstone. The congregation stand or lie flat on the stone floor during the ceremonies, which are conducted by a Skaven of high status, often a Grey Seer.

‡ FRIENDS AND ENEMIES

The cult of the Horned Rat despises all humanity, and considers the four Chaos Powers to be rivals.

‡ HOLY DAYS

To the Skaven deep underground, each day is just like every other.

‡ CULT REQUIREMENTS

All clerics of the Horned Rat are Skaven. They do not proselytize among humans. Most large cities have at least one Cult of the Rat formed of humans, hapless pawns manipulated by the local Skaven to undermine their own society. They may be sewer workers, officials who had some reason to go underground, or the friends and relatives of such people. In theory, anyone can join.

‡ STRICTURES

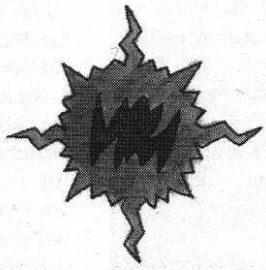
- Never reveal membership of the cult, or admit the existence of the Skaven to anyone but another member.
- All members must do their best to prevent the warrens of the Skaven from being discovered or disturbed.
- Members must seek warpstone, and must deliver any that they find into the hands of the cult.

‡ SPELL USE

As described above.



CHAPTER 16



GREENSKIN MAGIC

Sparks of green lightning discharging from his glowing red eyes, Scarbone gazed over the surging tide of greenskins at the silver-helmeted riders galloping across the open plain, astride their sleek, grey-maned steeds, towards Guzbad's horde. Other images also swam in front of his eyes. The mass of mushrooms the Orc Shaman had consumed before the battle had been a particularly potent batch. Two hideously distorted grinning faces moved among the brooding storm clouds that darkened the sky, as if the gods Gork and Mork themselves were watching the proceedings.

As the Orcs and Goblins massed beneath the rocky outcrop on which the Shaman stood, Scarbone felt the already intense pain inside his head steadily increase until it was as if a dozen Big 'Uns were trying to beat their way out from the inside using their stone axes. The power of the Waaagh! was in him now, the magical energy searching for a means of escape. Despite the incessant pounding inside his skull, in his mind's eye Scarbone saw brutal Gork visiting his wrath upon the Elf army in an orgy of devastating violence.

Opening his burning eyes again, Scarbone saw the shifting, hallucinatory faces in the sky smile horribly. Above the ranks of Elf spearmen a swirling vortex of green-tinged light formed within the roiling thunderheads. Thick, bilious smoke pouring from his mouth, the Shaman watched in glee as a monstrous foot descended from the hole in the sky.

And it wasn't only Scarbone who could see this manifestation of the Orc gods. The spindly-limbed Elves were pointing up at the foot and yelling in horror as they tried to escape its falling shadow. One or two just managed to throw themselves clear before their fellows were crushed beneath the stomping foot.

Scarbone and the Orcs let out a tremendous bellow of satisfaction. Truly Gork and Mork were with them this day!

GREENSKINS ARE AMONG THE MOST BELLIGERENT and energetic creatures of the Warhammer world, and it's natural that their magic is as explosive as their nature – sometimes literally. It also works in a way completely unlike any other school of magic in the Old World: no human or Elf mage has ever been able to tap its energies, or even to get a proper understanding of how it works. Orcs and Goblins, needless to say, have no clue and don't care: it lets them blow stuff up and that's what matters.

Magic for greenskins is not an art or a skill as it is for other sorcerers. Paradoxically, for races that are so stupid, it is part and parcel of their minds and bodies. Greenskin shamans are able to draw on a form of magic that is very potent and devastating – to their enemies and often to themselves as well. Greenskin magic, called the Waaagh!, is an enormously powerful energy that must be channelled and controlled through the co-operation of many.

Unless they have fought in the Emperor's armies or have been in a town attacked by Orcs or Goblins, most inhabitants of the Empire will never have encountered the power of the Waaagh! Only when large numbers of greenskins are gathered together does this strange and powerful magical phenomenon come into effect.

For reasons not entirely known, every greenskin – which includes Orcs, Goblins, Hobgoblins and Snotlings – generates a weak but tangible field of magical energy. Some at the magical colleges of the Old World theorize this is due to the Chaos-infused metabolism of greenskins, while others speculate that they are descended from Daemons or are a product of the dark power of nightmare. When large numbers of greenskins gather together, particularly before a battle, they become elated and aggressive. Their lust for mayhem is enormous and overwhelming. As the greenskins become more excited the magic within their bodies flows more strongly, increasing in pressure until it is forced to find an outlet. This energy will always seek the path of least resistance, which in most cases is the mind of the nearest greenskin shaman.

The sensitive psyches of such greenskins are helpless against the onrush of wild excitement and building pain. The only hope they have of surviving the mounting energy and the inevitable discharge is to release it in the form of spells. Like Light magic, the Waaagh! channels the magical energy from a group through a single spellcaster: the shaman. Unlike Light magic, which is controlled intentionally, the Waaagh! is discharged as a sudden and violent burst of euphoric and destructive force.

The greenskins do not have to concentrate to channel their energy to the shaman, and the shaman is not always receptive, willing or trained to receive it. As a result, the effects are often unpredictable, and only through practice, eating a lot of mushrooms and a fair bit of luck can greenskin shamans can learn to focus enough to stop the outburst of random magical energy from roasting half their tribe to a light crisp.

OW, ME 'EAD!

Greenskin shamans usually discover their power (or affliction, depending on how you look at it) at an early age. Orcs and Goblins live to quarrel, and a potential shaman is easily identified as the one who, when brawling begins, clutches his head in agony and howls before even being hit. At first such behaviour is amusing to his mates, but when nearby objects start exploding and striking out with whirlwind force, that's when it's time to pack the young greenskin off to the edge of the camp where he can be indoctrinated into the brotherhood of shamanism.

While shamans are respected as messengers of Gork and Mork – as much as any greenskin ever respects another, anyway – they are considered very dangerous by their brethren because of their violent and unpredictable power. No one wants to risk being blown up by accident, so shamans are encouraged to live on the outskirts of greenskin settlements. This may be in a collection of tents, a separate side-cave or a tree-house, depending where the greenskin band is living at the time.

Shamanic settlements are always marked with feathered fetishes, skulls on poles, strange painted stones and other paraphernalia. Other greenskins will visit the shamans only long enough to bring them gifts of food, particularly certain mushrooms, which are supposed to help shamans establish a direct link to the gods.

COMMUNING WITH THE GODS

Shamans get their magic from communing with the Orcish gods Gork and Mork, through the use of hallucinogenic mushrooms that allow them to talk directly to their deities. Through these visions the shamans 'receive' the knowledge of how to call upon the gods in battle and how to cast spells of destruction. To the shamans Gork and Mork are not only real, but are their bosom buddies and mentors. Calling on the gods for assistance and protection in battle is central to the nature of Waaagh! spells. Shamans do not teach each other how to control and direct their magical power.

Whether shamans are actually able to communicate with the gods is difficult to say, but a hallucinating shaman certainly sounds as though he's been in contact with the gods. While this can make dealing with shamans a bit strange - the quantity of mushrooms they have consumed over their career often means they are unable to relate to the real world and everyday concerns – it does at least make them less of a danger. After all while a shaman is lying in his hut, completely off his head, he's less likely to be casting random spells and making eating knives fly about.

Shamans will also consume mushrooms to enhance their channelling of the Waaagh! on the battlefield, or when a Warboss wants a shaman's insight or advice, or in fact as

often as they can. Generally speaking, unless the tribe is going to battle and need the shaman's magical might, all greenskins tend to avoid shamans as much as possible. 'Let sleeping shamans lie' is more than just a cliché, it is a warning – all greenskins know better that to risk an explosion of random Waaagh! magic.

WORKING THE WAAAGH!

Greenskin shamans require the presence of many of their brethren to work their magic – in fact, the more the mightier. The Waaagh! is very much a product of the energetic whooping and bloodthirsty war cries of the greenskin host. It is only when surrounded by a group of greenskin warriors that their magical power comes into play.

Most shamans, away from their greenskin relatives, can do little more than a few petty magic spells, which they can cast as normal. Very rarely, an experienced shaman maybe able to work Battle magic up to level two, but this is highly unusual. There are exceptions such as Radzog, the Orc Elementalist in *Doomstones: Wars and Death,* but part of his magic stemmed directly from Tzeentch.

The rules that follow are for gamesmasters. It is not expected that players will have Orc or Goblin characters, and so character-creation rules are not given here.

CALCULATING MAGICAL POWER

Greenskin shamans typically have a base D4 Magic Points, which they can use for Petty or Battle magic, but most of the power they need to cast spells comes from the greenskins around them. It is based on the size of the tribe, and the size of the members of the tribe too – larger greenskins generate more magical power than smaller ones. The following formula lets you work out the magical energy available to a shaman. Orcs are the unit of measurement:

1 Hobgoblin, 2 Goblins or 6 Snotlings = 1 Orc

1 Black Orc or Night Goblin Fanatic = 2 Orcs

When calculating the number of 'Orc equivalents', left-over Goblins and Snotlings are rounded down.

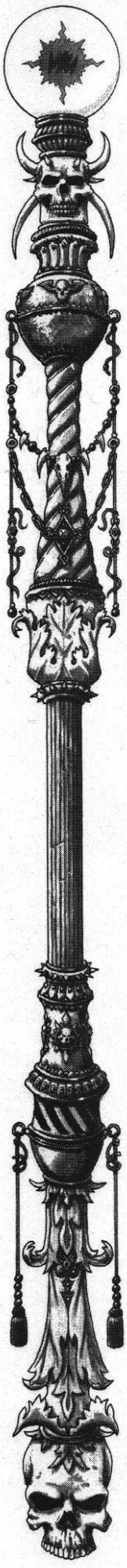
CASTING SPELLS

To cast a Waaagh! spell, the shaman must have a minimum of ten Orcs, or their equivalent in other greenskins, within 24 yards on the round that the spell is to be cast. Each Orc within range represents 1 MP to the shaman. The maximum number of MPs that a particular shaman can safely absorb and channel is 2D8 per level.

To complicate matters, the more greenskins there are around the shaman, the more likely he is to lose control of the Waaagh! energy, with potentially disastrous results. When shamans cast a spell while surrounded by more Waaagh! energy than they can normally handle, roll a D100 and add 2% for each Orc or their equivalent in MP above the maximum the shaman can safely absorb (i.e. a level 1 shaman with a maximum of 14 MP would add one to the roll for each nearby Orc-point of magic above 14). The resulting number determines the fate of the shaman on the *'Eadbangerz Chart* above.

'EADBANGERZ CHART

D100	Effect
1-30	***"Fzzzzzzap!"*** Bolts of escaping energy rocket out of the shaman's ears, nose and mouth. The shaman is stunned for one round, but the spell will go ahead on the next round, whether he wants it to or not.
31-55	***"Yuuuurgh!"*** The shaman struggles to keep control. Weird lights flash around his head. Bubbles of magic leak from his mouth and ears. The shaman is stunned for D4 rounds, but the spell will go ahead on the round he recovers, whether he wants it to or not.
56-75	***"Me 'ead 'urts!"*** Flashing lights pound around the shaman's skull making him dizzy and disoriented. He is stunned for one round, and the spell fails.
76-90	***"I've forgot!"*** The shaman suffers a momentary brainstorm and forgets the spell he was about to cast. He does not recover his memory of it until 24 hours have passed. He is stunned for one round.
91-100	***"I fink I'm gonna..."*** The shaman vomits out an explosive blast of magic and collapses in an unconscious heap. Any greenskins within two yards of the shaman are caught in the psychic backlash from the spell and must make a WP test or be knocked down, stunned. They can get up after D3 rounds; the shaman remains unconscious for D6 rounds. The spell fails.
101+	***'EADBANG!*** The shaman's head explodes with the force of the raw magical power inside. The shaman is killed instantly. The heads of any greenskins within 2 yards of the shaman will explode unless they can make a successful Toughness test. An exploding head kills the greenskin concerned immediately, regardless of armour, Toughness and so on.



Throg the Level 2 Shaman is surrounded by 19 Orcs, 17 Goblins and 12 Snotlings – 12 Snotlings equal 2 Orcs, and 17 Goblins are the equivalent of 8 Orcs (the odd one is 'rounded down'). 19+2+8=29, which exceeds Throg's maximum of 22 MPs by 7. So Throg's D100 has a modifier of 7 x 2%, or +14. He succeeds in casting his spell (unless otherwise stated), but he must consult the 'Eadbangerz Chart (p133) to determine the effects on him.

* TYPES OF SHAMANS *

Every species of greenskin – from the Savage Orcs through Hobgoblins, Night Goblins, Forest Goblin and in rare cases even Snotlings – has its own shamans. All of them owe much of their magical methods and manners to their particular greenskin tribe and species.

Each shaman is an individual, and often there are intense rivalries and fierce quarrels amongst them, even within the same group. By their very nature, shamans are unstable and they have a deep mistrust of anyone who might be trying to usurp them or claim a greater contact with the Orcish gods. It is not unheard of for shamans to forget their place in battle and attack other greenskin shamans, particularly if they are of a different tribe or race, or if it looks like it might be more fun.

ǂ SAVAGE ORC SHAMANS

Many Savage Orcs come from the Southlands and isolated regions of the Old World, and their shamans hark back to the primitive roots of the Orcish species. They are boisterous, consuming gallons of brews often infused with hallucinogenic mushrooms, and worshipping Gork and Mork with a barbarous single-minded faith in their absolute power and might. Their shamans specialize in producing and wearing a warpaint that they believe is magically imbued, protecting both themselves and the other Savage Orcs of their clan in battle.

Savage Orc shamans guard their secrets jealously, thinking other Orcs are unworthy of the knowledge gifted to them by the gods. Savage Orc shamans defy the puny world around them by going skyclad, adorned only with necklaces of bone, their warpaint and tattoos, and sometimes elaborate ritual masks.

ǂ HOBGOBLIN SHAMANS

The Hobgoblin tribes mostly live far to the east of the Empire, beyond the World's Edge Mountains, and are not often encountered by humans.

Hobgoblin shamans are scheming creatures with dark minds, and prefer to use their magic for sneak attacks and subterfuge where other greenskins would just plough into battle. They have mastered the art of storing Waaagh! energy in a large totem or battle-standard: this means they can safely use half the MP total from the greenskins around them without having to roll on the *'Eadbangerz Chart* (p133). If the battle-standard is lost, captured or broken in the fight then they lose access to those Magic Points.

ǂ NIGHT GOBLIN SHAMANS

Night Goblins shamans are experts in various types of fungus, and specialize in the making of fungus-based potions and poisons. They use hallucinogenic mushrooms not only to commune with Gork and Mork, but to give them an added boost while using the power of the Waaagh! by eating Shaman Mushrooms – each piece eaten by a Night Goblin shaman adds 1D6 to their available MPs, and most shamans carry two or three. These points do not count towards rolls on the *'Eadbangerz Chart* (p133). The only effect eating a Shaman Mushroom will have on a non-greenskin is to make them violently sick.

The shamans also use the Mad Cap Mushroom to brew the special fungus beer which is given to Night Goblin fanatics before battle. This beer gives Goblins an uncontrollable whirling frenzy, immune to *fear* and anything that might affect their morale, and it also boosts their Strength by 1D4 points, letting them wield weapons they normally could not even lift. After it wears off, they will sleep for days. If this beer's effects on a human, Elf or Dwarf have ever been tested, then the results were not recorded.

ǂ FOREST GOBLIN SHAMANS

Forest Goblins do not use hallucinogenic brews to contact the gods and cast spells; instead they use the venom of a particular type of spider. In fact, these shamans encourage small venomous spiders to nest in their clothes and live in their bodies, often in convenient crannies such as in the ears, up the nose and between the toes. The numerous spider bites render the shaman immune to the toxin and a bit numb, thus they feel no pain. The toxins place the shaman in a dream-like world haunted by giant spider-like creatures and Daemons. These shamans typically stare wide-eyed with a slavering purple-stained tongue hanging out their mouths.

It is a harrowing sight to meet a frothing Forest Goblin shaman in battle, his swollen purple tongue flapping wildly. The first time any characters encounter such a shaman they should make a *fear* test or be driven back in terror at the sight.

Forest Goblin shamans figure largely in the Goblin spider cults. The territory of a Forest Goblin tribe can be identified by the totem poles and fetishes around its borders, featuring depictions of Gork, Mork and the Spider in horrific harmony.

Forest Goblin shamans are also less affected by 'Eadbangin' as a result of the spider venom flowing through their veins. Due to the extra mental toughness they gain from this constant exposure to poison, Forest Goblin shamans subtract 10 from their rolls when rolling on the *'Eadbangerz Chart* (p133). If their final result is under 01 then they are completely unaffected.

ǂ TYPICAL LEVEL 2 ORC SHAMAN ǂ

The following profile and skills can be considered typical for a Level 2 Orc Shaman. GMs should use this as the basis for any Orc Shaman NPCs that they use, modifying the skills and profile in line with human wizards if a higher or

lower-level NPC is required. At levels 1 and 2 an Orc is just called a 'Shaman'; at higher levels they become a 'Great Shaman', though these are few and far between, and highly prized by the tribes to which they belong.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	4	4	10	40	1	39	39	38	39	39	18

MAGIC POINTS: Basic 3 points (see p133); cannot absorb more than 19 points of Waaagh! magic safely

SKILLS
Cast Spells – Petty Magic; Cast Spells – Waaagh! Level 1 and 2; Evaluate; Herb Lore; Identify Plants; Magical Awareness; Magic Sense; Meditation

SPELLS
Curse, 'Eadbutt, 'Ere We Go, Mork Wants Ya, Petty Healing, Sleep

Note: This profile can also be used as a template for Goblin shamans with these modifications: **-1 S, -1 T, -10 WS, -10 Dex, -10 Ld, -10 Cl, -10 WP**. Goblin Shamans have the additional skills *brewing* and *prepare poison (fungal)*.

* SNOTLING SHAMANS *

Snotlings are oddities in the greenskin world: too stupid to be evil, just smart enough to be considered more than animals. Despite that Snotlings can, at times, cast magic.

Some Old World scholars with a penchant for obscure knowledge think that Snotlings may represent the primordial stock of the greenskin races, hence their retention of a magic at odds with their more violent cousins.

† SNOTLINGS AND THE WAAAGH!

Snotlings are part of the ambient Waaagh! energy that can be tapped by greenskin shamans. While six Snotlings equal one Orc in normal situations, sometime shamans, particularly Orc ones, are looking for a quick rush of power. In these cases, the shaman will engage in 'grot-noshing', or eating a handy Snotling or two to gain their innate magic more quickly. When this happens, each noshed Snotling counts as a Goblin – or in other words devouring two Snotlings provides one Orc-point (or one MP) of magical energy to the shaman.

† SNOTLINGS ON THEIR OWN

When on their own, Snotlings may occasionally display innate magical abilities very different from those of Goblins and Orcs. Snotling shamans use the standard profile for a Snotling (**WFRP**, p228). The only difference is that they have 2D3 MPs. This means that they will always have to make a *magic* test to perform their 'art'. They have access to all petty magic spells as well as first- or second-level Druidic Priest spells from the **WFRP** rulebook (pp180-181). GMs should adjust these spells to fit the mindset of a Snotling: for example, *Produce Small Creature* becomes *Produce Large Cockroach*, and *Hail Storm* becomes *Coprolite Storm*.

Large Snotling groups on their own can produce effects similar to the Waaagh! For every dozen Snotlings in a band, the Snotling shaman gains 1 MP, to a maximum of eleven. If he fails his *magic* test, not only does his head explode, but so does every Snotling's within 24 yards. On occasion nearby Orcs or Goblins have intentionally pushed Snotling shamans beyond their abilities to produce what amounts to a perverse 'fireworks' display of exploding Snotlings. Other greenskins find this deeply amusing, and the Snotlings themselves do not possess a long enough memory to resist such pranks.

* OGRE SHAMANS *

Though they are not greenskins, Ogres are often found in the company of Orcs and Goblins, fighting alongside them when common goals unite the races. While they cannot access the Waaagh! that empowers the greenskin shamans, some Ogres have mastered a few magical arts. Only the most highly intelligent aspire to dabbling with magic, so Ogre shamans are very rare.

Most Ogres harbour a deep mistrust of magic, and it is easier for the average Ogre to think of magic as being divinely inspired. Thus Ogres with an interest in magic tend to become clerics of their people, taking on the title of 'shaman' in their tribe, and usually serving as advisor to a tribal chief or commander of a bunch of mercenary Ogres.

Scholars are at a loss as to whether Ogre shamans actually get their powers from their gods – which, given the gods concerned, seems unlikely – or from study, as with human magic-users. It is theorized that Ogres may have become interested in sorcerous magic after encountering human wizards. At first they captured and ate such wizards, hoping to gain the wizard's power by ingesting it. Eventually, after many meals and no progress, more intelligent Ogres began to watch the wizards' rituals before eating them. There are tales of Ogres capturing wizards, placing them in cages and poking them with sticks, demanding that they 'do spells'. Although most of the victims escaped, their captors may have learned some techniques first.

However they managed it, some Ogres have developed into reasonably powerful shamans, though they are unable to wield anything other than petty magic and Battle magic. Ogre shamans should use the standard profile in **WFRP**, p224; however, they have 2D4 MPs per level and must make a *magic* test when trying to cast a spell. Furthermore, no known Ogre shaman has advanced further than level two. (For an example, see Rothnogg in *Doomstones: Fire and Blood*, pp135-136)

Ogre shamans undergo a regime of self-inflicted ritual scarring both as a badge of honour and a vow of dedication. On the whole, Ogres learn magic on their own, spurred on by some inner need, though occasionally a young Ogre will approach a shaman asking to be taught. Even if such a initiate is accepted and not belted outright, the likelihood of surviving to magicianhood is slim. Magic does not temper an Ogre's natural brutality, and the urge to beat the initiate to death for stupidity is often too great.


RUSS NICHOLSON • 2001.



CHAPTER 17

WITCH-HUNTERS

Aldus Brecht cast his eyes about the village square and the scruffy throng of peasants gathered there. They were dressed plainly, as their means and status dictated. Brecht too was wore plain clothes: his priest's hooded habit, tied at the waist with a rope made from the hair of the witches he had hunted down and tried. His latest victim stood before him now, shaven headed, faggots of wood piled around her feet, her arms tied to the stake that had been hastily erected by the all-too-willing villagers.

"Elsbeth Reiger, born Hals, you have been accused of witchcraft and found guilty in the time-honoured tradition of trial by ordeal," Brecht stated, addressing the woman. "What say you, witch?"

The woman moaned, tears streaking the bloodied grime covering her face, but uttered no identifiable words. She could not speak, for her tongue had been cut out.

Brecht turned to face the expectant crowd. "And what say you?"

"Burn the witch! Burn the witch!" the rabble roared, pitchforks waving above their heads and hatred in their eyes. Lighting a brand from the smouldering brazier at his side, the witch-hunter moved to ignite the bundles of kindling.

"Stop!" a strong voice, that demanded that all who heard it listen, cried out. "In the name of Sigmar, stop!"

Brecht paused and looked to see who had disturbed him in the execution of his holy work, anger and curiosity fighting for control of his expression. The crowd had parted in front of a tall figure who was standing on the other side of the square. He was swathed in a black velvet cloak and wore high-topped boots of polished black leather. On his head was a wide-brimmed black hat and around his neck hung a golden talisman cast in the form of a warhammer. In one hand he held a magnificent flintlock pistol that was aimed directly at Brecht.

"This charade has gone far enough," the stranger said. "I will not permit you to put another innocent to the torch as long as there is breath in me."

"And who are you to make such pronouncements?" Aldus Brecht demanded, barely controlled rage boiling inside him.

"I am Maximillian von Lechter," the stranger said, "Witch-hunter!"

IF THE EMPIRE'S ARMIES AND BATTLE-MAGICIANS are the first line of defence against invasions of Chaos from outside the country's borders, then witch-hunters are its defence against attacks by the enemy within. Believing that the best form of defence is attack, they seek out those who consort with Chaos or break the Emperor's laws relating to it, and neutralize them. All ordinary citizens agree that witch-hunters are necessary and that the work they do is crucial to the safety of the Old World, but there are very few who do not feel a flush of fear when they see a figure wearing the familiar dark hat, buckled tunic and cloak.

✢ HISTORY OF WITCH-HUNTING

Until around two hundred years ago, most witch-hunters were members of Order of the Templars of Sigmar. A largely self-governing division of the Church of Sigmar, the Order had existed since the early days of the Empire, but did not come into its present role until 1913, when the Church was given an official charter to eradicate the scourge of daemonology and Chaos-worship. The job was given to the Templars, who went at it with zeal – in many cases, too much zeal. More moderate witch-hunters commissioned or licensed by the temples of Solkan, Ulric and Verena were simply swept aside.

Over the years the ruthlessness and implacability of the Templars became legendary, as did the viciousness of their tactics, the brutality of their torture, and the atrocities they committed in the execution of their duties. The original military foundations and rules of their charter were widened, as was the list of its targets, until the "witch-hunters" – as they had become known – were able by law to arrest, try and burn "warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, heretics, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music". Users of sorcery were their main targets; anyone using magic was considered in league with Chaos.

By the time Magnus the Pious created the Articles of Imperial Wizardry and reformed the laws concerning magic in 2304-7 (see chapter 3, 'A Wizard's Life'), the Templars of Sigmar had become one of the most hated forces in the Empire. They were beyond anyone's control, feared even by their own priests in the Church of Sigmar. It was clear that their power had to be reduced, but it was unclear how that could be done: anyone who criticized the Templars would instantly be denounced as an anti-Sigmarite – a heretic – and therefore to be executed.

Magnus solved the problem not by reducing the power of the Sigmarites, but by extending it. He reaffirmed the Church of Sigmar's 1913 charter but he also gave the Church responsibility for enforcing the Articles – including one stating that Templars were religious and military units, and thus owed loyalty to the Empire, its Electors and the commanders of its armies as well as to their god.

Once the Grand Theogonist had – after much argument – agreed, Magnus declared the heads of the Imperial Colleges of Magic to be of the rank of military commanders. The Templars, finding themselves under the command of their former enemies – who not only now had the right to issue orders and discipline to them, but the magical firepower to quell any disobedience – had no option but to agree to a new slate of laws governing their actions and recruitment of new members. This allowed non-Templars and qualified members of the population to become witch-hunters as well, and gave equal status to witch-hunters from the temples of Solkan, Ulric, Verena and Mórr. Once the Templars' power was broken, Magnus withdrew the rank of commander from the High Wizards; but left the threat that it could be reinstated at any time.

Two centuries later the Templars of Sigmar still form the core of witch-hunters, but their ranks are swelled with templars and former clerics from other temples, as well as ex-soldiers, judicial champions, those with a grudge against Chaos, and even some former spellcasters. Witch-hunters are always treated with healthy respect, and often fearful loathing: memories of the atrocities and mass burnings from the old days of the Templars still live in some parts of the Empire, and in the minds of some witch-hunters too. They may have pledged to serve under Magnus's laws, but some believe the Emperor and his lackeys do not understand the true danger that Chaos poses, and yearn for a return to the old ways.

✢ DUTIES AND POWERS

A witch-hunter's sworn duty is to protect the Empire and its citizens from "Chaos, its allies and those who would serve it", who include Daemons, daemonologists, Chaos cultists, Chaos sorcerers, necromancers, unlicensed users of magic, mutants and Beastmen. Many witch-hunters will specialize in a particular field of investigation, and may spend years, or even decades, travelling the Empire to track all the members of a certain cult, or on the trail of a particular priest of a dark god. Those who specialize in pursuing necromancers and daemonologists are sometimes recruited to become exorcists (see pp140-141).

Magnus's rules charged witch-hunters to work within the law: they can no longer serve as prosecutor, jury, judge and executioner. They have the power to arrest any citizen on charges of following the ways of Chaos, and can call for that person to be tried at once – a request that very few town-councils will refuse. The accused has the right to a fair trial, although the definition of 'fair' varies from place to place. The witch-hunter will always serve as prosecutor in such a trial; and since there are no laws about sticking strictly to evidence, some will use oratory, implication, suspicion and even veiled threats to persuade a judge (and jury, if there is one) of the accused's guilt. If they are found guilty, the usual sentence for a follower of Chaos is death by burning – the only way to destroy the body and purge its foul spirit at the same time.

Most witch-hunters work alone, sometimes under cover but more often in the open, their uniform of black hat and tunic striking fear into people's hearts and confusion into their heads. They are able to call on the services of

the local militia or watch, priests of the temples of Sigmar, Ulric, Verena and Mórr, and "all right-minded citizens" to help in the execution of their duties. Magnus's intention was that witch-hunters would work closely with each other and with their temples, but the tensions between hunters of different faiths, and those with different attitudes to magic, mean that the times when they join forces are rare. However, there are some cabals and organizations of witch-hunters, often at the highest levels, such as the Seekers After Truth and Justice (see below); with their own quarters or houses in different cities. A couple of the most powerful have abbeys or castles where members gather to report, train and pray together.

One of the more controversial of the Articles of Imperial Wizardry is that the property of anyone found guilty of consorting with the forces of Chaos is forfeited to the temple of the witch-hunter who brought them to justice. In many cases this has led to accusations of corruption among the witch-hunters, or charges that evidence of Chaotic involvement has been forged to bring down a trade rival or shift the balance of power in local politics. From time to time a local temple with a handful of priests suddenly finds itself in possession of a castle, a country estate or – in one case in 2495 – a trading company with warehouses along the length of the Reik and a fleet of twenty river-boats.

Some witch-hunters prefer to work outside the law. Some know that they would never be able to arrest their quarry and bring them to trial, others believe that Sigmar's justice is too good for the scum they pursue, and a few begin to see the marks of Chaos everywhere. If caught, these renegades are treated as harshly as if they were Chaos-worshippers themselves. Some individuals pose as travelling witch-hunters: they visit remote communities, whip up hysteria against an innocent, have them burned, confiscate their assets and flee before their crime is uncovered. If caught, their punishment will be harsh: impersonating a witch-hunter is a capital offence.

No witch-hunter would ever use secular magic in the fulfilment of their duties. They are taught that magic is a force of Chaos, and to use it against the thing that created it would be like fighting a fire by dousing it with oil. Partly as a result of this, many witch-hunters believe that all wizards are tainted with Chaos in some way; even those with an Imperial licence have merely fooled the Emperor's servants into believing their vile practices are safe.

✠ THE LIFE OF A WITCH-HUNTER

To be a witch-hunter, a person must receive special authority from a senior priest of one of the four temples authorized to deal with the ungodly: Sigmar, Ulric, Verena or Mórr. These authorizations are not granted freely, but they are still a lot easier to obtain than a licence to practise magic, and they do not have to be renewed each year. Some temples train witch-hunters and keep close tabs on them; others grant licences to anyone who seems qualified and motivated. In some areas of the world, such as Estalia, witch-hunters are widely thought to be out of control, using threats of investigations and inquisitions to wield power over the temples that are supposed to be monitoring and moderating their actions.

Witch-hunters range from the coldly dispassionate, who regard what they do as "just a job", to those whose zeal for hunting down the servants of Chaos knows no ends, and who would burn a village to the ground rather than risk letting one cultist go unpunished. As witch-hunters get older and more grizzled, and the number of horrors they have witnessed grows, many become more extreme in their views, more like the stereotype of the implacable Templar of Sigmar from three centuries ago who believed that everyone is guilty, it's just a question of how much. A few scholars have wondered if witch-hunters who follow this path have perhaps fallen unwittingly in league with Chaos itself – but they don't wonder it too loudly.

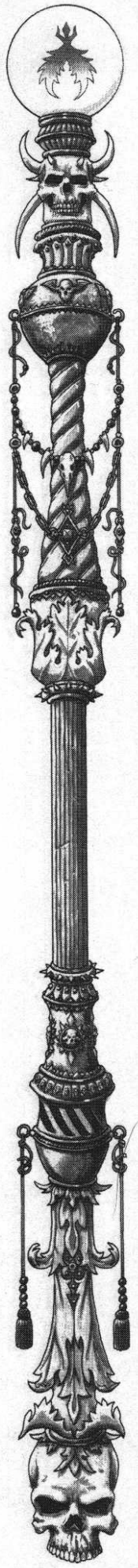
There are still self-appointed witch-hunters around the Empire, operating on their own terms, and without official authority. Some of them are renegades or zealots following personal crusades; others are corrupt, accusing wealthy people for the sake of confiscating their possessions. However, such is the terror that the name "witch-hunter" conjures in the minds of the Empire's peasants that they will believe anyone who claims to be a cleanser of Chaos. Community leaders, priests, lawyers and burgomeisters may be more sceptical but they may not want to stand up against a firebrand orator, in case they be seen as siding with the force of darkness themselves.

Witch-hunters have no responsibility for finding traitors, seditionists or revolutionaries, and most have no interest in them unless they are involved with Chaos. A conscientious witch-hunter might mention to a friend in the Watch that there's a group of anti-monarchists fomenting revolt around the university... but most witch-hunters don't have any friends.

✠ SEEKERS AFTER TRUTH AND JUSTICE

The motto of the Seekers is something each of its member aspires to: "Knowledge, Courage, Integrity". They pride themselves on their utter dedication to the job at hand. Many are Lawful in alignment, which makes them insufferable to most people. Although not officially recognized by the Imperial Court, they are covertly funded from Imperial coffers and by the office of the Grand Theogonist. Both organizations sincerely believe in the mission of the society. Neither fully realizes the excessive zeal or the merciless efficiency with which the work of the Seekers is undertaken.

The offices of the Seekers are in a grim, anonymous building near the Imperial Palace in Altdorf, marked only by a small brass plaque bearing the name of their organization and their motto. The building is never open to the public, and the door is kept locked at most times. Knocking will very rarely get any response, since the members of the Seekers all have their own key to it. Many of the members of the Seekers have 'cover jobs' as minor functionaries in the Imperial bureaucracy, particularly in the department that deals with the licensing of wizards, to check up on those they suspect of harbouring Chaotic tendencies.



The building's external asceticism belies its well-appointed interior. The walls are wood-panelled, the chairs are comfortable and a servant is always on hand to bring a glass of fine wine or a well-prepared four-course meal. The building also houses bedrooms for visiting members from other cities. The society tries to have an agent in every major city of the Empire at all times, and has recently been recruiting members to stay in the capital cities of other countries such as Estalia, Bretonnia and Kislev.

But in the basement beneath these fine rooms, the hidden face of the Seekers is revealed. It is there that the society keeps the cells and interrogation rooms of their victims. There is also a 'court' here, where wizards are tried before a panel of three self-appointed judges. Defendants are not permitted lawyers or witnesses who might cloud or hinder the process of justice. Trials usually begin with a simple question, often along the lines of: "Are you now, or have you ever been, a necromancer?"

If the gentle approach of the trial doesn't extract a confession, the wizard is taken into the interrogation room, where more forceful methods, such as thumbscrews, branding irons and the rack are used. After a confession has been extracted from the wizard, and he or she has been found 'guilty' here, a show trial may be arranged so that the brainwashed and terrorized victim may confess again in a properly recognized court of law before being sent to the stake. Alternatively, if it is more politically expedient, the wizard may just disappear, or be found floating face-down in the Reik. Very few wizards have ever successfully escaped from this travesty of justice.

Only licensed wizards suspected of necromancy and the like are treated in this way. Those without a licence will be tried in a normal court of law, where they can be found guilty with little risk of anything going wrong.

The head of the Seekers is Detlef Johannson. He is a cruel-eyed, grey-haired man in his late fifties, who always dresses in black. He is a close personal friend of the Grand Theogonist, having helped him track down several real (and many imagined) Chaos wizards in his thirty-year career as a witch-hunter. He suffers from *megalomania*, as well as acute paranoia.

Detlef is the terror of the Imperial Colleges of Magic, where he is rumoured to possess 'anti-wizardly powers'; it is whispered that he is immune to magic. This is not true, although his very high Will Power (89%) means a lot of spells will not harm him.

In addition, both he and his witch-hunters have gathered all sorts of protective amulets and even a few power-destroying weapons during their work, including many mundane but effective devices that guarantee suspects cannot cast magic. These include a range of drugs, manacles (preventing gestures), tongue restraints, gags and even small pouches containing irritating insects whose constant stings and nips will break even the most steely concentration – especially when the individual concerned has been deprived of sleep, food and water. With such devices and techniques, together with years of rabble-rousing and political experience, these individuals are able to act on their suspicions with virtual impunity.

* EXORCISTS *

Exorcists devote their lives to hunting down and casting out the Undead, Daemons, ghosts and those who would summon them. They are not the same as witch-hunters; while their goals are similar, their methods are completely different. Witch-hunters abhor sorcery, while exorcists learn the arts of necromancy and daemonology to use against the forces of darkness. They are driven by a burning desire to eradicate all traces of these foul arts.

There are three kinds of exorcist. The first is religious: priestly initiates trained by secret cabals within one of the temples – often but not always that of Mórr – in dark arts which would have them burned for Chaos-worship if they were discovered. They have sympathizers within some of the colleges of magic who are prepared to grant them magic licences so they can practise their art more openly; but because the issuing of licences is so carefully monitored, only a few can be given out this way each year. Some witch-hunters are recruited to the profession this way.

The second kind of exorcist is dynastic: exorcism is in their bloodline and they possess a natural talent for it. The skills of exorcism and the secret knowledge of Daemons, the spirit world and the nature of Undead are passed down from generation to generation, from parent to child. There are only a few of these families in the entire Old World, and although they suspect there may be others like them, they have no contact with each other.

The third kind of exorcist is the rarest: the necromancer or daemonologist who has succeeded in tearing themselves free of the grasp of their foul profession, and has vowed to destroy all traces of it and those who follow it.

The life of an exorcist is a lonely one. Whatever their training, most spend their lives travelling from place to place, dealing with hauntings, possessions and other supernatural phenomena wherever they are found. Because of the nature of their calling, the exorcist will also be skilled at detecting and exposing hoaxes, where supernatural activity is faked for one reason or another.

Many are forced to work secretively, like hedge-wizards, and have both the supernatural and the official wizardly community against them. Most never meet another person in the same line of work, and then only if their temple or sponsor summons a group together to take on and exorcise a particularly strong force or supernatural entity.

The exorcist's goal is to rid the world once and for all of supernatural perils and of those who meddle with things best left alone. Some exorcists ultimately become witch-hunters in order to achieve this. Exorcists make use of a variety of skills and spells to deal with the supernatural; for the purposes of spell-use they are treated like wizards.

To use magic openly an exorcist must be licensed, unless he is a priest of a church or temple. No college would ever be willing to give licences to people who admit that they have learned necromantic and daemonic spells, no

matter how good their motives, so licences must be obtained either in secret, by forgery, or by adopting the guise of a legitimate wizard. Some exorcists live double lives, appearing only when needed, while others travel constantly, not staying in one place for more than a few days.

Exorcists will never work with witch-hunters, and live in fear of them: Magnus's laws and the charter of 1913 clearly state that anyone found practising daemonic or necromantic magic is a follower of Chaos and must burn.

✣ EXORCIST ✣

Level 1 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	+2	+10	-	-	-	+10	-	-	-	

Level 2 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+3	+20	-	+10	+10	+20	+10	+10	-

Level 3 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+4	+30	-	+20	+20	+30	+20	+20	-

Level 4 — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+4	+40	-	+30	+30	+30	+30	+30	-

Skills – Level 1
Arcane Language – Magick
Arcane Language – Necromancy
Arcane Language – Daemonology
Cast Spells (Exorcist)*
Daemon Lore
Identify Undead
Magical Awareness
Meditation

*The *cast spell* skill for exorcists is a special hybrid of other traditions. This has been devised over the years to support their specialization, but as a result, it is not as versatile as normal *cast spell* skills. The skill allows exorcists to cast spells from several magical traditions, but only the ones in the list below. The skill must be bought again at each higher level, as with any other wizardly career.

Levels
Exorcists do not gain access to new skills at levels 2, 3 or 4, with the exception of the *cast spell* skill, as described above. The experience point cost for each level is the same as for normal wizards (not specialist wizards), as described in **WFRP**, p136.

Magic Points
Just like wizards, human and Elf Exorcists gain 4D4 MPs at each level, whilst Halflings and Dwarfs gain 2D4. In practice, there are few (if any) non-human exorcists.

Trappings
Hand weapon
Religious token
Bell, book and D6 candles
5D6 gold crowns

Entered from
Initiate
Cleric
Witch-hunter
Wizard (any)

Career Exits
Cleric
Witch-hunter

Spell Use
Exorcists use spells from a variety of sources, blending daemonic, necromantic and other magic to suit their own purposes. Their spell allowance is the same as for a wizard of the same level, but they can only use spells from the following list (although similar new spells may be added at the GM's discretion):

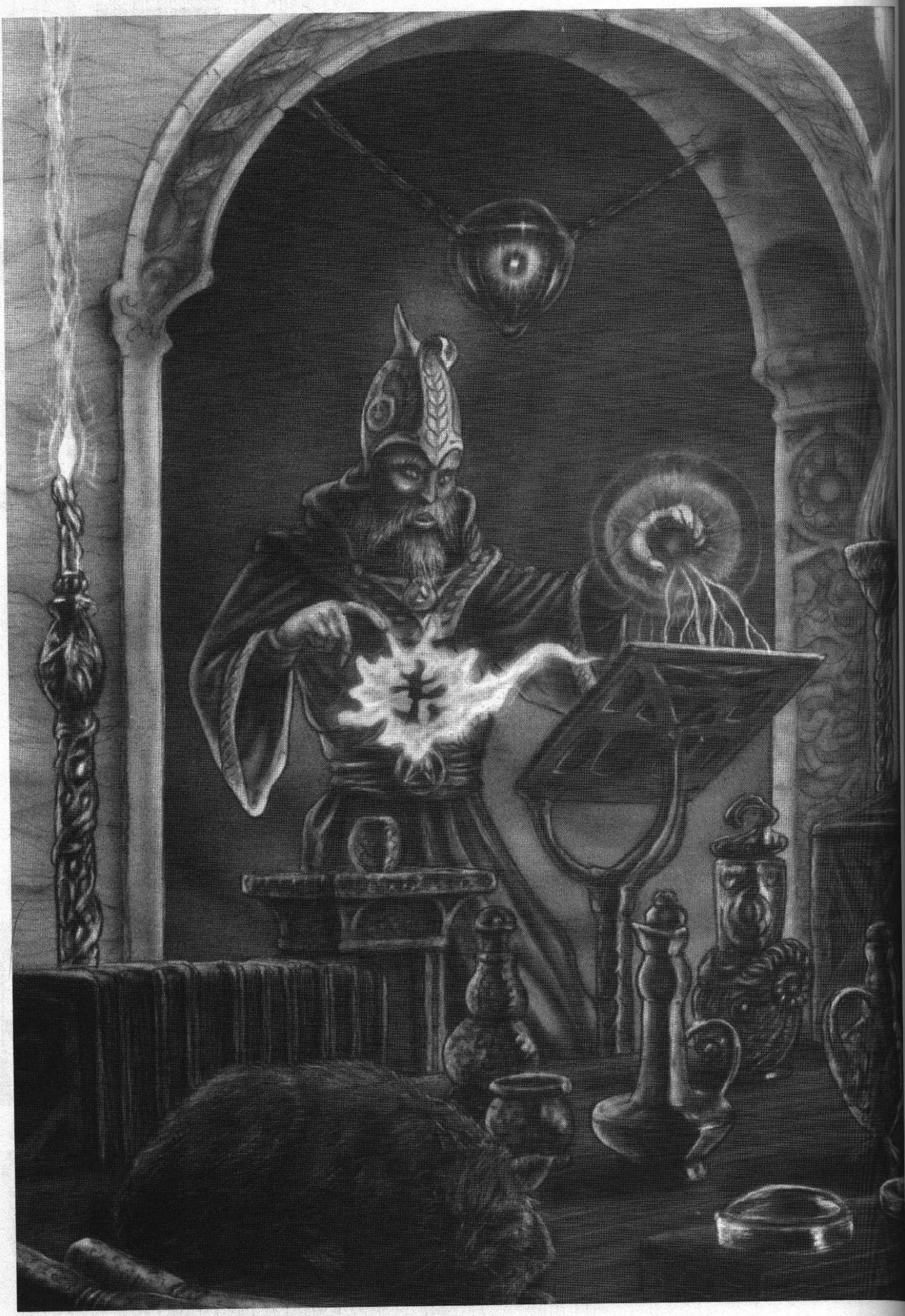
Level 1
Bind Daemon (D)
Destroy Undead (N)
Detect Magic (B)
Dispel Lesser Daemon (D)
Zone of Daemonic Protection (D)
Zone of Life (N)

Level 2
Banish Illusion (I)
Mental Duel (B)
Steal Magical Power (B)
Zone of Daemonic Nullification (D)
Zone of Sanctuary (B)

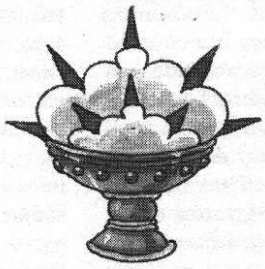
Level 3
Annihilate Undead (N)
Banish Elemental (E)
Cause Instability (B)
Dispel Daemon Horde (D)
Dispel Magic (B)

Level 4
Destroy Illusions (I)
Dispel Elementals (E)
Dispel Greater Daemon (D)
Drain Magic (B)
Zone of Magical Immunity (B)

B	Battle magic spell
D	Daemonic magic spell
E	Elementalist magic spell
I	Illusionist magic spell
N	Necromantic magic spell



CHAPTER 18



SPELL CASTING AND CREATION

Annegret was freezing. She trudged through the deep snow, shivering a little. The others were bundled up in thick coats, but she simply hadn't expected it to be this cold so early in the year. She pulled her blanket more closely around her shoulders and cursed her lack of foresight.

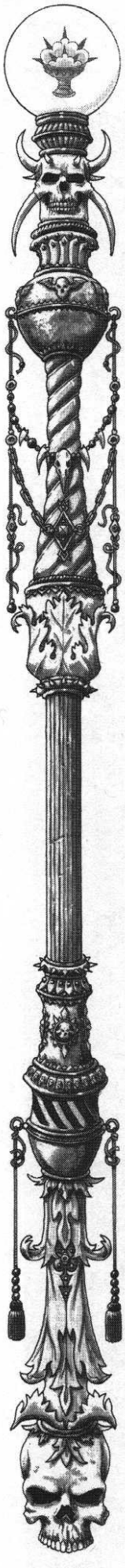
If she made it to Middenheim in time for the great festival of Ulric at Mondstill she knew she could make plenty of money entertaining the citizens with her wonderful illusions. Dawn over Talabheim, or the great bridge of Marienburg: those were always crowd-pleasers. She might even do an illusion of a snowy view, as seen from the window of a coach that is skidding and crashing. That should be exciting enough for anyone. It had certainly been exciting enough for her.

Luckily she had only been scraped, and the coachman said that there was a village only a mile away. He had cut the single surviving horse free of the traces and led the way. She shivered.

Wasn't there some magic that might help warm her up? She racked her brains.

At last she remembered one of the first simple petty magic spells she ever learned, the Zone of Warmth. That would do it. But – she fumbled about in her bag with a dawning sense of despair. The horrors! She didn't have the necessary piece of animal fur! She shivered again and trudged on through the snow, in the wake of the coachman and the horse.

The horse! Was a horse furry enough? Would that do? She advanced towards it, determined to find out.



MAGIC IS A FICKLE FORCE, AND ANY SANE spell caster takes as many precautions as possible when calling upon it. Summoning the power is comparatively easy, but controlling it is altogether more taxing. Chants, rituals and components are used in order to focus the mind and steer the spell in the desired direction. In some circumstances such support cannot be called upon, at which point matters may become dangerous for all concerned. The effects of these aids to spellcasting, and of failure to control magic as it is cast, are described in this chapter; as are methods of creating new spells.

* CASTING SPELLS *

Every wizard hopes that when it comes to casting a spell, particularly those of higher level, greater power or less proven success, that the conditions will be perfect: they will be rested, well supplied with appropriate ingredients, with ample time to perform the rituals, good light, clear access to the target of the enchantment, and no distractions of any kind. If these conditions are met, then casting almost any spell is a fairly simple matter.

Unfortunately, many spellcasters frequently find themselves having to create magic in situations where some or all of these conditions do not apply: in pitch darkness, for example, or with an Orc sitting on their head. The following sections outline the steps required to cast a spell, in the order that they most commonly occur.

‡ THE SPELL CASTING PROCESS

The spellcasting process breaks down into the following five steps:

1. Accessing magical ingredients
2. Making the required gestures and invocations
3. Channelling magical power
4. Targeting
5. Carrying out resistance tests

‡ MAGICAL INGREDIENTS

The casting of many spells is made far easier by the use of a material component as a focus for the invocation. In order to use a magical ingredient in a spell, the spellcaster must be holding it in their hand, or at the very least touching it. For this reason, wizards with offensive or defensive spells often go to great lengths to ensure that any needed ingredients are always close to hand. Most wizards carry a leather or cloth bag or a coat with many pockets containing a selection of their most commonly used spell ingredients – a battle wizard who specializes in the *Fire Ball* spell may have a small bag of balls of sulphur on his belt.

It is usually safe to assume that most wizards are organized enough to lay their hands on a component quickly enough to cast a spell within the same round (ten seconds). However, if the wizard is, for instance, a necromancer, he's unlikely be walking the streets with a fresh human heart in a belt-pouch, just in case he wants to cast *Annihilate Undead*. The GM must judge such cases individually. Some items are best not seen in public, for reasons of good taste (such as the stomach of a troll), or because they would lead the City Watch to take an acute interest (for example, the hand of a necromancer). In this case, the GM may require the player character wishing to cast the spell to spend one or more rounds getting the item out of the hidden pocket or bag where it has been stashed – assuming the wizard would be carrying it at all.

Once the magical ingredient is ready, the wizard performs the spell's additional invocations and hand gestures (see below). Hand gestures will usually involve holding the ingredient in one hand and making sweeping arcane movements with the other arm. In the case of missile spells, the ingredient may actually be thrown at the target, or at the very least pointed at it. For instance, casting a *Fire Ball* spell will involve gathering magical energies around a ball of sulphur and then flinging it at the target. The ball of sulphur will fly toward the target, and will be burnt up by the time the magical fire hits. In the case of a *Lightning Bolt* spell, the component – a tuning fork – is aimed at the target, and the lightning flashes out of its prongs, consuming the ingredient in the process. In the case of large ingredients (for instance the thigh-bone of a Chaos Beastman, needed for the spell *Summon Steed*) the item will often be held above the head in both hands while the invocation is performed.

Unless the spell description states otherwise, spell ingredients will be used up in the casting process, although obviously this is not the case for geographical features such as bodies of water or graveyards. The GM should also feel free to rule that other components remain, especially if players are abusing spells such as *Glowing Light*. Losing the ingredients for minor spells is not usually a problem, but rarer ingredients may change hands for high prices. Seeking them may be the subject of entire adventures.

Being found in possession of recognizable spell ingredients without a licence to perform magic is usually enough cause for a witch-hunter to place someone under arrest, although it may not be enough to see them burned.

‡ CASTING WITHOUT INGREDIENTS

There are some times when a wizard needs to cast a spell, but doesn't have the necessary ingredients. Maybe they are very rare and hence unobtainable, or perhaps the caster forgot to go shopping before leaving on a long wilderness trip. Whatever the reason, the following rules allow spellcasting without ingredients.

The GM must decide how much attention to pay to ingredients and their availability. Although you may not want players to track every feather and wax ball used, it's a mistake to ignore ingredients entirely. First, they can be entertaining and amusing adventure-props; secondly they are important to game balance.

To cast a spell without ingredients, the wizard must make a *magic* test with a penalty of -10 per level of the spell being cast, treating petty magic as level 0. (This roll is in addition to any other roll that may be needed, for example, if the spell caster has fewer than 12 MPs – see below.)

If the *magic* test is successful then the spell is cast, but costs more Magic Points than usual. The player must roll a D6 and add it to the normal points required to cast the spell. If the rolls is a 6 the player must roll again, and this number is added to the first. This process carries on until the player stops rolling sixes. If the total number of MPs required exceeds the caster's current total, all of their MPs are lost and the spell fails, as described below.

If the *magic* test is a failure, the spell fails to work. In addition, the spellcaster's mind is shaken by the sudden surge of raw magical power suddenly seeking a focus in the same way lightning seeks a path to the earth. The spellcaster is stunned and can do nothing for D6 rounds. The character counts as *prone* for that period, and simply stands there, with slack jaw and glazed eyes, perhaps gibbering slightly. In addition, the magician gains a number of Insanity Points equal to the level of the spell that was cast. (Those casting petty magic gain no Insanity Points.)

If the test is failed by 30 points or more, then the caster also suffers one Wound per level of the spell cast, with any criticals rolled on the sudden death critical table on p125 of **WFRP**. They must also take a Will Power test (with failure causing an additional D3 points of damage, as always) to avoid immediately gaining a mutation from the surging power of Chaos that wracks their body.

This test may be modified according to the type of spell cast, at the GM's discretion, with healing spells and the like gaining bonuses of between +5 and +20, offensive spells gaining penalties between -5 and -20, and necromantic spells, daemonology or Dark magic gaining additional penalties of up to -30.

ǂ PERFORMING MAGIC

Casting a spell usually includes a number of strange gestures and sonorous words that help the wizard to focus and channel magical power. Anyone can say the words of a spell, but unless they are accompanied by the correct gestures, by a caster in the right state of mind and with the ability to control magical energies, nothing will happen. A wizard can cast spells in a normal voice, although some find that chanting loudly and portentously does wonders for their reputation, and can intimidate enemies too.

One of the most common causes of failed spellcasting is that the caster is distracted during the ritual. When using magic, the spellcaster is unable to move or carry out any other activities – they are treated as *prone*. If they are interrupted, either through being hit or shaken, they must take a **WP** test to carry on casting the spell. If they are injured, then no test is permitted – the spell fails automatically. If the spell fails then the MPs it required are still expended. Unless otherwise noted, however, the components required by the spell are not consumed.

Note that some spells, such as *Sleep*, require the caster to touch the target for the spell to have effect. In these cases, the attempt to make physical contact can only take place after the spell has been successfully cast (but before any *magic* test is taken). During the casting, the normal rules for remaining *prone* apply.

ǂ GESTURES OR INVOCATIONS

Invocations and gestures can be a bit of a problem. It's all very well for a wizard to chant and wave their arms about in the middle of a battlefield, but sometimes characters want to cast spells without people noticing. Unfortunately for them, it isn't possible to cast a spell without any gestures or invocations at all, so wizards cannot use magic spells when gagged or bound, for example. However, if the wizard is willing to risk a smaller chance of the spell working, it is possible to cast spells without going through the full chanting-and-waving performance.

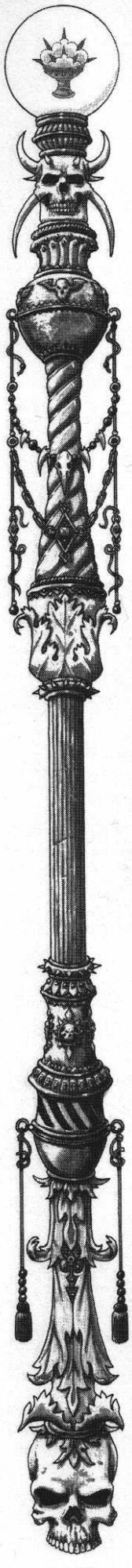
If a wizard whispers the invocation quietly under his breath, a successful *magic* test must be made. Similarly, if the wizard performs a more curtailed version of the necessary gestures (for instance, moving their fingers out of sight under the table), a *magic* test must be made. If the wizard both says the invocation quietly and uses curtailed gestures then only one *magic* test is made, but at -20. In all of these cases, if the test is failed then the spell does not work: the ingredients are not consumed, but the MPs are still expended.

✻ MAGICAL POWER ✻

All spells require magical power to cast. A frequent problem with spellcasting is that the wizard will have already used other magics, and is unable to draw together whatever power remains at their disposal. When a spellcaster has less than twelve MPs remaining and tries to cast anything more advanced than a petty magic spell they must roll 2D6 and compare the result with their remaining MPs.

If the number rolled is equal or lower to the MP total, then the wizard has managed to draw together the required energies, and the spell can be cast. Otherwise, the power escapes the spellcaster's grasp: the spell still costs the stated number of MPs, which are deducted from their current total, but this energy slips away rather than being used to fuel a spell. Wizards often explain this to their apprentices with the analogy of a tall beaker of water – it is a simple matter to pour off a measured amount from a full beaker, but when there is but a small amount left in the bottom, the great angle at which the beaker must be tipped means that at the slightest tremble, the merest miscalculation, it will all spill out in a rush.

Matthias Pouka has already cast several fireballs at the goblins that have surrounded him in his woodland hide-away. However, he knows he is still outnumbered, and that his best option is to fly to safety. He attempts to cast Flight, *but only has 7 MPs left. The player rolls 2D6 and scores nine; the three points required for the spell are deducted from Matthias's current total, but the magical energy slips from his grasp and nothing happens. If he tries to cast* Flight *again, he will need to roll a 4 or less – at this rate, he will have to rely on his wits to save him.*



It should also be noted that wearing armour makes it harder to cast spells, increasing the amount of magical power required, as described in **WFRP**, p135.

TARGETING SPELLS

Once a spell has been activated, it must be targeted. The gamesmaster should not tell a wizard player-character whether a target is actually in range or not until the spell has been cast, although the PC may (at the GM's discretion) make an *estimate* test in order to find this out.

Some spells are described as affecting groups. In these cases, the gamesmaster should decide who is treated as part of the group and who isn't, but generally anyone within three yards of the person at the centre of the group should be included. Again, if a wizard wants to know in advance whether a particular character will be affected by a group spell the gamesmaster may require them to make an *estimate* test.

Vincent Black Lightning is confronted by a group of local militia. He decides to smite them with his trademark spell, Lightning Bolt. *He is particularly concerned about one individual who appears to be wearing robes, and who is hanging back a little from the group. He estimates that this person is four or five yards behind the others; he must choose either to target him or the militia. Worried that this person might be a wizard, and confident of his ability to escape the rabble of accusers, he casts the spell at the individual. Sadly, this person is Harald the Potter; he is here because he was the one who led the militia to Vincent, and the 'robe' is just a smock under his long winter coat. He is struck by the full force of the spell, and dies with a lightning-shaped rift in his skull.*

RESISTING MAGIC

Although many spells take effect automatically when they are cast, others involve overcoming the target's resistance to magic. In most of these cases, the target is allowed to make a *magic* test. However, there are some (mainly missile spells) where the target tests against their Initiative in order to dodge or reduce the spell's effect. Where this is the case, it is noted in the spell description.

If the spell is one in which the target receives a *magic* test to lessen or shrug off the effects, the caster can choose to expend additional MPs to enhance the spell. This has the effect of reducing the target's **WP** by 5 points per MP expended. If the caster chooses to do this, the amount of points being spent must be decided before the player or gamesmaster rolls the dice for the test.

In some cases, a target with magical abilities will be able to affect the test by using Magic Points in the same way. This has the effect of increasing their **WP** by 5 points per MP. If both the caster and the target can affect the test, the GM should secretly note the number of points each expends before the dice are rolled.

SPELLS & EFFECTIVE INITIATIVE

If players are using the Effective Initiative system from *Apocrypha Now* (pp31-32), the point in each round when actions are carried out may become important. Gamesmasters should feel free to modify the following guidelines as they feel appropriate.

Accessing an ingredient that is actually to hand (e.g. in an open belt-pouch or being passed to the caster by an apprentice) takes 10 EIs; if the ingredient is close to hand (e.g. a sulphur ball in a belt pouch) it will take 20 EIs. Otherwise, use the standard rules for finding items in packs during combat (**WFRP**, p116).

The ritual element of spells takes 40 EIs, irrespective of the level of the spell, and also irrespective of whether the gestures or invocations are replaced by the time-intensive mental exercises that can be substituted for them. Higher-level spells require more power to be controlled, and more difficult concepts to be learnt, but the performance involved takes no more time than for any other spell unless otherwise noted in the description. The spell takes effect at the end of this period of time.

If this element uses up the remainder of the caster's EI, simply treat the spell as taking effect at the end of the round. If players are abusing this rule, for example by squeezing in extra activities in order to get "free" EIs for spell casting, the GM should rule that the spell goes off in the next round, and the 40 EIs are deducted then.

The channelling of power and any tests required are almost instantaneous, and are ignored for the purposes of calculating EI.

Casters who have EI remaining may gather more ingredients or carry out any other actions as normal. However, they may *not* engage in casting a second spell during the same round – the processes involved are simply too taxing to permit this period of intense concentration to be rushed or crammed together in this way.

GROUP MAGIC

It is very rare for spell casters to be able to get together and pool their MPs to cast an extremely powerful spell. The spell *Channel Energy* (see p189) is available to acolytes of the Light College and some clerics of Sigmar, but is not normally available to anyone else; even if other spellcasters are able to find a way to learn it, they will discover that Light wizards will not use the spell with anyone who is not one of their number; and clerics of Sigmar feel the same. Clerics are not able to pool their MPs with secular magicians under any circumstances.

PERFORMING RITUALS

Some magical activities are more complex than others, and take longer to perform. These are known as rituals. Rituals work in exactly the same way as spells, except that they take a minimum of 10 minutes to complete, rather than

the normal 10 seconds or so required for the casting of spells; and some can take hours or days. Rituals take effect only from the time when they are completed. Unlike spells, it is impossible to perform rituals without the recommended gestures or invocations; no penalties can be substituted as a way of avoiding these requirements.

✻ SPELL CREATION ✻

It is possible that either a gamesmaster or a player character may want to invent new spells or modify an existing spell to add to a campaign. While new spells are easy for a gamesmaster to create, they can be as time-consuming and expensive for the PCs as the gamesmaster desires.

First of all, a spell description must be drawn up. This should be restricted to the spell's effects – its cost, level and components are worked out later. The next step is to decide what category of magic the spell falls into: for example, is it Battle magic or Elementalist magic? Most importantly, is it really a forbidden type of magic?

At this point, you should check to make sure there isn't already a spell in a different discipline that performs the same function. If there is, can you adapt the description so that it suits this new discipline? Does it really belong in this tradition of magic at all? The Imperial Colleges of Magic, for example, are there for a reason – to channel spellcasters in certain directions, so that their specialized knowledge can lead to ever-more specialized spells within their chosen area. There's no point creating a spell for an illusionist that plainly belongs in Battle magic or elementalism.

Naturally, for a player, this categorization is extremely important. Player-character wizards cannot create a spell that fits in a discipline other than their own. (The GM's decision in this matter is final.) Characters can only create new magical techniques by extending the principles they already know, and that means working within the constraints of their own tradition. A few highly motivated individuals in the Old World do manage to study more than one approach in their lifetime, and some of them have attempted to combine the different approaches in order to improve the use of magic in some innovative way. To date, all such attempts have proved unsuccessful. Characters that have studied more than one school of magic can create spells in either, but cannot combine the two.

Part of the process of designing any new spell is for the gamesmaster to decide whether or not this particular idea is allowable within the game. If it can't be categorized easily, if there is no spell that already does anything even vaguely similar, does your new idea fit the Warhammer world? Is there no spell like it because it doesn't fit the way magic works in this setting? If the spell isn't appropriate, don't introduce it. In the long term, such additions tend to unbalance the game or make the background seem inconsistent. However, if you feel your spell does fit, then the character should be allowed to proceed to the next stage: research.

‡ RESEARCHING THE SPELL

Characters who wish to create a new spell have to undertake a period of research – even to calculate the MP and ingredient cost for the spell. This will take 1D4 weeks, working at least eight hours per day every day. This research can be spread out over a longer period, but only days involving at least eight hours of study will count towards the final total, and players should remember that weeks in the Old World are eight days long. Working more than eight hours per day has no additional effect. At the end of this, the player can begin the process below.

The first half of the table on the next page gives costs for the different effects that can be used to enhance an existing spell. The GM should devise magic-point costs for effects not included in the table, using those given as guidelines. Note that all spells require at least one MP to cast, and that the base cost for a spell gives a range of 'personal' or 'touch' and includes a duration of D6 rounds, if a duration is appropriate.

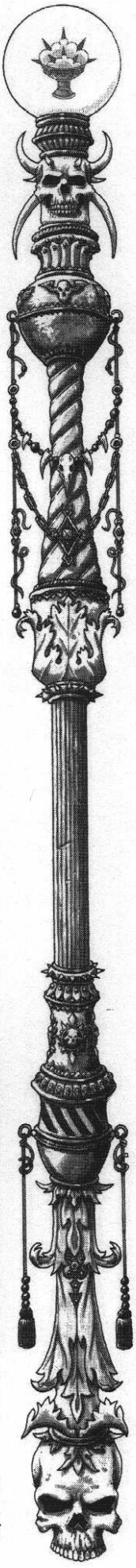
After working out the basic value of the spell, the GM and player will need to agree on its level. This will involve multiplying the basic points cost (see the second half of the table on the next page).

At this point, the GM must decide whether or not the points cost seems appropriate when compared to those of existing spells. As a rule of thumb, newly created spells should involve a points cost that's noticeably higher than those already in common use. This is because most common spells have been improved over the centuries. If the cost does not seem appropriate, the GM should be prepared to modify it.

Next, the GM and player must decide on appropriate spell components. It is recommended that those already given for spells be used as examples. For lower-level spells these can be fairly mundane and inexpensive, costing a few pennies for petty magic spells, a few shillings for level 1, and a few crowns for level 2. From level 3 onwards, components will need to be specially manufactured or obtained. For level 4, components may be magical in nature, or may come from unusual creatures such as dragons, hydras or Undead. If a level 5 spell requires ingredients, they will be extremely rare or even unique, and may be worth more than a small town-house.

If the spell has taken the 'rare components' modifier, then the ingredient should be treated as typical for the level above; if the 'common components' modifier is taken, ingredients should be treated as for one level lower. For petty magic, this may mean that no ingredients are required at all. For magic where no components are needed, such as Colour magic, the ingredients costs must be taken repeatedly until no ingredient is required. This gives a +5 increase to the basic MP value of level 4 spells, and +6 to the basic value of level 5 spells. Note that the multipliers are applied after these costs have been added.

The final step is for the character to devise the rituals and procedures that are required to cast the spell. Obviously, a character cannot even attempt to do this if the spell is of



SPELL CREATION TABLE

Effect	Magic Point cost
Base cost for any spell	1
The spell affects peoples' minds	+1
Range extended from personal/touch to 24 yards	+1
Range extended from 24 yards to 48 yards	+1
The spell affects a group or an area with a 12-yard diameter (if the spell has discrete components, such as fireballs or lightning forks, these will affect D3 creatures in a group per level of the caster)	+1
The spell creates an effect that continues for D6 turns, rather than D6 rounds	+1
The effect continues for an hour per level or until the next sunrise (GM's discretion), rather than D6 rounds (cumulative with above)	+2
The spell involves summoning or creating an entity	+1
The spell involves summoning or creating a group of D6 entities per level of the spell, rather than an individual entity	+2
The spell gives the caster a chance to control the summoned entities	+1
The spell's effects are restricted to specific types of target (e.g. undead, non-magical humanoids under 10' tall)	-1
Targets of physical spells have a chance to *dodge*, as with *Fire Ball*	-1
Spell requires uncommon (but not rare and/or expensive) components	+1
Spell only requires relatively common components	+2

Degree	Level	Points cost
The spell's effects have no direct impact on game mechanics.	Petty	Halved, rounding up
The spell's effects are slight, and could be compared to the effect of a single skill or advance, but may well be more "showy" in nature.	1	No modifiers
The spell can cause effects that would be hard to achieve without magic, such as influencing people's minds or affecting nature.	2	Add half again, rounding up
People's minds can be altered in limited ways, and natural laws can be manipulated.	3	Doubled
Major physical changes can be effected, and people's minds can be controlled, but without much finesse.	4	Trebled
Physical laws can be flaunted, and people's thoughts and actions directly manipulated.	5	Quadrupled

a higher level than they have reached in that tradition of magic. To create a new spell, the character must have the correct *cast spells* skill for that level and type of magic.

This second period of research and development will take one week per MP that the spell will require to be cast. This research can be spread over longer periods of time, subject to the conditions for the initial magical research given above. In addition, at the end of each week, the character must take an **Int** test (at -10 per level of the spell, but with no modifier for petty magic), with failure indicating that the week's work has been wasted and will not count towards the creation of the spell.

Any wizards carrying out such research whilst adventuring must spend all their spare time researching, poring over ancient tomes, trying out strange chants and arm movements, collecting bizarre ingredients and testing them, and so on. This research should be role-played. The rest of the party might be having fun in the inn, but the wizard will be up in his room all night with a stack of books and a pile of Goblin gizzards, muttering to himself and frightening the cat with abrupt gestures.

If the researching character cannot gain regular access to a well-stocked magical library, such as those maintained by the colleges and guilds, they will have a -10 penalty to all the **Int** tests that are required. If they cannot get access to even a small collection of relevant magical texts (say, ten or more grimoires or theoretical treatises relevant to their area of study) this penalty is increased to -20.

Finally, the PC must spend 300 EPs per level of the spell. When the points have been spent, the PC must make a *magic* test. If the test is successful, the spell is invented. If not, the wizard has obviously got something wrong some-

where in the process and will have to start again from scratch – but the EPs are lost permanently.

Needless to say, devising a new spell is rarely something that is undertaken lightly. None of these guidelines should be used to create spells that unbalance the game, and it is the job of the gamesmaster to disallow anything that threatens to do this.

REWARDS FOR SPELL CREATION

Players may wonder what rewards there are for people who invest so much time and effort in spell creation. For the most part, there aren't any, except perhaps for a smug feeling of self-satisfaction. It is possible (but very rare) that colleges or patrons will sponsor a wizard to create a new spell for them. Wizards who have created a spell independently may be able to sell copies of a grimoire that describes it to college or guild libraries, but only if the librarians can be persuaded that the spell is worth having, and that may require demonstrations.

The two key factors here will be the originality and usefulness of the spell. Characters attempting to sell grimoires like this should test against their **Fel** with a -20 penalty. Further modifiers should be imposed by the GM according to the size and interests of the library, its budget, the originality of the spell, and its level (the character gets a +10 to **Fel** per level of the spell, but -10 for petty magic).

If the college buys such a grimoire, the value of the purchase will be the cost of the book, plus 5D10 gold crowns multiplied by the level of the spell. This amount should be calculated for each spell in which the library can be persuaded to take an interest. Most librarians will attempt to *haggle*, and the cost of the book can be reduced – but never increased – by up to 25% in this way. (Note that it is the head librarian who will usually undertake such deals: they will always *bargain* until they fail a test, and will usually have a high **Fel** score, together with the *haggle* and *evaluate* skills.)

For a magician who hopes to gain money or fame from a spell they have created or found, there are alternatives to peddling it to libraries. Some colleges will award certificates or doctorates for original work that represents a 'significant' contribution to knowledge. (Standards for judging 'significance' vary widely.) These awards provide no financial benefits, but act as a mark of status that may stand the character in good stead if they meet another wizard, or are applying for a position, assignment or scholarship where such things are important.

In some cases, colleges may even allow the wizard to teach the spell to students as a paid member of the faculty, or add it permanently to the approved list of spells taught by the college. However, such recognition will need the approval of senior members of the institution. This approval could take years, what with academic in-fighting, accusations of plagiarism, counter-claims to parts of the work, and the like. In many cases, wizards simply throw up their hands in disgust and abandon any hope of such favours rather than endure the sniping and pettiness.

REDUCING MAGIC POINT COST

It is possible to use research and experimentation to reduce the MPs needed to cast a particular spell. As a rule of thumb, the maximum reduction in MPs will be a third of the initial cost of the spell, rounded down. (As noted above, it is impossible to have 'free' spells.) However, this research will be long and arduous, taking 1D4 years per point. Any week in which the character is required to leave the research for more than two days will not count towards this total. The research will also require an average of eight hours work per day; weeks in which this average is not met will not count either.

Further reduction of points costs have been achieved for some spells, and one or two spells have been so improved that their level has been reduced. However, such achievements are the result of centuries' worth of work by whole schools of wizards. No PC will ever be able to match these feats. However, once or twice in their lifetime they might hear of someone else managing some such improvement, and may even be unfortunate enough to be part of the team dispatched to investigate the claims – and to prevent anyone else from getting hold of the secrets. Needless to say, with such important developments as these, deceit and even murder become the order of the day.

Many common spells have been refined in the ways described above, which is why creating a *Fire Ball* spell from scratch (for example) will be less efficient than using the existing version, which has already been refined over the last few millenniums.

The scholar-wizard Heironymous Borscht has spent the last seven years studying the spell Fantastica, *which washes dishes overnight when cast in a kitchen. It was developed by his master, shortly before his death at the hands of an aggravated Grey Seer who had stumbled upon his magical lab only to be struck repeatedly by pieces of animated crockery. The spell – which the GM decided should be level 2, as it is similar to the level 3 spell* Animate Sword *(animation of inanimate objects) but has no impact on game mechanics (i.e. it might normally be petty magic) – initially cost 8 MPs; the most that it can be reduced is by two points. At the end of three years of study, Borscht develops a version that only requires 7 MPs to cast; after a further four years he manages to devise one that costs a mere 6 MPs. Recognizing this as the pinnacle of his achievements, he immediately starts documenting this process of research in a treatise that he hopes will gain him promotion within his rural college – a process that eventually takes a further fifteen years.*

FINDING SPELL INGREDIENTS

Ingredients are a vital part of most spellcasters' lives. Some are very easy to find – a feather, a stone, or a ball of mud can be picked up anywhere. These items have been given

a nominal cost in the list below to represent what it might cost to pay someone to collect, say, a drop of water. Others need foresight and preparation – animal fur, miniature umbrellas and magnifying glasses must be arranged in advance. Still others, like the heart of a doppelganger or the eyes of a basilisk, are so unusual and expensive that most wizards will be lucky to cast a spell using them once in their lives. Only the Imperial Armies are likely to be able to hand out such treasures to their wizards, and even then only in defence of the Empire or during a civil war.

Most wizards teach their apprentices how to prepare magical ingredients for all the spells they know, and even for some that they do not. A good magician tries to keep a stock of prepared ingredients. Except in emergencies, asking to use another wizard's ingredients is frowned upon, particularly if they are rare ones. Someone coming around at midnight and asking to use such a thing as a giant's thyroid gland or a cup of dragon's blood is likely to get a gruff response.

Most Battle Colleges or Wizards' and Alchemists' Guilds will sell a range of prepared spell ingredients to reputable wizards, but usually only for lower-level spells. Wizards in their first year of training at such colleges spend a lot of time learning to prepare ingredients, which are later sold either to offset the cost of the students' training or to raise funds for the college.

In addition to the colleges, a handful of shops that cater to the needs of wizards exist across the Empire. In general, treat such shops as being *very rare*. These shops specialize in preparing high-quality ingredients, and charge correspondingly high prices. Magic shops are viewed suspiciously by city councils, and have to be careful about who they accept as customers. It is normal for a wizard to show a licence before being allowed to purchase anything, no matter how innocuous. Master Fleugen's Magic Shop in Nuln is the best known, but there is also one in Altdorf and one in Carroburg. They do not advertise.

Many wizards like to find and prepare their own ingredients from scratch, and may spend months gathering what they need for a particularly elaborate expedition or series of spells. Often a high-level wizard will be unable to buy a particular component for a spell and will have to either organize an entire expedition, hiring adventurers as bodyguards to go in search of some strange ingredient, or – particularly in the case of ingredients which may be of dubious legality, protected, or cursed – he will pay other people to find them for him.

Body parts from certain animals and monsters are used as spell ingredients. Anyone who has any *cast spells* or *arcane language – magick* skills will know which parts of which animals are valuable if they pass an **Int** test. A creature like a dragon can be a goldmine for an impecunious party that can manage to bring its blood, skin, teeth and heart back to a college or magic shop. Most colleges will pay very well for such unusual ingredients, but will first take care to test whether they are genuine.

Other items are not illegal or even rare, but are large and very expensive (if not completely impractical) to buy. These include such things as graveyards and pools of water 12 feet across. Luckily for spellcasters, these things may be found scattered across the countryside and can be appropriated for spell use without, in most cases, the necessity of purchasing it first.

The table below is not exhaustive. Gamesmasters should use it as an indicative guide, adding or amending costs as required in their games. Prices should be based on the rarity of the item, the cost of travel to secure it (particularly for items from overseas), and the risk involved. Moreover, it is normal for vendors of magical ingredients to *bargain* (**WFRP**, p67) – they are invariably accomplished in doing so, and will certainly have the *haggle* skill.

Generally speaking, ingredients are not required for level 5 spells. However, where they are used, they should be mythical, unique or famed items, worth thousands (or even tens of thousands) of crowns each.

Some ingredients, particularly for necromantic and daemonic spells, are illegal and will not be found openly offered for sale. It doesn't matter how much gold you have, the heart of a good cleric never appears on the open market. Corpses can be bought from grave robbers or murderers, but as clerics of Mórr perform rituals to seal corpses

† SPELL COMPONENT COSTS

A ball of wax	4/-
A small speaking trumpet	15/-
A small lock	10/-
A small silver key	1 GC
Typical petty magic ingredients	*2-20 shillings*
A ball of sulphur	1 GC
A small silver hammer	5 GCs
An animal bladder	5/-
The scalp of a giant	50 GCs
Typical level 1 ingredients	*2-20 GCs*
A small iron ring	10/-
A tooth from a dragon	250 GCs
A tuning fork	1 GC
A ball of cotton wool	4/-
Typical level 2 ingredients	*5-50 GCs*
A turtle shell	20 GCs
The blood of a Daemon	300 GCs
The brain of a giant	100 GCs
A dragon's tongue	1000 GCs
A glass sphere	20 GCs
Typical level 3 ingredients	*20-300 GCs*
A piece of dragon hide, 6" x 6"	75 GCs
The heart of a doppelganger	750 GCs
The pituitary gland of a troll	300 GCs
The heart of a lion	200 GCs
Typical level 4 ingredients	*50-1000 GCs*

from necromantic magic before burial, those most suitable are often freshly killed for the purposes of the spell. As a result, the cost of such ingredients is quadrupled.

Getting hold of illegal ingredients involves many difficulties. If wizards are too discreet they may not obtain what they need. If, on the other hand, they are too open, they will end up dead or in prison. The characters will have to count on the discretion of criminals, which is rarely a safe option. It is never a good idea to become known as someone who has an interest in acquiring dead bodies. It is all too easy for the suppliers to turn necromancers in to the authorities after they have taken their money. As a result, many such wizards deal with their suppliers by way of blackmail – or worse.

If a wizard insists on using low-quality spell components, or inadvertently buys some impure ingredients from a shoddy or careless vendor, or is duped into using the wrong components in a casting, the gamesmaster should decide how this affects the spell. Effects can range from the spell failing completely or working at lower power, or the wizard having to spend additional MPs, to the spell working but not as expected – possibly with slight differences, possibly with major ones. Never forget that all magic is rooted in Chaos.

THE COST OF MAGIC ITEMS

As well as buying ingredients, characters may also attempt to buy magic items. In general, shopping for a specific kind of item will be impossible. Even in the few magic shops that exist, only a few magic items will be available for sale at any time, and some will be aimed at rich collectors rather than wizards or adventurers.

Should player characters get the opportunity to buy or sell magic items, however, the following guidelines can be used to indicate a basic range of costs. Gamesmasters should feel free to modify this as they see fit.

The base cost for any magic item is 50 GCs, added to the normal cost for a non-magical item of that type. If a magic item's effects are constant, such as a shield that confers extra APs, the base cost increases to 250 GCs. Many items are of 'good' or 'best' quality, and the cost of the mundane component should be modified using the multipliers on **WFRP**, p293. Also, if an item has historical value – and many will – the GM should feel free to impose additional costs as they see fit. As a rule of thumb, this might equate to 1 GC per year of age, although particularly noteworthy (or common) items can vary considerably in value.

'Recurrent use' items – including those that bestow constant effects – have an additional cost. This is determined by the level of the enchantment on them, as follows:

Petty magic	50 GCs
Level 1	100 GCs
Level 2	200 GCs
Level 3	400 GCs
Level 4	800 GCs
Level 5	1600 GCs

Note that these costs are per daily use. If, for example, an item can cast a level 3 spell twice per day, this will add 800 GCs to the value of the item. If an item's effect is not a standard spell, then the GM should find a comparable spell and use its level to price the item.

For example, a magic sword gives a +1 damage bonus and allows its wielder to cast a *Fire Ball* three times per day. A spell that gives an effect similar to the +1 bonus is *Strength of Combat*, which is a level 1 spell. The GM decides that this is an appropriate point of comparison, and adds 100 GCs to the value of the sword as a result. The fireballs add an additional cost of 300 GCs. Likewise, an *Amulet of Righteous Silver* protects its wearer from psychological effects caused by Undead. Reviewing the list of spells, there are a number of spells at level 2 that have psychological effects. The GM uses this as a measure of the amulet's power, and adds 200 GCs to its value.

Finally, there are a number of multipliers that should be taken into account. One-off items (such as scrolls and potions) have their costs reduced. For items with a constant effect, GMs should treble the additional costs (i.e. any costs apart from the cost of a normal item of this type and the base 250 GCs for enchanted items). Repeated use items (those with a limited number of charges) should be valued at the GM's discretion, using the cost for a one-off version and a 'normal' magic item as a guide.

In the case of the magic sword above, the total additional costs of the item are trebled, because the +1 bonus is constant. This brings the total costs to the base cost of the sword, plus 250 GCs, plus a further 1200 GCs in additional costs. The fact that the spell costs are trebled as well may seem unfair, but simply represents the fact that such a versatile weapon would be highly sought-after, and that major military interests with significant budgets would be interested in securing it as an asset.

Items relating to proscribed magic (e.g. necromancy or daemonology) should have their total value doubled. This applies even if only one effect falls under that category.

Should PCs ever attempt to sell a magical item, treat the base amount that they can demand as being half the cost calculated using the methods above. This might be *bargained* up or down by up to 25%. Any reputable buyer will also demand a full account of how the item came to be in the characters' possession, and if in any doubt about the story, will commission an investigation (often by a cleric of Verena, representatives of one of the state cults or a witch-hunter, depending on the nature of their doubts) into its provenance. Many cults offer a reward for securing illegally obtained items and bringing their sellers to justice (often around 25%-50% of their value), and it is often in the interests of dealers to gain this guaranteed reward rather than to go through the difficult process of selling the item themselves, even if it is at the price of the sellers' liberty or even life.

Naturally, there are many items that do not fall under these guidelines: magic in the Warhammer world is not easily pigeonholed. GMs should treat these items on a case-by-case basis, keeping note of their values to provide consistency with other items that are discovered later in the game.


A SMITH

CHAPTER 19



MAGIC ITEMS

Elandra slowly opened her eyes again and, turning to Konrad, said, "The wards have been bypassed. Now it is your turn."

It took only a few seconds of jiggling the metal picks in the lock and the heavy, iron-banded oak door swung open, its hinges creaking ominously. "We're in," Konrad said, flashing his companions a gap-toothed grin. Cautiously the raiding party entered the wizard-lord's treasury.

The weapon seemed to sing its presence to the magically attuned Elf in chiming, crystal tones. Oblivious to the other wonders that filled the ornate chamber – the light from Alric's lantern reflecting from a thousand facetted jewels and a veritable dragon's hoard of gold coins – Elandra was drawn trance-like to the sword.

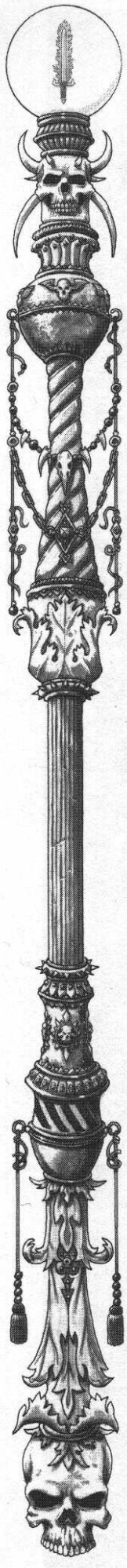
"Will you look at that?" Alric gasped in amazement, his eyes fixed upon the gleaming broadsword.

The tip of the blade was sheathed in a delicately carved marble plinth, the bas-relief scenes on its sides depicting the knights of the Empire vanquishing their foes in honourable battle. The blade of the sword itself was etched with an intricate knotwork pattern, which in turn had been inlaid with gold filigree. The golden hilt curved into dragon-like talons and was inset with sparkling sapphires and blood-red rubies, while the pommel was finished with an orb of crystal.

"Incredible, isn't it?" Elandra replied in a half-whisper. Ignoring the magnificent broadsword, the Elven wizard picked up a notched blade, covered in a patina of rust, from amongst the clutter on the stone floor and held it reverentially flat on her open palms.

At once her mind was filled with a rush of images – of a bald-headed, grey-robed man weaving his spells over the sword, of a noble warrior cleaving a savage bull-headed monster's skull in two, of the weapon lying forgotten in a mouldering tomb, clasped in the bony grip of a long-dead knight – and a ringing voice, sharp as a diamond-edged blade, spoke in her head:

"I was forged in the heat of Agshy by the mighty sorcerer Alamanthus and cooled in the breezes of Azyr. I was wielded in battle against the Beastmen hordes by Sir Roche d'Apre and lay with him in his grave, hungering for the blood of the foulbrood, for three centuries. I am the one known as Tuskhorn's Bane, the beast-slaying sword, and I am your salvation!"



Making magic items is incredibly difficult, partly because the magic of the Warhammer world does not allow itself to be bound easily to objects. Hence in the Old World magic items are rare, valuable and very highly prized. Even the simplest magical items fetch high prices, and powerful ones are next to priceless.

The techniques for creating binding enchantments to physical items have never been written down in any systematic way. This is because these techniques seem to change from item to item and from enchantment to enchantment. Even two swords from the same weaponsmith cannot be enchanted in exactly the same way. This is one of the reasons that Dwarf runes are regarded with such curiosity in the Empire, and why human magicians still pursue the knowledge of rune-mastery.

Most magic items are individual creations, made by a wizard with a spark of inspiration and a lot of luck. Occasionally one will devise a stable way of making a particular type of item (Boots of Leaping, for example, or spell jewels), in which case the wizard can reproduce it reasonably easily. However, breaking down the method so that it can be understood by other wizards is nearly impossible. All wizards approach their art from a slightly different perspective, and creating magic items depends heavily on the wizard's personality, individual quirks and attitude toward magic. In order to duplicate a magic item, a mage must follow the Magical Law of Sympathy, trying to precisely duplicate the style and mindset of the wizard who created the original object. This is rarely easy.

Some wizards become obsessed with this process of duplication. They try to research all they can find about the wizard who made the item, find as much as they can about the wizard's personality and habits, and try to recreate them. Particularly obsessive wizards will even dress like the wizard whose item they are trying to reproduce. They will eat the same foods, live in the same place, go for walks along the same riverbank, read the same books and learn to cast the same spells. Some wizards have spent the best years of their life recreating a dead mage's life in minute detail, in the hopes of being able, in the end, to reproduce a Sword of Spell Absorption – only to die of old age before they got round to its actual manufacture. Some powerful magical artefacts have never been successfully reproduced, despite years of trying.

Although a few magic items are made to be heavily ornate, contoured with carvings and crusted with jewels, these are rare. Magic items are typically made to be used, and given the distrust of magic in the Old World, a flashy item will only draw more attention – and whether it's from superstitious peasants or potential thieves, that's a bad thing. Most magic items look like regular objects.

‡ ROLEPLAYING WITH MAGIC ITEMS

Due to the rarity of such items, any party of adventurers laden down with magic items will quickly become the target of every criminal this side of the World's Edge Mountains. An NPC carrying a magic item should come as a surprise. Suddenly realizing in the middle of the combat that an apparently weak opponent is wielding a sword of great power can be an interesting experience. But if every character has magic items they become boring and routine, instead of magical, wondrous and scary, as they should be. Gamesmasters should remember to describe the game-world effects of their magic, and not the rules effect: "You notice that her sword seems to glow slightly as she swings it, and when she hits you, it cuts through your armour like a knife through cheese," sounds much better than "her sword is magical and ignores Armour Points."

Anyone found by the authorities using a magic item is likely to be subjected to close scrutiny, and if they are not a licensed wizard then they will have the item confiscated until the character is vouched for by someone trustworthy. (This may be a respected cleric, a high-ranking licensed wizard, a noble or the like.) Items of an obviously necromantic, daemonic or Chaotic nature are likely to cause the character to be arrested and tried for their crimes. Having said that, your average city watchman doesn't have *magical sense*, so unless the item is used in his presence or looks arcane, it is unlikely to be noticed.

* MAKING MAGIC ITEMS *

Due to the wide variety of magic items in the system, it is difficult to give hard and fast rules for their manufacture. The following should be taken as guidelines, and the gamesmaster should be careful to make sure that player-characters don't start creating new magic items at the drop of a hat. Anyone who wants to play a character who can make magic items on a regular basis should think about playing a runesmith or rune master (see chapter 12, 'Runes and Runesmiths' or chapter 13, 'Rune Masters' for details).

In order to make a magic item, a wizard must be of Level 3 or above. It is only possible to understand how magic can be bound permanently to physical objects once a substantial body of experience and theory has been mastered. They must also have the skill *manufacture magic items*. The player should first tell the gamesmaster what item the character wants to make: a replica of one already existing in the Warhammer world, or one of an entirely new design. Whatever the item is, it should have some connection to the type of magic that the character knows. An elementalist will not be able to make an item that uses necromantic principles, nor a Jade wizard an alchemical item. This should be decided by the player and gamesmaster on a case-by-case basis; it should be fairly obvious by looking at a character's spell list what areas of expertise they will be able to use in the creation process.

Each item has a *Difficulty Level* (DL), which gives an indication of the amount of research needed and the amount of skill required by the wizard to make the item successfully. If characters are trying to make an item that is outside the types of magic they have mastered, the gamesmaster may change the Difficulty Level. If the player can convince the GM (with reasoned argument, not threats or bribery) that the item is intimately connected with the character's personality, spells and skills, a decrease of one step in the DL might be appropriate. If the item bears no

relation whatsoever to the wizard's expertise, the DL could be pushed up as high as Near Impossible (see *Difficulty Table* below), or not allowed at all.

RESEARCH

The level of research required for making an item depends in both on the type of item and its rarity. The gamesmaster should encourage the player to spend quality roleplaying time on this stage of a magic item's creation. The richer the experience, the more the player will value the item once completed. Creating magic items is a creative process fraught with setbacks and obstacles; it should be a major feat and proof of the wizard's ability, not a simple task to be done and forgotten.

REPRODUCING EXISTING ITEMS

The most 'common' magic items are those carrying basic enchantments that are simple enough to duplicate, given time, research and dedication: items like magical weapons and armour, potions and amulets, and enchanted items of limited and specific use. These are items that most characters will have seen or read about at some point during their life.

Most wizards can research 'common' magic items of this type, and if necessary study their makers so as to beable to start duplicating the process of creating them. Such research will require time in a good magical library, like those found at wizards' colleges. It is up to the gamesmaster to decide whether a particular library has the necessary information on a particular type of item.

Researching and manufacturing any magic item has a Difficulty Level. The gamesmaster should find the DL of the item in the item lists on pp158-159, and then roll on the *Difficulty Table* below to see how long it will take to make. If the item is not in the table, then assign it a DL by comparing its powers with those of items already listed.

Once a library with the necessary materials has been found, research may begin. An **Int** test must be taken to check whether the character has access to and can understand the relevant information. This may be modified as the gamesmaster thinks appropriate. There will always be a base chance of 5% of finding the information needed in a magical college library; in a temple library, the base chance is 2%, and in a mundane library it is 0%. Typically, 50%-75% of the necessary documents are in foreign languages (Arabic, Arcane Elf or something even more obscure), in which case the character must be able to read that language, or find someone to translate. This research will take a minimum of D3 weeks (at eight hours per day, eight days per week) and a maximum of 2D6 months, as determined by the item's DL.

After a series of what he considers gross injustices, Luc DuPont, illusionist and dilettante, has sworn vengeance on his Elven nemesis. To further his plans, he has decided to make a Bane weapon to use against the Elf. For him, this item is Very Difficult. As a result, he ends up having to pay a small fortune to get hold of a copy of the 'Journal and Thoughts of Eric the Cruel' to use for reference. He pores over this and other arcane texts for the entire winter, before he feels confident that he understands the process required.

If the character is travelling, and has managed to get hold of copies of the necessary books, they can spend fewer than eight hours per day on research, but the total number of hours must be the same. A typical adventuring wizard could probably spend three hours per day studying, though he may have to forgo evenings in the tavern. While doing this, the wizard must try to reproduce the behaviour of the wizard whose item is to be duplicated. This is a matter of role-playing – the wizard may start to dress in blue, grow a long beard, give up drinking, learn to cast *Produce Small Creature*, etc. This could be embarrassing or annoying for their companions. Good roleplaying at this stage may earn the PC up to a +10% modifier to the *magic* test when actually making the item.

If the item in question is clearly based on principles from a different branch of magic (for example, an illusionist is attempting to make a bane weapon), the GM may assign one DL to the research, and a harder one to the actual manufacture of the item. At the end of the required research, the GM may announce to the player: "Having done your research, you realize that making this item is going to be harder than you thought. Do you want to continue?"

INVENTING NEW ITEMS

Not all wizards wish to re-create the past works of their peers. Some would rather distinguish themselves by creating a unique or new magic item. While initially this may seem an easier option, since one need not spend time researching some other wizard and his methods, it is not.

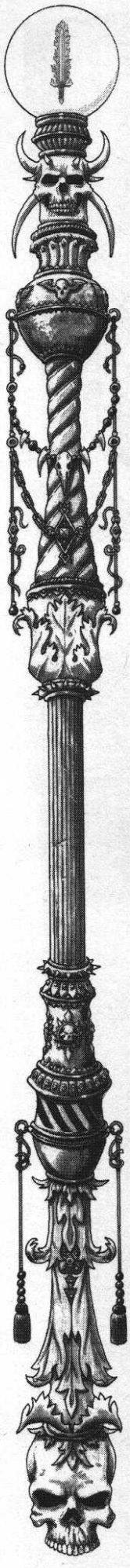
First, the player must give the gamesmaster a clear description of what the magic item is expected to do. Based on this, the gamesmaster must decide on a Difficulty Level for the item, or alternatively tell the player that the creation of such a thing is impossible – perhaps that kind of magic doesn't exist in the Warhammer world, or it would unbalance the campaign. As always, the gamesmaster's word is final. The best way to decide an item's DL is to compare its description to other items in this or other **WFRP** books. Because of the inherent difficulty in creating a new magic item, an invention, no matter how simple, should never have a DL of less than Difficult.

Once this DL has been decided, the player makes an **Int** roll (modified by the figure shown on the *Difficulty Table*), to see whether their character is clever enough to figure out how to make the item in question. If this is

DIFFICULTY TABLE

Difficulty Level	Length of Research	Test Modifier	MPs/ Day
Easy	D3 weeks	None	16
Average	D6 weeks	-10%	24
Difficult	D3 months	-20%	32
Very Difficult	D6 months	-40%	40
Near Impossible	2D6 months	-60%	48





According to the Articles of Imperial Wizardry, any wizard who creates a new magic item is supposed to register it with their local college of magic or church of Sigmar, or with the central registry in Altdorf. Failing to do so or being in possession of a magic item that is not on the registry is technically punishable by confiscation of the item, but this law is difficult to enforce and almost never used.

Once a wizard has made one item, further copies of it can be created without going through the research process again. However, few wizards are prepared to go through the tedium of becoming a one-man magic item factory. Reproducing items earns the contempt of wizardly peers, who consider such drudgery beneath the dignity of serious mages, and can arouse the suspicion of the registry in Altdorf. Flooding the market with identical items (and in this market 'flooding' means 'selling more than one') may come to the attention of authorities who object to this process – and stopping a wizard is as easy as revoking a licence.

Any character who makes three or more of the same type of magical item may discover the process becomes so ingrained that they begin to find making other magical items is more difficult. This is because their mind has become set in certain patterns of thought which are difficult to alter. The next new magical item made by such a wizard will incur a -10% penalty to the *magic* test because of this. This penalty will continue to apply until the wizard has practised a wider range of techniques, by successfully making three other types of item.

MAGIC ITEM FAILURE TABLE

Magic Test Failed By	Result
Up to 10	The item is a failure. It is not enchanted, and the wizard knows this.
Up to 20	The item is a failure but appears to be a success. When checked with the *identify magic artefact* skill, it appears to do what it ought to, but actually has no effect at all.
Up to 30	The item's powers are close to what its creator intended, but are different or missing in one crucial respect. The exact nature is left to the gamesmaster to decide
Up to 40	The item does the opposite of what was intended by its creator. (In cases where this is ambiguous, the GM should assign an ability for optimal dramatic effect.)
Up to 50	The item does what was intended, but has a secondary side effect too. (e.g. turns all milk sour in a 100-yard radius, frightens horses, makes its user's hair turn blue, etc.)
Up to 60	The item is a success, but is touched by Chaos. Every time it is used, there is a chance its effects somehow turn bad for the user. Magic armour turns a sword blow, but the blade skitters off and hits a friend nearby; a Power Stone runs out when it's needed most; and so on.
Above 60	The item is a success, but is cursed or badly tainted by Chaos. Something of the creator's darkest secret desires have seeped into the weapon's creation. The exact nature of the curse is left to the games-master: it may cause mutations, sever friendships, cast malign spells or even have a mind of its own.

MAGIC ITEM DIFFICULTY

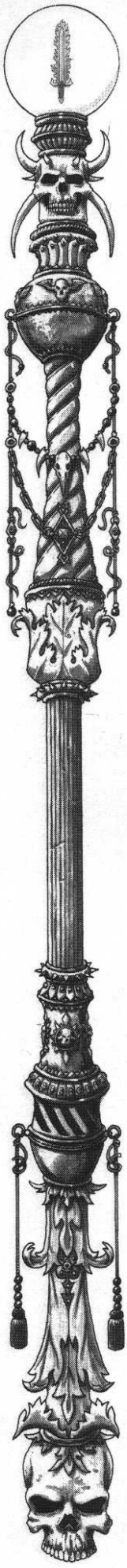
This is a list of all the magic items that appear in this book, the **Warhammer FRP** rulebook and *Apocrypha Now* (abbreviated as **AN** in the table), along with their respective Difficulty Levels, for use when manufacturing an item like them or based on them. Gamesmasters should feel free to use their discretion when consulting the table, since these are only guidelines.

Item	Difficulty Level	Page Reference
All-Seeing Mirror	D	**WFRP**, p183
Amulet of Thrice-Blessed Copper	E	**WFRP**, p183
Amulet of Adamantine	D	**WFRP**, p184
Amulet of Enchanted Jade	D	**WFRP**, p184
Amulet of Coal	A	**WFRP**, p184
Amulet of Iron	A, D, V	**WFRP**, p184
(difficulty based on level of protection)		
Amulet of Righteous Silver	D	**WFRP**, p184
Amulet Ring	Varies	**WFRP**, p187
(difficulty depends on type of amulet)		
Amulet of Law	A	**AN**, pp42
(can only be made by a Good or Lawful wizard)		
Amulet of Watchfulness	A	**AN**, p42
Amulet of Fire	V	p160
Armour/Shield +1 AP	A	**WFRP**, p184
Armour/Shield +2 AP	D	**WFRP**, p184
Armour/Shield +3 AP	V	**WFRP**, p184
Arrow of Banefulness	D	**AN**, p42
Arrow of Bleeding	D	**AN**, p43
Arrow of Division	D	**AN**, p43
Arrow of Doom	V	**AN**, p43
Arrow of Grappling	D	**AN**, p43
Arrow of Sure Striking	A	**AN**, p43
Arrows of Potency	E	**WFRP**, p184
Arrows of True Flight	A	**WFRP**, p184
Bag of Lightness	A	**AN**, p43
Bag of Middenheim	D	**AN**, p43
Bag of Resource	V	**AN**, p43
Black Amulet	N	p160
Blackwand	D	**AN**, p46
(can only be made by Evil or Chaotic wizards)		

Blood Drinker	N	p161
Book of Ashur	n/a	p161
Boots of Speed	A	**WFRP**, p184
Boots of Leaping	A	**WFRP**, p184
Boots of Bovva	A	**WFRP**, p184
Boots of Concealment	A	**WFRP**, p184
Boots of Command	D	**WFRP**, p185
Boots of Silence	A	**AN**, p44
Boots of Tracelessness	D	**AN**, p44
Bottle Tower of Grimnyth the Great	n/a	p161
Bow of Distance	A	**AN**, p44
Bow of Enchantment	V	**AN**, p44
Bow of Might	D	**AN**, p44
Bow of Seeking	D	**AN**, p44
Chalice of Sorcery	n/a	p162
Crown of Sorcery	n/a	p162
Dagger of Halflings	N	**AN**, p47
Dawnstone	n/a	**WFRP**, p190
Daemon's Cradle	n/a	p162
Enchanted item	E	
(counts as magical, but has no special powers)		
Enchanted Rope	D	**WFRP**, p185
Energy Jewel	D or V	**WFRP**, p185
(for D roll 1D6 for number of MPs; for V roll 2D6 for MPs)		
Energy Ring	D or V	**WFRP**, p187
(for D roll 1D6 for number of MPs; for V roll 2D6 for MPs)		
Erik's Sword of Confusion	E	p162
Fortitude Ring	E	**AN**, p46
Gilded Armour	n/a	p162
Gloves of Archery	A	**AN**, p44
Gloves of the Cobra	V	**AN**, p44
Gloves of Nimbleness	E	**AN**, p44
Golden Eye of Tzeentch	A	p160
(can only be made by a follower of Tzeentch)		
Harness of Fearlessness	N	**AN**, p47
Heart of Woe	V	p160
Horn of Banishment	D	**AN**, p44
Horn of Hounds	V	**AN**, p45
Horn of Plenty	N	**AN**, p45
Horn of Valour	E	**AN**, p45
Lantern of Days	N	**AN**, p47
Lens of Detection	N	**AN**, p47
Lyre of Melody	N	**AN**, p47
Multiple Spell Jewel	V	**WFRP**, p185
Multiple Spell Ring	N	**WFRP**, p187
Multiple Warding Ring	D	**WFRP**, p187
Protection Ring	A	**WFRP**, p187
Purse of Teeth	N	**AN**, p47
Ring of Elvenkind	D	**AN**, p46
(can only be made by an Elf)		
Ring of Comprehension	N	**AN**, p47
Robe of Disguise	A	**AN**, p45
Robe of Ethereality	A	**AN**, p45
Robe of Fire Resistance	A	**AN**, p45
Robe of Mist and Smoke	A	**AN**, p45
Robe of the Shroud	A	**AN**, p45
Robe of Toughness	D	**AN**, p45
Rod of Power	V	p160
Runefangs	n/a	p162
Runes	Varies	**WFRP**, p190 and pp215-226
Sand of Flinging	N	**AN**, p47
Spear of Seeking	N	p164
Spell Jewel	A	**WFRP**, p185
Spell Ring	D	**WFRP**, 187
Staff of Damnation	N	p160
(can only be made by an Evil or Chaotic character)		
Striking Ring	D	**AN**, p46
Tomb Blade of Arkhan	n/a	p164
Unicorn Horn	n/a	**AN**, p44
Wand of Onyx	D	**WFRP**, p188
Wand of Jet	A	**WFRP**, p188
Wand of Jade	A	**WFRP**, p188
Wand of Absorption	D	**AN**, p46
Wand of Corrosion	D	**AN**, p46
Wand of Fear	A	**AN**, p46
Warding Ring	A	**WFRP**, p187
Weapons	*	**WFRP**, p188-90
**Weapons are easy to enchant, but each ability must be treated separately, and hence researched and rolled for distinctly.*		
+1 Damage	A	**WFRP**, p188
+2 Damage	D	**WFRP**, p188
+3 Damage	V	**WFRP**, p188
+4 Damage	N	**WFRP**, p188
Double damage	N	**WFRP**, p188
Characteristic gain: +1/+10	D	**WFRP**, p188
Characteristic gain: +D3/+D3x10	V	**WFRP**, p188
Characteristic drain	V	**WFRP**, p188
Bane	D	**WFRP**, p189
Flame or Freeze attack	V	**WFRP**, p189
Poison, Degeneration or Warp attack	V	**WFRP**, p189
Sleep, Beserk, Instability, Fear, Resist Fire, Flight, Confusion, Breathe Underwater	D	**WFRP**, p189
Protection +1 to +3	As Armour/Shield	
Protection – 1 free automatic parry	N	**WFRP**, p189
Animated	N	**WFRP**, p189
Invisibility	V	**WFRP**, p189
Magic Damper	E	**WFRP**, p189
Repel Undead, Repel Daemons	V	**WFRP**, p190
Destroy Magical Weapon	N	**WFRP**, p190
Spell absorption	N	**WFRP**, p190
Might Strike	V	**WFRP**, p190
Sword of Fate	D	p160
Wyrmslayer	V	p161

ABBREVIATIONS KEY

- E: Easy
- A: Average
- D: Difficult
- V: Very Difficult
- N: Near Impossible
- n/a: Not applicable; see item description for more information



* MAGIC ITEMS LIST *

The following new items are intended to supplement the lists of magic items given in the **Warhammer FRP** rulebook and in other supplements for the game.

‡ AMULETS ‡

Amulet of Fire

The Amulet of Fire is made of copper, inlaid with swirling fiery patterns of orange and yellow enamel. If a spell is cast against a character wearing the Amulet of Fire, then the amulet will dispel the spell 50% of the time. This applies equally to spells that normally can't be resisted (such as *Fireball*) and those that can. The amulet will only protect against the first spell cast at the wearer in any one combat round; other spells affect the character as normal.

The Black Amulet

The Black Amulet is a lustrous stone of midnight hue engraved with a glowing symbol of unknown origin. The amulet will negate any damage suffered by the bearer 50% of the time. In hand-to-hand combat, damage saved by the amulet is rebounded against the foe that struck it, inflicting a Wound for each Wound saved. Armour does not protect against a Wound rebounded by the amulet.

The Golden Eye of Tzeentch

The Golden Eye of Tzeentch is an amulet in the form of an intricately carved golden sceptre on which are inscribed mesmeric twisting shapes that seem to writhe and change. The Golden Eye affects all enemies in hand-to-hand combat with the wearer. Any such characters must make a successful **WP** roll at the start of each round. If they pass this test, they are able to fight as normal. If they fail, they are transfixed by the amulet and can do nothing but stare at it. They count as *prone*. The effect lasts until the opponent makes a successful **WP** test.

This item is only used by Tzeentch cultists. For every month that this item is kept, the bearer stands a 50% chance of obtaining a Chaos mutation. The GM should roll secretly at the beginning of the month; if the test is failed, roll for a mutation on the table in *Shadows over Bögenhafen*, p35 or **WFRP**, p230. The GM should then describe the slow growth of the mutation over the period of a month. If the sceptre is discarded within eight days, the mutation will eventually wither and disappear; otherwise, it will develop even if the talisman is disposed of or destroyed.

‡ ARMOUR ‡

Rules for magical armour are given in **WFRP**, p184, but you can find an expanded overview of the subject in *Apocrypha Now*, pp48-52.

‡ JEWELS ‡

The Heart of Woe

The Heart of Woe is a huge heart-shaped ruby that beats with a life of its own. If the bearer of the crystal heart is killed, the crystal shatters into a thousand pieces, slaying all those close by. It is carried by important nobles to dissuade assassins, or rarely by those on a suicide mission. When the Heart shatters, all characters within a radius equal to the bearer's original Wounds score in yards sustain an automatic hit with a Strength equal to the bearer's Strength +1D6. Armour protects as normal.

‡ WANDS ‡

Rod of Power

A Rod of Power is similar to a spell jewel, though in the form of a small wooden wand, inlaid with ruby and jet. It differs from a spell jewel in that its spells are only available to a particular caster. To store a spell, the wizard casts it while holding and concentrating on the Rod of Power. The rod can store up to three spells in this way, which can then be cast at some time in the future *by the same wizard,* at no MP cost. The rod cannot be activated by anyone other than the person who stored the spells in it.

There is a chance that any spells stored in the rod will drain away over time. When the wizard decides to use it, roll D100; if the roll is less than the number of days since the rod was last used, then the spell in question has gone and nothing happens.

Staff of Damnation

This item is used only by necromancers. It takes the form of a six-foot staff of black ivory intricately carved with images of death: skulls, bones, bodies writhing in torment. The staff can invigorate any Undead creatures within 72 yards, doubling their Move and increasing their Attacks by +1. A D6 must be rolled each combat round; on a roll of 1 or 2 the power of the staff is drained, and the necromancer must wait 24 hours before it can be used again.

If the staff is carried by a non-necromancer for more than 8 days, the bearer gains 1D6 Insanity Points and a randomly chosen Disability (**WFRP**, pp138-139).

‡ WEAPONS ‡

Sword of Fate

This kind of weapon – usually but not always a sword – is created to be the downfall of a particular individual. As part of its creation, drops of blood from that individual must be used to temper the weapon. When completed, the weapon will give +20 *to hit* and counts as a *bane*

weapon against that specific individual only. Against all other foes, the weapon simply counts as being *enchanted.*

WYRMSLAYER

Certain weapons are forged specifically to fight magical beasts. These weapons have the power to ignore that creatures' natural defences. Best known are the Wyrmslayer swords, which can cut through the scales of a dragon or any other monstrous wyrm including wyverns and jabberwocks, ignoring the creature's natural armour and treating its Toughness as a half of its normal value.

‡ SPECIAL AND UNIQUE ITEMS ‡

The items below are rare "one-offs" – there is only one of each in the Warhammer world, making them suitable as legends, myths or perhaps the object of a quest.

BLOOD DRINKER

Blood Drinker is a broadsword forged by evil sorcerers from the blood of Vampires, so that it would have the vampiric ability to drain life from its victims. It does damage as a normal broadsword, but each time a successful hit causes at least one Wound, a point of Strength is drained from the victim. If their Strength reaches 0, the character dies. If the victim is not killed, any Strength lost in this way returns at 1 point per day until it is back to its normal level, unless the character is dead.

Blood Drinker resembles a normal sword, but when the light catches it, the steel seems to shimmer with a reddish tinge. Its current whereabouts and the reason for its construction are unknown.

THE BOOK OF ASHUR

The Book of Ashur is said to contain knowledge of all the spells in the world. Though lost or stolen many times, the book has always found its way back into the hands of those who can be corrupted by the knowledge it contains. The book is a huge black tome, bound in Beastman skin, and written in *arcane language – magick*. While the text purports to be a simple treatise on magic, it constantly and subtly hints that magic and Chaos are intertwined, and that only the Chaos gods can teach the reader all that is necessary to be a truly great wizard.

A wizard bearing the Book of Ashur can cast any spell, as long as it is no more than one level above their own level of magic. No ingredients are needed to cast the spell. However, each time the book is used, the wizard stands a chance of being corrupted by it, and must make a **WP** test. On a successful test, nothing happens. On a failed roll, the victim immediately gains 1D6 Insanity Points and is taken with an overwhelming urge to visit the Northern Chaos Wastes. Unless restrained by someone, the wizard will set off the following morning, telling no one. This compulsion will continue unless the wizard can be restrained for a month, with no access to the Book of Ashur. During this period, the victim will do everything possible to escape and journey north. If he ever returns, it will be as an NPC.

BOTTLE TOWER OF GRIMNYTH THE GREAT

This item is mentioned in many grimoires on magic as a supreme example of the art of wizardry, but its present whereabouts are unknown, and there are many scholars who doubt its existence. Although it is not listed in the central registry of magical artefacts in Altdorf, it does appear in at least three folk-tales and one rather bawdy ballad.

The item takes the form of a beautiful, gracefully tapering bottle made of a curiously tough blue crystal that seems impervious to breakage. The top of the bottle is sealed, and around the neck are six brass finger-rings, which fit snugly and do not fall off unless gently pulled. A person taking one of these rings and putting it on will suddenly find themselves transported along with everything they are carrying to a round room in a tower with glowing blue walls. It may take some time for the person so transported to realize that they are now within the bottle.

While inside the bottle, the inhabitants are impervious to harm – the bottle can be shaken, dropped in the deepest ocean, thrown in a fire, etc., and those inside will feel nothing. Unfortunately, they also have no way of knowing what is going on outside the bottle.

The inside of the bottle consists of five floors, linked by a central spiral staircase. As long as the person in the bottle keeps the ring on they will remain inside, but if they take the ring off they will reappear beside the bottle. The ring will return outside with them, either in the hand of the person who was wearing it, or if for some reason that is impossible then it will be on the neck of the bottle.

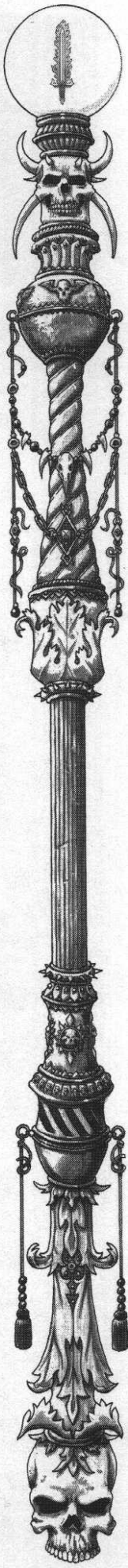
The five floors of the bottle are as follows:

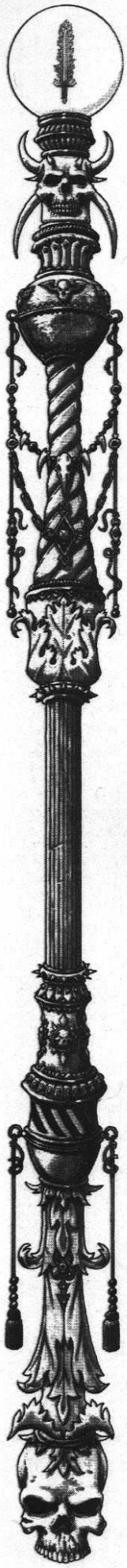
Entry floor: This is a wide round room, with four bunk beds against one wall, a table and a few chairs. As with all the floors, a spiral stairwell runs through the centre of the room. It is, in effect, a guardroom. This is where people putting on a ring will appear.

Basement: This is the floor below the entry floor. It is given over to storage space, containing chests, trunks, old boxes, stuffed crocodiles, rocking horses and so on, all of it with signs of having been here for years. There could be all manner of interesting articles hidden away for anyone who has the patience to search through years of accumulated junk. It is said that the contents of the room are subtly different each time it is entered.

First Floor: The floor above the entry floor was the wizard Grimnyth's living quarters. It is luxuriously furnished, with carpets and tapestries from Araby, comfortable sofas, a four-poster bed, and so on. One section of the room is partitioned off, and contains a privy. The privy seems to open, by some strange magical portal, a hundred feet above the Northern Chaos Wastes. This may have been an obscure joke on Grimnyth's part, but bottle-dwellers are advised to keep the privy lid closed when not using it.

Second Floor: This floor is a library. The walls are covered from floor to ceiling in bookshelves, containing some of the rarest and most interesting magical books in the Old





World, as well as a selection on history, studies of other races, fiction, poetry and plays. The upper shelves are reached by a ladder that runs on rails around the wall.

Third Floor: This was Grimnyth's alchemical laboratory, and contains a splendid collection of ingredients, equipment and volumes on alchemy. In the centre of the room on a pedestal is a crystal orb. If this can be persuaded to work, it allows the viewer to see what is happening outside the bottle, but the knowledge of its use was lost when Grimnyth disappeared. It is possible that Grimnyth had another ring and that one day he, or whoever has it now, will reappear to take back possession of the bottle.

Notes for the GM: This bottle is a very powerful magical item, and should only be given to player characters in the knowledge that it can totally mess up your campaign. It can be used for smuggling large groups of people into or out of castles, getting parties of people out of prison (put the bottle through the bars, then put the ring on), sleeping safely in the wilderness, and so on. On the other hand, there could be any number of strange things hidden within. Maybe the characters loose a Daemon inside the bottle, which hunts them through the levels; maybe Grimnyth returns and resents the intruders; maybe the bottle is found by an evil necromancer while the characters are all inside; maybe they find it in the wilderness with only one ring on the neck, and several other people already inside. The possibilities are almost endless.

CHALICE OF SORCERY

The Chalice of Sorcery bubbles with potent energies that can be used by a wizard to cast spells. However, there is a price to be paid for such power: the Chalice drains power from the wizard to replenish itself.

The Chalice is a simple silver cup of plain design. In order to use it, the wizard must fill it with water, which immediately begins bubbling and steaming, as though boiling, though the chalice and the water remain cool to the touch.

A wizard bearing this chalice can cast 1 spell per round with no MP cost. The ingredient to be used in the spell is dropped into the bubbling water, where it immediately disappears as the spell is cast. Each time the chalice is used, the player must roll 1D6. On a roll of 6, the wizard loses D6 Wounds as the chalice replenishes its energy. ***Luck*** cannot be used to modify this roll. If the water is spilled from the chalice, it is useless until refilled.

Various tales are told about wizards who possessed the Chalice and tried using liquids such as blood to enhance its powers, but the majority of serious scholars of magic dismiss these as mere horror-stories.

CROWN OF SORCERY

The Crown of Sorcery is an ancient relic that belonged to the Liche Lord Nagash. It is said that those who wear it are assailed by shadows of the Liche Lord's own dark thoughts. Within five minutes of putting it on, it will begin to grow into the wearer's skull. Unless it is removed by someone with the ***surgery*** skill (roll as for 'treat severe wound'), the wearer will be killed by any attempt to remove it.

The Crown of Sorcery allows its wearer to cast any necromantic spell, whether or not the character is a spell-user. No ingredients or MPs need be used. Each time the crown is used, the wearer must make a **WP** test. On a failed roll, the character is overcome by the dark brooding thoughts of the ancient Liche Lord and can do nothing until the next round, counting as ***prone***. On a roll of 96-00, the character is completely overcome by the power of the Crown, gains 2D6 Insanity Points and sets off for the Land of the Dead, far to the south of the Badlands, seeking more dark knowledge. Such a character will become subject to ***frenzy*** if anyone tries to stop them, and can only be stopped by having the crown removed.

THE DAEMON'S CRADLE

This appears to be some sort of puzzle: a blue crystal surrounded by an intricate pattern of pieces of wood, inscribed with strange symbols and fastened together with black cord. The crystal consists of a number of interlocking pieces, which can be carefully taken apart and manoeuvred through the cords and wood. It is, in fact, a Daemon trap. If the crystal is assembled inside the wood and cord tangle, and does not contain a Daemon already, any Daemon coming within 12 yards of the puzzle must make a successful **WP** at -50 (minimum 10%) or disappear into the crystal. It then will find it impossible to find its way back through the magical maze surrounding the gem. The Daemon's Cradle can only contain one Daemon at a time; any other Daemons are simply not tempted to enter the labyrinth if the crystal is occupied. If the pieces of the crystal are later taken apart, the Daemon can emerge from it. It may be angry and attack the person with the crystal, or be grateful for its release and offer to do one service before departing to the realm of Chaos.

THE GILDED ARMOUR

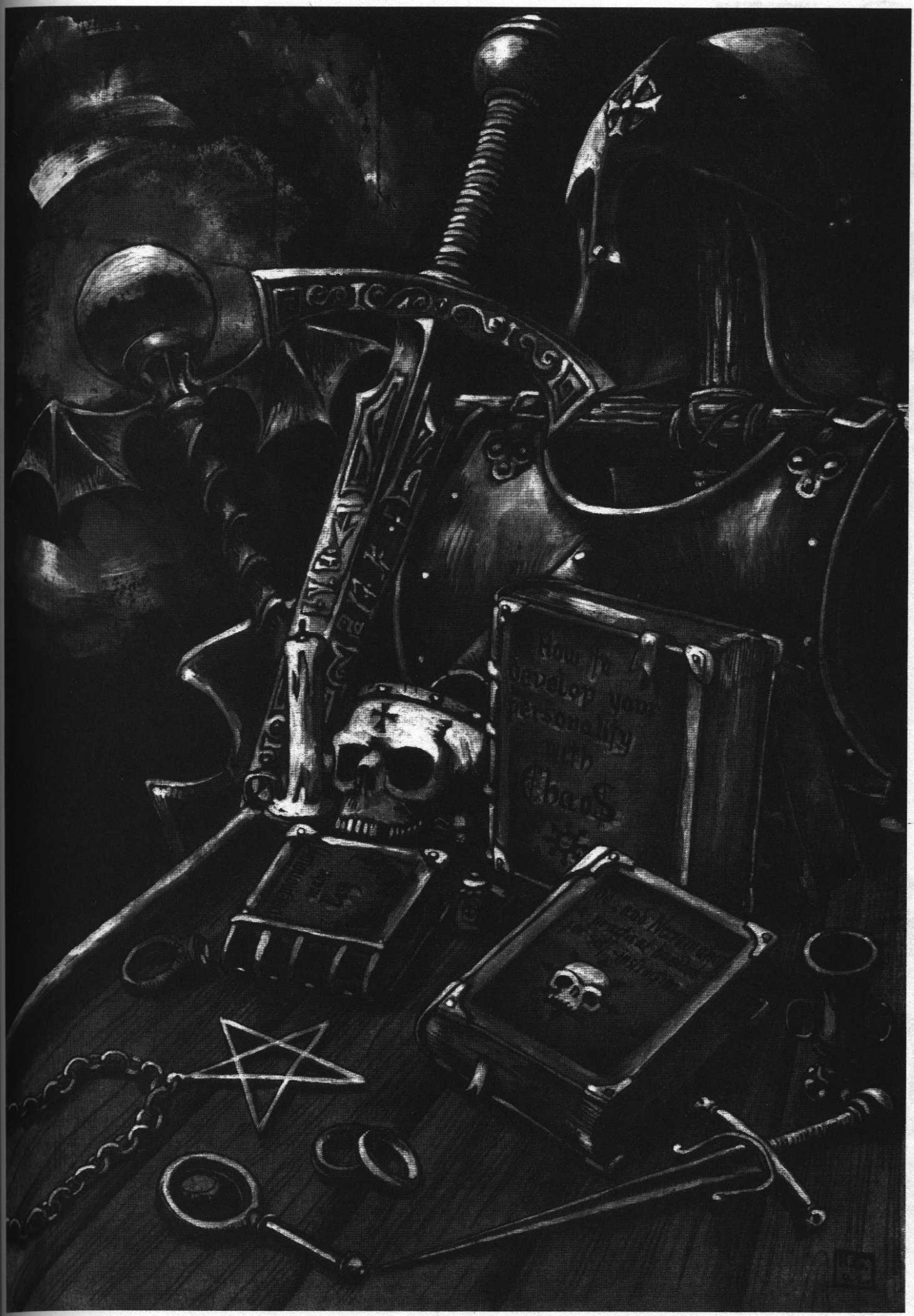
This golden suit of armour was given to Magnus the Pious by the Elves following the great war against Chaos. Any weapon brought to bear against the wearer is repelled by a strange magical force. The armour automatically gives the wearer +1 armour point to all hit locations; in addition, any foe in close combat must test against **S** in order to even attempt to strike the wearer. If this test is failed, the attack is lost. The armour is currently kept safe in the Imperial treasury, and is worn on special occasions by the Emperor or his champion.

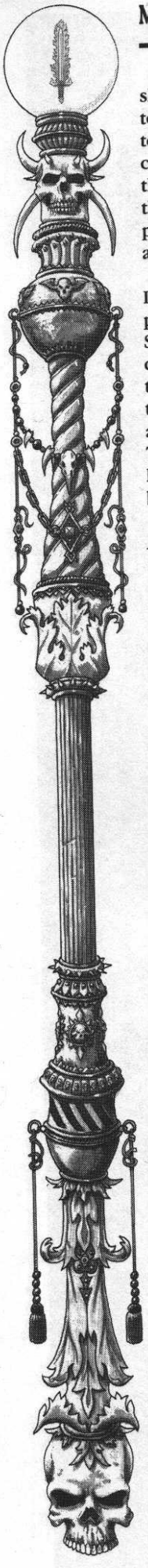
ERIK'S SWORD OF CONFUSION

This was made for Erik the Drunkard, a notorious Norscan mercenary. While in his cups he foolishly commissioned a wizard to make him a sword that could "cut through things like butter." The wizard was as good as his word. Against normal targets, the sword has Damage -3, but it cuts through dairy products with the efficiency of a fine cheesewire. The wizard who made the sword was later found drowned in a vat of yoghurt.

RUNEFANGS

After a combined army of men and Dwarfs stopped an Orc invasion at the Battle of Black Fire Pass, thus saving the Dwarf realm from destruction, King Kurgan Ironhand





showed his gratitude by presenting a gift of magic swords to the Empire. He set the great runesmith Alaric the Mad to making runeswords, one for each of the twelve great chieftains of Sigmar's army. It took many long years for the swords to emerge from the workshops of Alaric; by the time the last sword was finished, Sigmar had long since passed eastward and the original chieftains who had fought at Black Fire Pass were dead.

Instead, the Runefangs were presented to the ruling Emperor, who divided them between the Provincial Electors. Since that distant time, the Runefangs have served the counts of the Empire, having passed from ruler to ruler to the present day. As there are now fewer Provincial Electors than there were chieftains, the two spare Runefangs are held by the Emperor as part of the Imperial Armoury. They are kept securely locked in the Imperial treasure house in Altdorf, but are sometimes brought out and used by mighty heroes in times of extreme need.

A character wielding a Runefang rolls to hit as normal, but armour (even magical armour) offers no protection, and the damage is not reduced by the target's Toughness. Any Undead struck by a Runefang will suffer double damage.

THE SPEAR OF SEEKING

This spear has a black shaft and silver head, inscribed with twisting engraved patterns. It will seek out a specifically named enemy over a distance of up to 150 yards, dodging all others to lodge itself in the enemy's chest, doing normal damage. The thrower must call out the full name of the person to be attacked, but need not make a **BS** test. If the thrower of the spear has the target's name wrong (calling him Willi when his name is Wilhelm, for example), or has missed out a part of the name (a title, for example), the spear will return and attack the person who threw it.

THE TOMB-BLADE OF ARKHAN

The Tomb-Blade of Arkhan is a black, rune-etched sword created by the mighty necromancer Arkhan the Black. The blade traps the souls of those it slays, binding their soulless husks into undying servitude to the bearer. Whenever a character is killed by the blade, he must take a **WP** test. If successful, the character dies normally. Otherwise, the flesh boils instantly from his bones, and his skeleton arises as a minion of the sword's bearer. The doomed soul can only be saved from eternal damnation by a Cleric of Mórr using the *Destroy Undead* spell. The Tomb-Blade can only be safely wielded by a necromancer, vampire or liche. Anyone else stands a 50% chance per day of contracting *tomb rot* (see **WFRP**, p83).

‡ POTIONS ‡

Many wizards experiment with making new potions. Some of their experiments are kept secret, whilst others are offered for publication for the use of other wizards. This publication of recipes for potions is a way for junior wizards to gain respect among their colleagues. It can also be a way for them to achieve public ridicule if they have made a mistake – for example, if one of their potions does not work or if it has some effect other than the intended one. Unless otherwise noted, the effects of all potions last 10-60 minutes (D6 x 10): the gamesmaster should make the roll in secret. The following selection of potions expands the list provided in the **WFRP** rulebook, on p186. It is taken from the famous work Karl Gruber's *Booke of Recipies for Potions*, and therefore most potion-makers will have heard of them.

POTION OF ANSWERING

Anyone drinking this potion must tell the truth in reply to all questions asked of them until the potion wears off.

To brew this potion, take the tongue of a dragon and steep it for a week in viper's poison, then stew it slowly for an hour each day for seven days in fresh rainwater, stirring with a peacock's feather. Each day cast the Level 2 illusionist spell *Confound Foe* over the potion twice as it cools.

POTION OF ATTENTION

This potion increases the imbiber's Initiative by +30 for the purpose of *observe*, *reaction* and *search* tests while the potion lasts. It makes the imbiber alert and attentive to every detail of what is going on.

The ingredients for this potion are the eye and ear of a hare, a mirror that has been ground to powder, a sprig of mint and a bunch of violets. These ingredients should be simmered in water for five hours while the petty magic spell *Sharp Eyes* is cast six times over the mixture. Some wizards claim to have made this potion effectively without the mint, which they say is only included to improve the flavour.

POTION OF BEAUTY

The imbiber of this potion becomes noticeably more attractive while its effects last. This is an effective disguise, as they cannot be recognized while beautiful. While the effects last any Fellowship tests should be made at +20 to members of their own race, or +10 to members of other civilized races.

Take equal quantities of spice, honey and rose-petals, and simmer them gently in the blood of a Pegasus for six hours out of doors, ending at exactly dawn. The level one illusionist spell *Assume Illusionary Appearance* should be cast six times into the mixture.

POTION OF BRAVERY

The imbiber's Cool is increased by +30 for the duration of the potion's effects.

The heart and paws of a wolf and the pulped flesh of a cucumber should be stewed in the blood of a lion for five hours, stirring with a glass rod. The level three spell *Cause Fear* should be cast over it twice during this time. The mixture should then be strained carefully and allowed to stand cooling for an hour, before being carefully brought back to boiling point while the level two spell *Hold Flight* and the level four spell *Strength of Mind* must each be cast once.

POTION OF CHAOS

This potion causes the imbiber to become covered in temporary Chaos mutations. These are real, not illusory, but will vanish once the potion wears off. (The psychological effects, however, are permanent – the imbiber automatically gains D3 Insanity Points from this harrowing ordeal.) Witch-hunters consider possession of this potion to be proof of Chaos-worship .

Take the eyes of a Jabberwock and simmer them in the blood of a chimera. Add the hair of a Chaos Beastman. Stir with the finger of an Undead Chaos sorcerer. Cast the level two daemonologist spell *Summon Energy* twice through the potion, which should be simmered for seventeen hours, or until it is bright green.

POTION OF CHARM

Anyone drinking this potion will temporarily acquire the *charm* skill (**WFRP**, p48), granting a temporary +10 to all Fellowship tests and the general ability to have people react well to them.

This potion requires the tails of two puppies and the shard of an egg of a dragon-turtle which should be simmered in kitten's blood for two hours. This must be stirred constantly with a peacock's feather while the level four spell *Change of Allegiance* is cast twice and the level one illusionist spell *Bewilder Foe* is cast three times.

POTION OF CHARISMA

This potion works much like the Potion of Charm, except that it causes the imbiber to become charismatic and attractive to people. All Fellowship tests should be made at +30. Anyone seeing the imbiber must make a Cool check to avoid being fascinated by them – on a failed test the victim will do their best to monopolize the attention of the imbiber.

To make this potion take the tails of six puppies, a whole dragon-turtle's egg, and a slice of dragon's tongue, all of which should be simmered in mixed kitten's and dragon's blood for four hours, stirring with an eagle's pinion. The level four spell *Change of Allegiance* should be cast four times and the level two illusionist spell *Confound Foe* six times.

POTION OF CLEVERNESS

This potion adds +20 to the imbiber's Intelligence while its effects last.

Its ingredients are a slice of dragon's tongue mulled in Tilean red wine with ground hazelnuts. The mixture should be warmed but not boiled, and stirred by the bare thumb of the wizard. It takes nine hours to prepare, in which time the level one spell *Steal Mind* is cast twice and the level three spell *Cause Stupidity* is cast once.

POTION OF CONCEALMENT

This potion enables the imbiber to remain hidden from sight. For its duration it will confer on them the skill *concealment: rural* or *concealment: urban*, depending on whether they are in a town or the country.

This potion requires a rabbit's tail and two chameleoleeches, stewed in their own juices. The level one illusionist spell *Assume Illusory Appearance* should be cast over it twice.

POTION OF COWARDICE

This potion makes the imbiber subject to *fear* and lowers the Cool of the victim by 20. The victim is frightened of anything and everything as long as the potion's effects last, and must make Cool tests whenever circumstances change.

Take a donkey's ear and the wing of a Jabberwock. Boil in mouse blood for ten hours, casting the level three spells *Cause Cowardly Flight* and *Cause Fear* three times each over the mixture. Stir with the jawbone of an ass.

POTION OF DANCING

The imbiber of this potion begins to dance as soon as it is drunk, and continues to dance until the effects wear off or they collapse with exhaustion. During this time they can do nothing except dance – they may not fight, cast spells or conduct a conversation other than with a dancing partner. It does not matter whether or not the imbiber knows how to dance. If they know how, they will dance an appropriate dance. If not the potion will not make them graceful or teach them the steps; they will merely jig vigorously from foot to foot.

Take a red rose and simmer it in the blood of a pegasus with four differently coloured butterflies. Stir with a pink silk dancing slipper for four hours. Cast the level two spell *Cause Frenzy* into the mixture twice as it boils.

POTION OF DISSENT

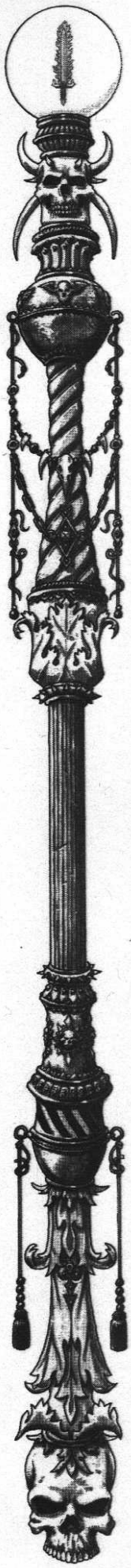
Anyone drinking this potion will become subject to *animosity* (**WFRP**, p68) towards whoever or whatever they first see after they drink it. There are also other recipes which cause *animosity* against a specific race or species.

The required ingredients are the eyes of any two species that have animosity towards each other (e.g. cats and dogs, Dwarfs and Elves, Orcs and anyone) boiled in the blood of a dog and stirred with a pewter rod. The mixture must be boiled for seven hours, while texts contradicting each other are read aloud. The level one spell *Cause Animosity* must be cast six times over the mixture.

POTION OF DRUNKENNESS

Whoever drinks this potion will immediately become astoundingly drunk for 10-60 minutes, then fall into an insensible stupor and not wake up for 3D6 hours. When they do, they will have a fierce hangover and be nauseous for 1D6 hours (-10 to **I**, **Int**, **WP** and **Fel**).

Take six pints of turnip wine and distil it thrice in alchemical apparatus until it is reduced to one pint. Cast the spell level one *Steal Mind* upon it once. (Some wizards have joked that the spell may not be strictly necessary.)



POTION OF DULLNESS

This potion makes the drinker subject to *stupidity* (**WFRP**, p71) and halves the Intelligence of the victim until its effets have worn off.

Steep the tongue of a wild boar in ditchwater for twenty-four hours while the level three spell *Cause Stupidity* is cast over it seven times.

POTION OF EAGLE-EYES

Drinking this potion allows the imbiber to see with great clarity. The character can see fine details up to three miles away, assuming they have clear visibility and a line of sight.

Take the eyes of an eagle and boil them in eagle's blood, stirring for six hours with an ivory rod tipped with silver, casting the petty magic spell *Glowing Light* spell upon it twelve times during this time.

POTION OF EMPATHY

The imbiber of this potion will be able to accurately sense the emotions of anyone of their own species with whom they can make and hold eye-contact.

This potion requires the blood of two doves and the heart of a pegasus, which must be boiled vigorously together for three hours on seven consecutive nights while the level four spell *Change of Allegiance* is cast twice each night over the mixture. The mixture should not be stirred, and when finished should be allowed to cool naturally and not strained. It should be stored in a cloudy glass flagon and not exposed to light.

POTION OF FIRE-BREATHING

The imbiber of this potion is able to breathe fire like a dragon once only. The breath is cone-shaped, 24 yards long and 8 yards wide at its widest point. All targets within this area automatically take 2D6 Wounds (at an effective Strength of 7). For more details of the effects of dragon-breath, see **WFRP**, p236.

Take the gullet of a fire-breathing dragon and stew it in oil with sulphur and brimstone for twenty-four hours, casting the level one *Fire Ball* spell into the mixture every hour. Store in a stone vessel and do not expose to direct light as there is a chance of explosion.

POTION OF FIRE-WALKING

This potion causes the imbiber to become immune to the effects of normal fires. They may walk through fire, pick up burning objects and even stand still in the heart of a blaze without being harmed at all. Their clothes and possessions, however, will take damage or be destroyed as usual. The potion does not protect against magical fire.

To make a potion of fire take a dragon's heart, a bag of sulphur and two sunworms, immerse them in oil and boil vigorously all day on the longest day of the year, stirring constantly and casting the level one *Fire Ball* spell sixteen times into the mixture.

POTION OF FLOATING

The imbiber is able to float. The character rises from the ground and floats gently about ten feet above ground level. It is possible for the imbiber to move along at half normal speed, or a third if moving against a strong wind. It is not possible to move up or down. When the potion wears off the character will drift gently down to the ground.

This potion requires the wings of ten different sorts of birds, stewed in the blood of a griffon for ten hours, stirred with the wingbone of an eagle, whilst the level one spell *Flight* is cast into the brew twice.

POTION OF FRIENDLINESS

The imbiber's Fellowship score is doubled for the duration of the potion, to a maximum of 99 points.

This potion must be made from the hearts of a nested pair of giant owls, simmered in their own juices overnight, stirring constantly. The level four spell *Strength of Mind* must be cast twice at the beginning and twice at the end of the process.

POTION OF FORTITUDE

Drinking this potion gives the imbiber bonuses of +10 to all **Cl** and **WP** tests.

The major ingredient for the potion is the mid-brain of a Lizardman or Zoat, dried and mixed to a paste with a thick, oily herbal unguent. This paste is simmered with a pint of distilled water and a thimbleful of the cerebral fluid of any Greater or Lesser Daemon for a period of 12 hours while Mórrslieb is fully waned in the sky.

POTION OF FRUSTRATION

This potion has the opposite effect of the Potion of Attention. It causes the imbiber to become easily frustrated and lowers their attention span. Initiative is reduced by 30 for the purpose of *observe*, *reaction* and *search* tests for the duration of the potion.

This spell requires the tail of a hare, a forget-me-not flower and the dust from a ledger – these ingredients should be boiled vigorously in ditchwater for six hours while the level three spell *Cause Stupidity* is cast three times.

POTION OF GLOWING

The imbiber of this potion will begin to glow gently, giving as much light as that cast by a lantern. The effects of this potion last for an hour. During this time the light the character's body emits cannot be extinguished, although it can be covered by a cloak, blanket or similar.

To make a potion of glowing stew a sunworm in its own juices with a pinch each of powdered charcoal and powdered copper. It must be cooked out of doors for twenty-four hours on a day when the moon is full, with both moonlight and sunlight being allowed to fall freely on the basin where the mixture is cooking. If this potion is attempted on a cloudy day the glow will be weaker. Every

half hour, the mixture should be stirred with a golden spoon and the petty magic spell *Glowing Light* should be cast over it.

POTION OF GROWTH

This potion causes the imbiber to grow to twice their normal size. The increase takes 1D3 minutes, and is extremely painful although not actually damage-causing. Strength is increased by half its normal value, rounding down, until the potion wears off, but under no circumstances will this raise the person's Strength above 10. Any clothes, weapons and anything inanimate that is being carried will not grow with the bearer. When the potion wears off, the character returns to their normal size over 1D6 minutes.

To make this potion take the powdered skull of a rat ogre and boil it overnight in the blood of a giant with a selection of assorted mushrooms. Stir with the finger of an ogre. The level two druidic priest spell *Shapechange* should be cast over the mixture once, and the level one illusionist spell *Assume Illusory Appearance* twice.

POTION OF HAPPINESS

The imbiber will become immediately cheerful and co-operative. **Int** and **WP** are decreased by 20 and **Fel** is increased by 30. The imbiber must make a **WP** roll at the reduced level to avoid agreeing with anything suggested to him. This potion is good for rendering kidnap victims docile or getting people to agree to stupid ideas.

The potion requires the brain of an Orc shaman pounded with a marble mallet and then boiled vigorously in asses' milk for six and a half hours. The level two spell *Cause Hatred* and the level four spell *Change of Allegiance* must each be cast twice as the mixture bubbles.

POTION OF HEARING

This potion gives the imbiber the effects of the skill *acute hearing* until it wears off.

To make this potion take the ears of two hares and simmer for two hours over an open fire out of doors, stirring with an ivory rod, while the petty magic spell *Sounds* is cast six times.

POTION OF IMMUNITY

This potion gives the drinker *immunity to disease* and *immunity to poison* for 3D6 hours.

Its ingredients are the petals from a white rose, fresh dew, milk from a healthy cow and the tail of a snake. They should be simmered gently overnight when Mannslieb is a crescent and Mórrslieb is not in the sky. The level one spell *Cure Poison* should be cast over the mixture three times.

POTION OF INVULNERABILITY

The imbiber of this potion becomes invulnerable to all non-magical weapons while the potion's effects last. Any damage rolled is ignored – weapons just bounce off, bones fail to break, the skin is not scratched, and so on.

Take the scale of a dragon and immerse it overnight in the blood of a Troll, then simmer it in dragon's blood together with a piece of magical armour offering at least +2 protection. Simmering should continue until the dragon scale has dissolved (this usually takes around a week), whilst casting the level four spell *Cure Severe Wound* and the level one spell *Strength of Combat* alternately every ten minutes, then boil vigorously for six hours, casting the level one spell *Aura of Resistance* as the potion cools. Strain carefully. If any fragments of the scale remain the potion will not be effective. Note that the armour used loses all enchantment from this process, even if the potion itself fails; its potency is transferred to the potion instead.

POTION OF LEADERSHIP

While the effects last, the imbiber of this potion becomes a great strategic and charismatic leader, gaining all the skills of a Mercenary Captain (**WFRP**, p101) and increasing Fellowship and Leadership by 20. This potion makes the imbiber appear to be a legendary hero like Sigmar or Magnus the Pious. Unfortunately it wears off rapidly – the effects last only 3D6 minutes.

Take blood from a soldier, the hearts of a lion and of a wolf, a bunch of grapes and water from a fountain in a temple. Boil these together for nineteen hours, casting the level two spells *Aura of Protection, Hold Flight, Zone of Steadfastness* and the level four spell *Strength of Mind* once each into the mixture. The mixture should be stirred with a sword that has taken life in battle.

POTION OF LESSER HEALING

Anyone drinking this potion will immediately regain D6 Wounds, up to their current maximum. If someone who is healthy drinks it, it will have no effect.

The ingredients for this potion are two pints of cod liver oil, two large tablespoons of malt extract and a sprig of mint. The mint and malt extract should be infused in the cod liver oil overnight, while the level one spell *Cure Light Injury* spell is cast twice over the mixture. Stir with a large medicine spoon. Do not apply heat.

POTION OF LIFE

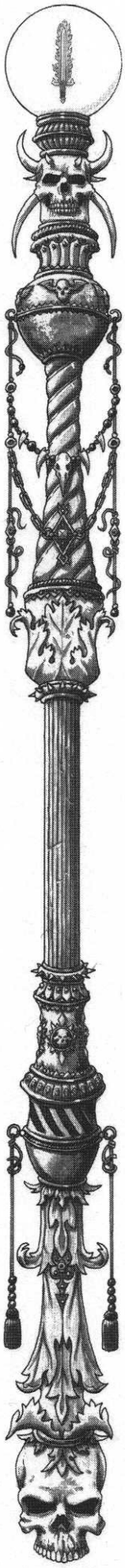
This potion makes the imbiber immune to all physical and special damage from Undead creatures. However, spells cast by Undead will take effect as normal.

Mummy dust and a zombie's finger must be steeped in rainwater, stirring constantly for nine hours while casting the level one necromantic spell *Destroy Undead*.

POTION OF LOATHSOMENESS

The imbiber of this potion becomes hideously ugly and repellent – they appear so loathsome that they are at -40 to any tests based on Fellowship. This can be used as a disguise, making the drinker unrecognizable. Its effects last 1D3 hours.

Take the tail of a viper and six snails and boil them in the blood of a harpy for five hours, casting the level one illu-



sionist spell *Assume Illusionary Appearance* once each hour. The mixture must be stirred with a manticore claw.

POTION OF LUCK

Anyone drinking this potion gains the *luck* skill (**WFRP**, p53) until sunset or sunrise, whichever comes next.

Ingredients are a four-leafed clover, the tail of a black cat and a rabbit's foot simmered in the blood of a dragon. The mixture must be boiled in a wooden pot and should be stirred with a jet rod for seven hours. The level two spell *Luck* must be cast over it three times.

POTION OF LOYALTY

Anyone drinking this potion will become loyal to any person talking to them as they drink it. Its effects last for 3D6 days, and drinkers will be +25 on any *loyalty* test during that time (see **WFRP**, p70).

The necessary ingredients are a handful of berries and a drop of blood from the person the potion is intended for, boiled vigorously in the dilute blood of a horse for nine hours. The level one spell *Enthuse* should be cast on the potion five times.

POTION OF MELTING

This potion causes the imbiber to melt and become a shapeless blob of protoplasm, which oozes from the pile of clothes that the person was wearing upon drinking the potion. When in melted form, the imbiber can move along the floor at a Move of 1, and may go underneath doors and reform on the other side. While in this form, the imbiber can take no more than one Wound from any single hit, but may not cast spells, strike any blows or do any damage until reforming after the potions effects wear off. The bizarreness of this experience causes the imbiber to gain 1D6 Insanity Points; while anyone who sees the transformation must make a Cool test or gain 1D2 Insanity Points.

Take pondwater and the hand of a doppelganger and stew them in the blood of a werewolf for seventeen hours. The level three illusionist spell *Become Ethereal* should be cast nine times over the mixture.

POTION OF NOISE

This potion makes the imbiber extremely noisy – footsteps crash, all words sound as if they have been shouted, and any noises made are amplified.

The ingredients are the ears of a troll, stewed in the blood of a boar for three hours with the level two elementalist spell *Clap of Thunder* being cast upon it five times and the petty magic spell *Sounds* twice. When prepared, the mixture must be filtered through a sheet of paper used for a share deal at the 'Change in Marienburg.

POTION OF OWL-EYES

Whoever drinks this potion gains the *night vision* skill (**WFRP**, p54) and can see in the dark while the effects last.

This potion must be made in complete darkness, except for the light of the fire on which it is boiled. Take the eyes of an owl and one eye of an eagle and boil them together in the blood of a cat for ten hours, stirring with an eagle's pinion. Cast the petty magic spells *Glowing Light* and *Dark Sight* into the mixture six times each. Store in an opaque vessel.

POTION OF SHAPE-CHANGING

This potion allows the imbiber to change into the shape of any one non-fantastic, non-giant creature. The shape is determined by the person making the potion at the time when it is made. While the potion lasts the imbiber gains all the characteristic scores of the animal (except **Int**, which is unchanged) together with any non-magical special abilities the creature may have (a venomous *bite* or the ability to *fly*, for example). While in animal form the imbiber cannot cast spells or perform any other actions of which the animal is not capable.

The main ingredient for this spell is the entire body of an animal of the species that the imbiber will change into. It should be cut up with an ivory knife and placed in a silver cauldron together with a drop of dragon's blood, the eye of a chameleoleech and the finger of a doppelganger. It should be simmered in a little water for sixteen hours, beginning at dawn. The level two druidic priest spell *Shapechange* should be cast over the mixture eight times.

POTION OF SHRINKING

Anyone drinking this potion shrinks to a quarter of their normal size, which takes 1D3 minutes and is very painful. Strength is reduced by 2 until the person grows again.

To make the potion of shrinking, a lock of the hair of a Halfling child, a tuft of the beard of a Dwarf, both chopped very finely, and boil them in the blood of a young hare, stirring with a tea-spoon. The petty magic spell *Produce Small Creature* should be cast twice at the beginning (the small creatures should be added to the potion) and the level two druidic priest spell *Shapechange* once at the end. The potion should be boiled until the mixture is clear.

POTION OF SKILL

The imbiber gets +40 to any *construct* test and +20 to any **Dex** test after drinking this potion until the effects wear off.

Its ingredients are a lock of hair from a Dwarf and the shoe of an artisan, ground fine and boiled in the blood of a beaver, stirred once every hour for five hours with a white owl's feather. The petty magic spell *Cunning Hand* must be cast each time the liquid is stirred.

POTION OF SPELL-CASTING

This potion allows the imbiber to cast one specific spell, which must have been known to the person who made the potion, and cast into it as it is prepared. The spell can be cast once only before the potion wears off. The imbiber does not need to have the *cast spells* skill or to have studied the spell.

A scroll containing the required spell should be shredded into dragon's blood, mixed with a ground jewel of power, and the spell that is to be stored in the potion cast six times over the mixture, stirring constantly for nine hours.

POTION OF SPIDER ARMS

The imbiber's arms grow to three times their normal length, become hairy and develop extra joints like a spider's. This increases the person's reach to three times as far as normal; Strength, Initiative and Dexterity remain unchanged. Enemies may be attacked at a distance and over the heads of other party members.

Take the limbs of a giant spider and pound them in a mortar and pestle until they are soft, then boil them vigorously in honey and vinegar for nine hours, casting the level three elementalist spell *Become Ethereal* once and the level two spell *Zone of Steadfastness* four times upon the mixture. (If a noxious smell arises in the fifth hour, then you did not pound the limbs sufficiently; it is better to throw out the mixture and begin again.)

POTION OF SPIDER-WALKING

While the potion lasts the imbiber can walk up walls and across ceilings like a spider. Move, Initiative and Dexterity do not change. The imbiber must use all four hands and feet to walk and may not carry anything in either hand. If the potion has been badly brewed, the drinker may find that they have to remove their boots as well.

The chief ingredient of this potion is a giant spider, which should be simmered gently for five hours in fresh water to which ordinary spider gossamer is added at regular intervals while the level one spell *Flight* is cast ten times over the mixture.

POTION OF SPITE

Imbiber becomes subject to *hatred* (**WFRP**, p68) either of the first thing seen after drinking the potion, or of whatever is represented by the extra ingredient, depending on the version of the potion.

The ingredients for this potion are the heart of a Goblinoid and a lock of hair of a Dwarf, which should be boiled together in the blood of two hens for ten hours, while the level two spells *Cause Hatred* and *Cause Frenzy* are cast twice each. If the maker wishes, they may add something to the potion after five hours to represent whatever they wish the victim to hate – for instance a feather will cause the imbiber to hate birds of that type, or a lock of hair from an Elf would cause *hatred* of Elves.

POTION OF STONE

This potion turns its imbiber to stone – they may not move or do anything while the effects last. Their Toughness becomes 10 for the potion's duration and they become immune to most spells (at the gamesmaster's discretion).

Take equal quantities of powdered granite and charcoal and mix them in the blood of a Troll, warm the mixture slightly, stirring carefully until all the powder has dissolved. Then bring to the boil, being careful not to allow the mixture to burn. Cast the level three elementalist spell *Crumble Stone* four times into the mixture. At the end of seven hours remove from the heat, allow to cool very slightly and cast the level four spell *Stormcall*.

POTION OF STONE-WALKING

Upon drinking this potion the imbiber turns into moving stone, becoming as solid as rock but able to continue to move, fight and cast spells as appropriate. The person's Strength and Wounds are doubled for the duration of the spell, and Toughness is increased to 8.

Take equal quantities of powdered granite and charcoal with a teaspoonful of diamond dust and mix them in the blood of a troll, warm the mixture slightly, stirring carefully until all the powder has dissolved. Then bring to the boil. Cast the level three elementalist spell *Crumble Stone* eight times into the mixture. At the end of seven and a half hours remove from the heat, allow to cool for an hour and cast the level four spell *Stormcall* twice. Any failure in making this potion will lead to a Potion of Stone being created instead. (An **Int** test, with a +10% bonus if the character has the *brewing* skill, should be made to see if such an error is made.)

POTION OF TERROR

The imbiber's Cool is reduced by half (rounding down). An immediate Cool test must be made, as the imbiber becomes subject to *terror* of the first thing seen.

To make this potion the finger of a zombie must be boiled in the blood of a giant spider. A finger from a liche should be used for stirring the mixture. The level one illusionist spell *Bewilder Foe* should be cast over the potion six times.

POTION OF TOUGHNESS

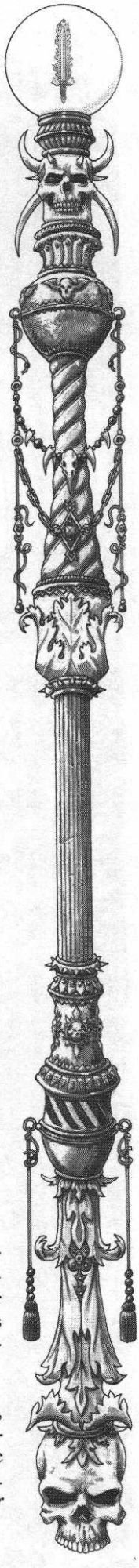
This potion increases the drinker's Toughness by two points until the potion wears off.

Ingredients for the potion are the fingernails of two Dwarfs or one Ogre, ground to a fine dust, to which is added the ground-down thorax chitin of a giant spider, treated to eliminate all possible contamination by venom. This dust is then infused into two pints of Ogre blood, which are simmered for seven hours while the level two spell *Aura of Protection* is cast seven times at hourly intervals.

POTION OF WATER-BREATH

For the duration of the potion's effects, the imbiber becomes capable of breathing water, is able to swim at their normal movement rate and may speak, fight and cast spells while underwater. The imbiber may also breathe air if desired. The effects last for twelve hours.

The potion requires the egg of a dragon-turtle, a salmon, and two pints of sea-water. Simmer the ingredients together, stirring occasionally with a whalebone, until the mixture leaves a trail. This usually takes about nine hours. The level one elementalist spell *Breathe Underwater* should be cast upon the potion eleven times.




TAURUS NICHOLSON 2002



CHAPTER 20



SPELLS

The crisp, clear note of a horn rang out over the wooded valley, audible over the clamour of the battlefield – the hoarse shouts of desperate men and the clang of sword on shield. Torben Badenov and the rest of his unit gladly fell back to the tattered and mud-spattered standard flapping in the wind at the crest of the rise.

The battle against the slave-raiders was going badly. The Dark Elves had the most fell powers at their disposal. Their sorcerers had conjured foul tentacled horrors that had beset the harried mercenaries, and had drawn down a storm of whirling, razor-sharp blades from the tortured heavens to slice and hack at them as they fell back. The burly Kislevite soldier scanned the Dark Elf lines as the Black Ark's knights, mounted on their horrific reptilian steeds wheeled into formation, their lances lowered. Torben frowned: Old General Scarfo's army could not survive another assault like the last. What they needed now was a miracle.

With a banshee scream a ball of fire shot low over the heads of Torben's rallying unit. The Kislevite ducked, feeling the heat-wash scorch the back of his neck. Transfixed, Torben watched as the fireball hurtled towards the enemy ranks. It appeared to be a huge burning skull, trailing a blazing comet-tail behind it, and it sounded like it was laughing! The phantasmal head hit the Dark Elves and their Cold One mounts, exploding in a great conflagration of infernal fire that threw the raiding knights to the ground and set fire to their battle-gear.

"What in Ulric's name–?" the weaselly Oran Carfen screeched in shock.

"I would say that the battle-wizard Scarfo brought along just earned his wages," Torben hazarded.

"Yes but what happened? Did he explode or something?"

The two mercenaries looked back up the valley where the sorcerer stood, his ornate red and orange robes swirling about him, blown by the esoteric winds of magic. Even from this distance the wizard appeared terrible and magnificent, a halo of scintillating flame playing about his body.

"He looks all right to me," Torben said, grinning.

Oran scowled. "I hate it when they do that," he muttered.

If the power of magic is the raw energy that drives sorcery, then spells are the devices that shape it to its desired effect. Since the first hedge-wizard created magic fire and accidentally blew up his hut, thousands of spells have been devised and recorded. Some are widely known, others are only known to secret cabals or small groups of wizards. Some exist in various forms, with minor changes to the casting ritual and effects. Many have been forgotten, the only copy on a parchment tucked in the pages of a forgotten volume in some little-used library.

Take the spells in the **Warhammer FRP** rulebook to be the ones that are most known across the Old World: most college will have copies of them all and most wizards will have heard of them, even if they cannot cast them. The spells in this book are less well known and less widely taught; it is the gamesmaster's choice whether they should be available to characters.

This chapter lists new spells for every discipline of magic described in this book. A combined listing of all the spells from *Realms of Sorcery* and the **Warhammer FRP** rulebook can be found at the back of this book (pp252-256).

✸ PETTY MAGIC ✸

BLOT

Spell Level: Petty
Magic Points: 2
Range: Touch
Duration: Instantaneous
Ingredients: A small piece of blotting paper

This spell will dry up a half-pint of spilled liquid. No stain is left by coloured liquids, but any actual damage such as blotches of oil or acid burns will remain.

BUTTERFINGERS

Spell Level: Petty
Magic Points: 3
Range: 12 yards
Duration: Instantaneous
Ingredients: A dab of butter

The target will drop whatever he is holding in the hand chosen by the caster, unless the target makes a successful **Dex** test to resist the spell. It will not affect an item held in two hands.

CUNNING HAND

Spell Level: Petty
Magic Points: 3
Range: Personal
Duration: 10 minutes
Ingredients: A set of juggling balls

The caster's **Dex** is increased by 20 points for a duration of ten minutes.

CURE BOILS

Spell Level: Petty
Magic Points: 1
Range: Touch
Duration: 1D10 days
Ingredients: A small bar of soap

This spell will remove any unsightly skin blemishes from the target, including boils, spots, acne, plague marks and the like. However, this spell does not cure the cause of the blemish; if the cause of the blemish is not treated, then the marks will return when the spell ends. Also, the spell will only affect current blemishes; it will not remove old scarring or disfigurement caused by previous boils or pox.

For example, while the spell cures plague marks, it does not cure plague; it merely removes external skin-marks - targets treated this way still show all the other symptoms, count as a carrier and may still die of the disease.

DANGER SENSE

Spell Level: Petty
Magic Points: 3
Range: Personal/Touch
Duration: 1D6 rounds
Ingredients: The shoulder-blades of a hedgehog

This spell gives the wizard the equivalent of the *sixth sense* skill (**WFRP**, p56). If cast on another character, it does not give the target *sixth sense*, but gives the caster a feeling of danger if the target of the spell is in trouble.

DARK SIGHT

Spell Level: Petty
Magic Points: 3
Range: Personal
Duration: 2D6 minutes
Ingredients: The eyes of an owl

This spell gives the caster the *night vision* skill to a range of 30 yards. If the caster already has this skill, the range of vision is increased by a further 30 yards.



FIND

Spell Level: Petty
Magic Points: 2
Range: 12 yards
Duration: 1 turn
Ingredients: A lamb's tail

This spell will locate any lost object, as long as it is within 12 yards of the caster. The object will ring with the sound of a small bell until it is found. If the object does not belong to the caster, it must have been touched by the person wanting to find it and the caster must touch that person while casting the spell. The person the wizard is touching must be alive and willing for the object to be found.

FLIGHT OF AMAR

Spell Level:	Petty
Magic Points:	3
Range:	Variable
Duration:	1D10 seconds
Ingredients:	A piece of thistledown

The caster can float above the ground for 1D10 seconds. The flight is at a random height, and the caster is at the mercy of any winds. Roll 1D6 for the height in yards above the ground, and if there is wind then 1D8 for direction:

1 north	2 northeast	3 east	4 southeast
5 south	6 southwest	7 west	8 northwest

The caster has no control over the flight, and will drift for the full duration of the spell. The caster cannot choose to land, and if *Dispel Magic* is used to end the flight he will fall rather than gradually descend. The height above the ground is relative to the starting point; a person starting at the top of a hill will gain relative altitude as the ground drops away beneath them. This spell is taught to apprentices to instruct them in the basic principles of travel magic.

KNOCK DOWN

Spell Level:	Petty
Magic Points:	3
Range:	8 yards
Duration:	Instantaneous
Ingredients:	Small ebony stick ending in a carved fist

This spell may be cast on any human-sized (or smaller) bipedal creature that is within range and line of sight. It causes the target to feel a sharp buffet, which causes no damage but forces the target to make an **I** test or fall over. A target who fails must make a successful **Dex** test or drop any hand-held items. Anyone who falls over counts as *prone*. Modifiers to the test are as follows:

-20	Target running
-10	Target is moving at *normal* rate
0	Target is moving at *cautious* rate
+10	Target is standing still
-5	Per extra MP spent by the caster

MEND

Spell Level:	Petty
Magic Points:	2
Range:	Touch
Duration:	1D3 days
Ingredients:	A dab of glue

This spell will temporarily repair one broken inanimate item until it can be properly mended by a skilled craftsman. It will not mend an item that could not be mended normally, and will not mend anything more massive than 50 lbs in weight. This spell can only be cast on an item once and the pieces must be touching for it to work. An attempt to cast the spell on the same break a second time will cause the item to be utterly ruined.

This spell only affects the physical properties of an item; a broken magic item will be physically mended, but will not regain its magical abilities. Complex items (machines, for example) involving numerous separate pieces will require a spell cast on each piece, and the pieces will have to be reassembled manually.

PETTY ANIMAL HEALING

Spell Level:	Petty
Magic Points:	1
Range:	Touch
Duration:	Permanent
Ingredients:	A handful of the animal's normal food

This spell will cure any lightly wounded normal animal of 1D3 Wounds. This will never take its Wounds score above its original level. The spell doesn't work on giant animals.

PETTY BEASTFRIEND

Spell Level:	Petty
Magic Points:	1
Range:	Touch
Duration	1D6 minutes
Ingredients:	A handful of the animal's normal food

This spell makes one small creature (up to the size of a dog) friendly toward the caster. The creature will not attack the caster or raise an alarm, but will be friendly while the spell lasts. A trained animal used to obeying orders will obey the caster's orders; other animals will just follow the caster around or ignore orders, at the GM's discretion. For instance, a house cat might follow the caster, if it felt so inclined, but a snake would go back to what it was doing before being disturbed.

PETTY HEALING

Spell Level:	Petty
Magic Points:	2
Range:	Touch
Duration:	Instantaneous
Ingredients:	A piece of lint

This spell will immediately restore 1D2 Wounds to a lightly wounded character. If cast on a character with fewer than two remaining Wounds, it will have no effect. The spell cannot be cast repeatedly on the same target in the same day; once healed in this way, no further petty healing spells will benefit the target unless more damage is taken. Also, the spell only heals damage caused by normal external physical effects (weapon blows, damage from falling, fire), not damage caused by poison, illness, magic and such.

RAT POISON

Spell Level:	Petty
Magic Points:	1
Range:	Touch
Duration:	Permanent
Ingredients:	The tail of a rat

This spell can be cast on any item of food, making it instantly fatal to any rat or mouse that eats it. It does not

affect other creatures. The spell does not make the food any more attractive to the vermin than normal. This spell will not kill Skaven, but any rat-men eating food with this spell cast upon it will feel ill and lose 1 Wound.

READ OUT

Spell Level: Petty
Magic Points: 3
Range: Touch
Duration: Until finished; a maximum of one hour
Ingredients: The text to be read

This spell will read out the text of a document, scroll, book, sign or similar writing in a slow and clear voice. As with other spell ingredients, the text being read will be consumed once the spell is completed. Once the spell has begun, the whole text will be read aloud and cannot be stopped without cancelling the spell completely. A listener is allowed an **Int** test to memorise the information being read, with a cumulative penalty of -1 for every 10 minutes spent listening. If the book is a spell book or scroll, the spells will not be cast by being read aloud by this spell; nor can it be used to perform summonings, prayers, maintain chants or anything like that. If the writing is in a foreign language, it will be read aloud in that language; the spell does not do translations.

REPEL SMALL CREATURE

Spell Level: Petty
Magic Points: 1
Range: 12 yards
Duration: Instantaneous
Ingredients: A bone of the type of creature being repulsed

This spell will cause any one small creature (up to the size of a dog) to *fear* the caster. The spell only affects one specific creature; it does not cause all creatures of that type to *fear* the caster.

SHARP EYES

Spell Level: Petty
Magic Points: 3
Range: Personal
Duration: 1D6 minutes
Ingredients: The eyes of a hawk

Increases the caster's **I** by +10 for the purpose of all *observe* tests for the duration of the spell.

STEALTH

Spell Level: Petty
Magic Points: 2
Range: Personal
Duration: 1D6 minutes
Ingredients: A dry leaf

Casting this spell makes the caster harder to see and hear. Anyone trying to hear or see a character who has cast this spell is at –20 to all *listen* and *observe* tests relating to that character.

WEAKEN POISON

Spell Level: Petty
Magic Points: 1
Range: Touch
Duration: Permanent
Ingredients: A pint of water

This spell halves the damage caused by one dose of poison that the target has received. It must be cast within the time the poison takes to reach its full effect; if the venom acts instantly then the spell will not work.

ZONE OF FRIENDLINESS

Spell Level: Petty
Magic Points: 2
Range: Personal
Duration: 1 hour; concentration must be kept
Ingredients: A glass of spirits

This spell creates a zone 12 yards in diameter centred on the caster in which all **Fel** tests are made at +10. Anyone within range who is arguing when the spell is cast must make a **Fel** test. If successful, they will calm down and be friendly to the other person. It will not stop a fight that is already in progress, but may prevent one from breaking out.

While maintaining a zone, a character may not cast any other spells or use the *meditation* skill to recover MPs. If two or more zones touch or overlap, then both zones are instantaneously destroyed.

ZONE OF TASTINESS

Spell Level: Petty
Magic Points: 2
Range: Personal
Duration: 1 hour
Ingredients: A toffee apple

Creates a 12-yard diameter zone centred on the caster. All food eaten within the zone tastes much nicer than it would normally. A normal meal tastes like a feast at the Emperor's court, and even ship's biscuits are palatable. The spell does not affect the quality of the food – rotten food will still cause illness, and poisoned food will still be poisoned.

Whilst maintaining a zone, a character may not cast any other spells or use the *meditation* skill to recover magic points. If two or more zones touch or overlap, then both zones are instantaneously destroyed.

ZONE OF WINDLESSNESS

Spell Level: Petty
Magic Points: 2
Range: Personal
Duration: 1 hour
Ingredients: A dandelion with seeds attached

This spell creates a zone 12 yards in diameter, centred on the caster. Within the zone the wind is lessened: its speed is decreased by 10 miles per hour, meaning that light winds

drop to nothing, and heavier gales have a lessened effect. The zone is not powerful enough to counter the effect of a *Wind Blast* spell.

While maintaining a zone, a character may not cast any other spells or use the *meditation* skill to recover MPs. If two or more zones touch or overlap, then both zones are instantaneously destroyed.

✢ BATTLE MAGIC ✢

✻ Level 1 ✻

DETECT MAGIC

Spell Level:	1
Magic Points:	1
Range:	48 yards
Duration:	1 turn
Ingredients:	None

This spell allows the caster to identify all magical items and objects within the field of vision up to the maximum range of the spell. In this way it is similar to *magical sense*, but with a greatly extended range. This spell will not reveal the identity of spellcasters – the *magical awareness* skill is necessary for this – nor will it reveal the function or purpose of any enchantments or magic items.

DISPIRIT

Spell Level:	1
Magic Points:	2
Range:	48 yards
Duration:	D6 hours
Ingredients:	A carved miniature wooden heart, which is snapped in two as the spell is cast

This spell may be cast on any one creature or group; each target is permitted a *magic* test to resist the effects. The spell puts feelings of despair and gloom into the mind of any affected creature, who will then suffer at -10 penalty to all **Ld** and **Cl** tests for D6 hours. The spell has no effect on normal animals, creatures with an **Int** of 10 or lower, or those immune to psychological effects (e.g. Undead). Further castings of the spell on the same target or targets do not increase these effects. This spell will negate the effects of the *Enthuse* spell (see below).

ENTHUSE

Spell Level:	1
Magic Points:	2
Range:	48 yards
Duration:	D6 hours
Ingredients:	A miniature cast-iron heart

This spell may be cast on any one creature or group; each target may take a *magic* test if they want, with success indicating that they have resisted the spell's effects. The spell fills any affected targets with hope and enthusiasm, giving a +10 bonus to all **Ld** and **Cl** tests for D6 hours. The spell has no effect on normal animals, creatures with an **Int** of 10 or lower, or those immune to psychological effects (e.g. Undead). Further castings of the spell on the same targets do not increase the bonuses. This spell will negate the effects of the *Dispirit* spell (see above).

FLEETFOOT

Spell Level:	1
Magic Points:	2
Range:	Touch
Duration:	1 turn
Ingredients:	Two seeds of Vigwort and the sinews of a horse's leg

This spell may be cast on any one character, including the caster himself. The affected character may add 50% to their Movement (rounding up) for one turn. Obstacles and difficult ground affect the character as normal, although modifications are applied to the increased move rate. Thus if someone with **M** 4 crosses *difficult ground*, the spell increases Movement to 6 and the terrain halves it, so the character will move at **M** 3, three-quarters of their normal rate. It will negate the effects of *Slowfoot* (see below).

IGNITE MISSILES

Spell Level:	1
Magic Points:	1 per missile
Range:	24 yards
Duration:	See below
Ingredients:	A drop of oil and a pinch of sulphur

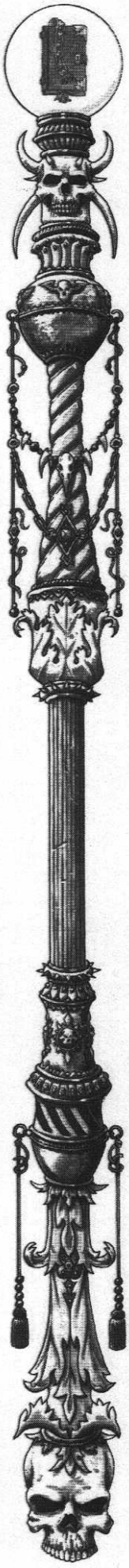
This spell may be cast on arrows, crossbow bolts or other missiles or thrown weapons. When the missile is fired or thrown, it bursts into flames in mid-flight, causing 1 additional point of damage when it hits, and igniting any *flammable* object it strikes. The missiles do not count as magical weapons. The caster can only enchant one missile per level in any one round. The spell will not work on ammunition for gunpowder weapons, bombs or incendiaries.

A wizard may cast this enchantment on missiles prior to combat, but the spell only lasts one hour if they are not fired immediately. Missiles can be affected in mid-flight using this spell, provided the wizard has time to cast the spell and can clearly see the projectile at all times.

SLIPPERY GROUND

Spell Level:	1
Magic Points:	2
Range:	6 yards
Duration:	D6 turns
Ingredients:	A drop of oil

This spell may be cast on a patch of ground up to 5 yards square, affecting it as if it had been doused in oil, and turning it into *difficult ground*. Those who fail an **I** test while crossing it will slip and fall. A falling character must make a successful **Dex** test or drop any hand-held items, and may do nothing in the next round except regain balance, counting as *prone* while doing so.



SLOWFOOT

Spell Level: 1
Magic Points: 2
Range: Touch
Duration: 1 turn
Ingredients: An infusion of sleeping-herbs and a fragment of tortoise shell

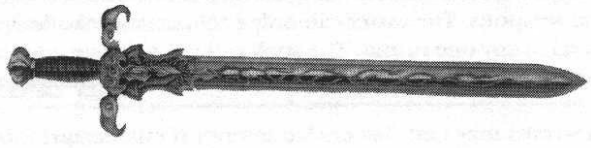
This spell can be cast on any one character, who will move at half their normal speed for one turn. Obstacles and *difficult ground* affect the character as normal, in addition to the reduced movement rate. Thus if someone under the effects of the spell crosses *difficult ground,* the spell halves their movement and the terrain halves it again, so they move at one quarter of their normal rate. It will negate the effects of *Fleetfoot* (see above).

STUNNING CONCLUSION

Spell Level: 1
Magic Points: 2
Range: One target within 12 feet
Duration: 1D6 turns
Ingredients: The last page from a story or play concerning adventure or romance

This spell uses the power of story as a means of focusing a blast of magical energy at a target's mind. The caster must read aloud the concluding lines of a story – this is done as part of the normal spell casting process, and does not take any longer than normal to cast. When the last word is read out, the target must make a **WP** test in order to avoid being *stunned* (**WFRP**, p125) for 1D6 turns.

The spell will not affect creatures who are deaf or who do not understand the language of the story, or anyone who is normally unaffected by psychological effects. It can only be cast on humanoids under 10-foot tall.



WILT WEAPON

Spell Level: 1
Magic Points: 2
Range: Line of sight
Duration: Instantaneous
Ingredients: A small clay model of the weapon and a vial of pure, clear water

This spell may be cast against any one weapon within the caster's line of sight. When the spell is cast the weapon becomes limp like damp string, and is useless. The weapon stays floppy for D6 turns, then hardens again – but in whatever bent shape it was last in: a character with the *specialist weapon* skill for that weapon can ensure it returns to the right shape, and someone with the smith skill can do the same for a metal weapon, but otherwise the owner must make a **Dex** check or be left with a deformed weapon. The spell has no effect on whips or magical items.

ZONE OF FIRELESSNESS

Spell Level: 1
Magic Points: 3
Range: 6 yards
Duration: 1 hour per level
Ingredients: A damp squib or tinderbox

The spell creates a zone 6 yards in diameter around the caster. Any fire within or brought into the zone – normal or magical fire, including fireballs fired into or out of the zone – will immediately go out. Lava and molten metal will solidify, although they will still be very hot.

Whilst maintaining a zone, a character may not cast any other spells or use the *meditation* skill to recover Magic Points. If two or more zones touch or overlap, then both zones are instantaneously destroyed.

* Level 2 *

BREAK WEAPON

Spell Level: 2
Magic Points: 4
Range: Line of sight
Duration: Instantaneous
Ingredients: A small wooden model of the weapon, broken when the spell is cast

This spell may be cast against any one weapon within the caster's line of sight, breaking it and rendering it useless. The caster must be able to see the whole weapon: a sword in its scabbard is immune until it is drawn. The spell can affect even magical weapons, although they are allowed a test to resist this – equal to 50% with an additional +10% for every ability the weapon possesses. Thus, a magical sword with a +20 **WS** and the *sleep* ability would have a 70% chance of resisting the spell.

FLAME CURSE

Spell Level: 2
Magic Points: 4
Range: 24 yards
Duration: D6 turns
Ingredients: Any part of a dragon

This spell can be cast on any one creature or person within line of sight, as well as objects and areas of wall or ground no larger than 10 feet in any dimension. The target becomes *flammable* for the length of the spell (**WFRP**, p80).

LEG BREAKING

Spell Level: 2
Magic Points: 5
Range: 12 yards
Duration: Instantaneous
Ingredients: The leg bone of any humanoid species, to be broken as the spell is cast

This spell may be cast on any single creature with a Toughness of 4 or less. If the target fails a *magic* test, one leg

(caster's choice) breaks with a sickening crunch. The victim is knocked down (anyone with more than two legs can make an I test to avoid this), and must also make a WP test or faint for D6 turns. Movement and Initiative are both halved until medical attention is received.

If a humanoid creature has both legs broken, movement is reduced to zero and the victim is treated as being *prone*. Quadrupeds lose half movement for the first leg broken, a quarter for the second, and a quarter for the third, leaving them incapacitated. Any creature with a Toughness of greater than 4 will not be affected by this spell.

LUCK

Spell Level:	2
Magic Points:	5
Range:	Personal
Duration:	1 hour
Ingredients:	A rabbit's foot

After casting, the caster can affect his luck once in the next hour of game time by adding one or subtracting one from one D6 dice roll or modifying one D100 roll by 10 points. Once this has been done, the spell has no further effect. Recasting the spell will have no effect until the full hour has elapsed, whether or not a roll has been modified.

MAGICAL MIGHT

Spell Level:	2
Magic Points:	2 +3 per point of S to be increased
Range:	1D6 rounds
Duration:	Until used, then instantaneous
Ingredients:	Any non-magical combat weapon

This spell allows the caster to enhance their prowess in combat, by increasing their Strength for the purposes of the next successful combat hit only. The increase must be specified at the time of casting the spell, and costs 3 MPs per point of S increased (up to a maximum of S 10), in addition to the basic cost of 2 MPs to cast the spell. The blow must be struck with the weapon used as the ingredient for the spell, which will promptly be consumed by the magical forces that it channels.

MENTAL DUEL

Spell Level:	2
Magic Points:	3 (but see below)
Range:	96 yards
Duration:	See below
Ingredients:	Two miniature swords, one of gold and one of jet

This spell brings the caster into an immediate mental contest, a direct battle of mental powers against another spellcaster. If the spell is successfully cast, the target must enter the duel. If the Mental Duel is mistakenly initiated with a non-spellcaster, the caster's MPs are expended but the spell has no effect.

On the first round of the mental duel, each spellcaster rolls D6 and adds their magic level. If the caster's total score is higher than that of their enemy, the enemy loses 3 MPs; if lower or equal, the caster loses 3 MPs. On subsequent rounds, each spellcaster can attempt to break off the duel by making a successful *magic* test, should they so wish. If neither side does so, or the roll is failed, the round continues as described above.

This spell is dangerous, for once a Mental Duel is begun, neither combatant may stop until one or other is reduced to zero MPs (or below), or until one caster wishing to evade the duel makes a successful *magic* test. No other spells may be cast during a Mental Duel and no combat actions or movement are possible. The duellists are totally absorbed in their duel and oblivious to other happenings. However, a duellist struck by a mêlée opponent is allowed a *magic* test to escape the Mental Duel – this may permit them two such tests in one round if the caster is already trying to evade the duel.

A caster reduced to less than zero MPs by this spell will fall unconscious for 2D10 hours, gain 1 Insanity Point, and must make a *magic* test or have their Power Level permanently reduced by 3 points.

RALLY

Spell Level:	2
Magic Points:	4
Range:	24 yards
Duration:	Instantaneous
Ingredients:	Blood from the heart of a lion

This spell may be cast on any creature or group which has just failed a *fear* or *terror* test. The effects of the *fear/terror* are immediately cancelled, and the creatures can move and act normally. However, any Insanity Points from failed *terror* tests remain. The spell cannot affect natural animals, creatures with **Int** 10 or below, or those immune to psychological effects (e.g. Undead).

RAZE

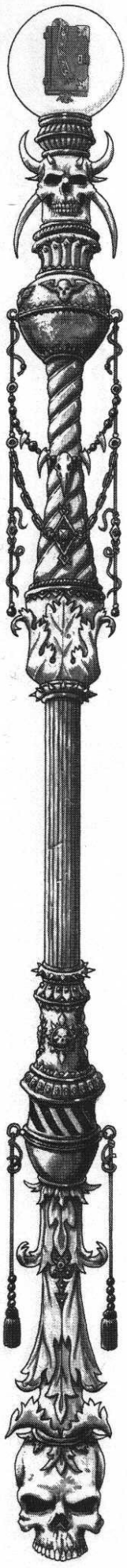
Spell Level:	2
Magic Points:	5
Range:	Touch
Duration:	Instantaneous
Ingredients:	A miniature iron ball on a chain

The spell delivers the equivalent of 1D3 hits at S10 on any door, section of wall or other inanimate surface or object (see **WFRP**, p77) that the spellcaster is touching at the time. It does not work on any creatures, whether living or dead, or trees.

REPROOF OF COWARDICE

Spell Level:	2
Magic Points:	4
Range:	48 yards
Duration:	Instantaneous
Ingredients:	A small wooden shield, to be snapped in two when the spell is cast

This spell may be targeted at an individual or group within the caster's line of sight and no more than 48 yards away. When cast, any and all shields held by the target(s) are



instantly and completely destroyed. This spell can even affect magical shields, although they are allowed a test to resist it – equal to 50% with an additional +10% for every ability the shield possesses.

STAMPEDE

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: See below
Ingredients: The jaws of a snake

This spell may be cast against any group of herd animals (**WFRP**, p238) or mounted creatures within 48 yards of the caster. The targets must first make a normal **WP** test against magic or stampede uncontrollably away from the caster at *running* rate. Each round thereafter, any riders are permitted to make a **Ld** test to bring their mounts under control. This spell has no effect on mounts that are immune to psychological effects, such as Undead mounts and Daemonic servants in steed form.

STEAL MAGICAL POWER

Spell Level: 2
Magic Points: 5
Range: 48 yards
Duration: Instantaneous
Ingredients: A small amber jar

This spell may be cast against any one spellcasting creature (if a non-spellcaster is mistakenly targeted the MPs are expended but the spell has no effect). If a *magic* test is failed, the target loses 2D6 MPs, which are transferred to the caster. 'Stolen' MPs can temporarily increase a caster's MP total above the normal maximum, but the additional MPs must be used within the hour or are lost. If a caster's MPs are reduced to zero or below due to the spell, he falls unconscious for 2D10 hours and gains 1 Insanity Point.

WARD OF FORBIDDING

Spell Level: 2
Magic Points: 6 or 12
Range: 0
Duration: Permanent, until dispelled
Ingredients: A 6" long bronze rod of 1/2" diameter

This ritual allows the wizard to inscribe a magical barrier upon a portal or in a passageway, to prevent access to what lies beyond. The wizard uses the bronze rod to trace the pattern of the ward in the space of the portal to be protected. Anything attempting to pass through a *Ward of Forbiddence* (e.g. opening a door when a ward has been cast in the doorway and then walking through) must make a **WP** test or they will be opposed by a wall of force and physically unable to bypass the ward either voluntarily or involuntarily. A creature who has been unable to bypass a *Ward of Forbiddence* may try again after one day (count to the next dawn-to-dusk period), but with a -10 modifier to the **WP** test. A third attempt, with a total -20 modifier, can be made one day later if the creature still cannot pass, but after three failed attempts that creature will never be able to break the ward.

The basic ward costs 6 MPs, but if the wizard is of third level or higher and spends an extra 6 MPs in creating the ward, it is possible to add a second spell to the enchantment, within one turn of creating it. At third level, a wizard can cast *Cause Panic, Dispirit, Steal Magical Power,* or *Steal Mind* into the ward. At 4th level, choices include any one of *Cause Cowardly Flight, Corrode, Dispel Aura, Drain Magic,* or *Stand Still*. The MP cost of the second spell is added to the base 12 MP cost of the ward. This secondary spell effect will only affect the first being that tries to pass through the ward; after that it is dispelled, although the ward stays.

The ward is not visible, save to the wizard who created it, who sees it as a thin pattern of blue magical lines standing in mid-air. However, wizards using the *Detect Magic* spell can see it clearly and, if they expend 1 MP, can make it visible to others by tracing its lines with their fingertips. The ward will remain visible for 1D10 hours.

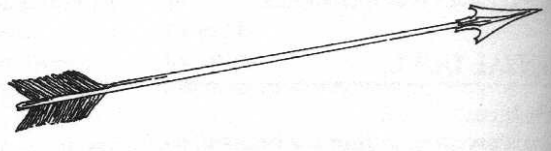
Wizard can always bypass their own *Ward of Forbiddence*, and can lead others past it if they have direct physical contact with them (for example, by holding hands). A wizard can only maintain one ward per level of experience; any attempt to create a new ward beyond that number will automatically dispel the last ward created.

* Level 3 *

ARROW STORM

Spell Level: 3
Magic Points: 6
Range: Touch
Duration: See below
Ingredients: A quiver of up to 12 arrows

By touching a quiver of arrows, the caster can enchant them so that an arrow springs magically to hand as soon as the previous one is loosed, thus enabling the archer to fire at twice the normal rate (i.e. 2 shots per round). The enchantment leaves each arrow as soon as it is loosed, or at sunrise the next day if it is unused.



CLOAK OF DARKNESS

Spell Level: 3
Magic Points: 6
Range: Personal
Duration: D3+1 turns
Ingredients: A pinch of soot and the wings of a bat

When this spell is cast, the caster and any accompanying group are cloaked in a zone of magical darkness as wide as the group is. Any member of the group who moves more than 4 yards away from any other group member will no longer be within the area of effect. Creatures outside the area of effect cannot see anything inside the dark-

ness, but those within can see out. Missile fire into the zone is subject to a -20 penalty, and it is impossible for a spellcaster outside to direct an individually targeted spell at anyone within it. (One can, however, target spells at the whole group in the normal way.) Anyone wishing to enter the *Cloak of Darkness* must pass a *fear* test to do so. Despite its appearance, this is not a Zone spell.

CONJURE SERVITOR (RITUAL)

Spell Level:	3
Magic Points:	10
Range:	See below
Duration:	See below
Ingredients:	See below

This ritual is used by wizards to create a familiar. Such a creation is usually made from pieces of metal and wood, and often looks like a toy mannikin or soldier. Some wizards claim that the best familiars (particularly warrior familiars) are made from armour taken from the dead on the field of battle at midnight; less mystical wizards claim that this is rank superstition.

This ritual cannot be learned, but must be performed whilst referring to the correct scroll or book. However, Experience Points must be paid the first time the spell is used, just as if a spell had been learned. Subsequent castings (as long as the book or scroll is present) do not require more points to be expended.

To make a familiar, the wizard must collect together the necessary pieces of metal, wood, leather or other materials, then carve, shape or fix them together into a figurine of no more than 1 foot high or 1 foot long. Creating complex joints for the familiar's limbs is not necessary; this flexibility will be added by the spell. Construction takes three days, during which time the wizard must not eat, and may only drink water. Each day a *construct* test must be made. On a failure, another day must be spent making the familiar. On a failure of 30 or more, the materials are spoilt due to clumsy workmanship, and the whole project must begin anew. If the wizard stops during the construction process for any reason, then the process must be started again – however, the materials can be reused.

Once the figurine is successfully made, the wizard must spend a whole waking day (16 hours) performing the spell to bring the familiar to life, doing do nothing else at all, apart from resting for five minutes every hour. When casting the spell, the wizard must chant the necessary words, make gestures and perform certain ceremonial steps around the familiar (a large room is essential for this purpose). Any interruption by anyone else during this period will mean the whole process is ruined, the materials must be discarded, and the wizard must start again from scratch.

At the end of the ritual, if it has been successful, the familiar will come to life. It will sit up, look round, and see its potential master. At this point the gamesmaster should make a **Fel** test for the wizard, but not tell the player the result of the roll. On a successful test, the familiar will walk forward, touch the wizard's hand, and become a friend for life. However, on a failed test, the familiar will be nervous. It must make a **Cl** test; on a success it will reluctantly come toward the wizard, who may make another attempt at a **Fel** test. If this **Cl** roll is also failed, the familiar will flee the wizard, and on getting more than 10 yards away, will fall to pieces – the whole ritual must be performed again. On a roll of 99 or 00, the wizard has had a disaster, though doesn't yet know it. The familiar will have been animated by a minor Chaos Daemon, which will appear to be friendly, but will have its own agenda. It will act mischievously, and generally do everything in its power to make things go wrong for the wizard whilst still appearing to be helpful.

For more information on the different kinds of familiar, see chapter 21.

CORRODE

Spell Level:	3
Magic Points:	5
Range:	24 yards
Duration:	Instantaneous
Ingredients:	A piece of iron and a drop of water

This spell may be cast at a creature or group. Every non-magical item of iron, steel or bronze possessed by the target creature(s) instantly corrodes and is destroyed. Metal armour becomes useless, weapons crumble to dust (weapons with wooden shafts and metal heads/tips count as improvised weapons), and so on. Magical weapons and armour are unaffected by this spell.

DISPEL MAGIC

Spell Level:	3
Magic Points:	6
Range:	48 yards
Duration:	Instantaneous
Ingredients:	A small magnet, and either a pinch of dust from the remains of a wizard or the bones of a wizard's skeleton

This powerful spell may be cast at any creature or group. The caster may automatically dispel any spells he has cast himself by use of this spell. In addition it has several powerful effects, as follows:

- If the creatures affected are subject to *instability*, they must make a test against it immediately.
- The magical effects of magic weapons, armour, wands, and all other magical items cease to function for that round, unless their owner makes a successful *magic* test. Spell-like effects created by items are, however, only interrupted for one round, and no magic item is permanently disenchanted by this spell.
- Any one spell effect within the maximum range of the spell may be destroyed (e.g. a *Magic Bridge*, an area of *Mystic Mist*, a *Summoned Swarm*, etc.). If the spellcaster who created the effect is within 12 yards of it when *Dispel Magic* is cast, he may make a *magic* test to prevent it being dispelled.
- Any spellcaster struck by the spell must make a successful *magic* test or any spells currently maintained (e.g. *Illusion, Zone* and *Aura* spells) are dispelled. In addition, if the *magic* test is failed, the spellcaster may not cast any further spells during the round in which *Dispel Magic* is cast.

ENFEEBLE

Spell Level: 3
Magic Points: 5
Range: 48 yards
Duration: Until sunrise
Ingredients: A drop of mouse blood

This spell may be cast at any creature or group. All target(s) that fail a normal *magic* test lose 1 point each of Strength and Toughness. They also suffer the following effects:

- Their encumbrance allowance is halved.
- All movement penalties for obstacles, *difficult ground*, and over-encumbrance are doubled for the duration of the spell.

PIT OF DESPAIR

Spell Level: 3
Magic Points: 6
Range: 48 yards
Duration: Instantaneous
Ingredients: A trowel

This spell can be cast on a single individual, who will suddenly sink three feet into the ground. No damage is done (though Halflings and Gnomes may begin to suffocate), but the target must be dug out before they can move. The spell can only be cast on a person who is standing on ground soft enough to dig in. If cast on a person standing on solid rock or on the wooden or stone floors in buildings, it will have no effect.

SENSE OF THE GREEN

Spell Level: 3
Magic Points: 8
Range: Personal
Duration: 1 hour per level of the caster
Ingredients: A compass

Casting this spell puts the wizard in touch with the natural world, albeit on a subconscious level. The caster gains an unerring sense of direction and the *charm animal* and *follow trail* skills for the duration of the spell. In addition, the wizard should be treated as having *etiquette*. (No one is entirely sure why this is the case; it simply seems to be that this heightened awareness of the natural world gives rise to certain pleasing mannerisms in the caster.)

SHARPEN WEAPON

Spell Level: 3
Magic Points: 8
Range: Touch
Duration: Until sunrise
Ingredients: Any edged or pointed weapon

This spell allows the caster to render a single edged or pointed non-magical weapon magically sharp by touching it. The affected item does not count as magical, and cannot wound things that are immune to non-magical weapons. However, it gains and keeps an exceptionally keen edge or point, so sharp that for the duration of the spell it will cause one extra point of damage every time it makes a successful hit, and negates protection afforded by leather armour.

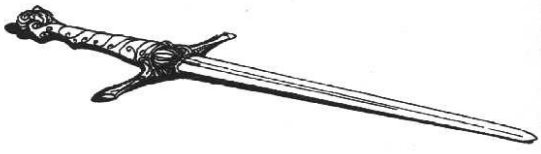
The ingredient – the weapon – is not consumed at the moment the spell is cast, but will disappear at the moment the spell's effects wear off. If it is cast on a magical weapon, the spell has no effect and the weapon remains, although the MPs used in casting are lost. The spell can be used on any hand-to-hand or missile weapon.

SUBVERT WEAPON

Spell Level: 3
Magic Points: 6
Range: Line of sight
Duration: 1 round
Ingredients: A small silver weapon

This spell is cast against one character or creature in the caster's line of sight. It animates one hand-to-hand weapon being held by the target and turns it against its wielder for one round. The subverted weapon attacks its wielder once, with a **WS** equal to the caster's **WP** and a **S** equal to one-tenth the caster's **WP**, rounded down. The wielder may attempt a **Dex** test to restrain the weapon; if successful its hit roll is made at -20. The caster may invest additional MPs to reduce the target's **Dex** test, in the same way as extra MPs are sometimes expended to reduce a target's **WP** against a spell. After one round, the weapon ceases to be animated.

This spell can affect magical weapons, although they are allowed a 50% chance to resist it, with an additional +10% for every ability the weapon possesses. Thus, a magical sword with +10 **WS** and the *sleep* ability would have a 70% chance of resisting the spell. The spell has no effect on creatures using natural weaponry – it cannot, for example, be used to make an animal bite or claw itself.



* Level 4 *

ACCELERATE TIME

Spell Level: 4
Magic Points: 8
Range: Creature touched
Duration: 3D10 rounds
Ingredients: A minute-glass filled with diamond dust

This spell affects one creature, allowing it to move and perform actions twice as quickly as normal. The affected creature's Movement, Initiative and Attacks are doubled whilst the spell is in effect, subject to the normal maximums (**WFRP**, p13). All actions such as drawing a weapon or retrieving an item will take half the normal time to perform while the spell is in effect. Targets of this spell may not cast spells themselves, although they may use magical items and/or potions.



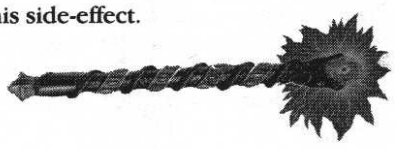
DRAIN MAGIC

Spell Level: 4
Magic Points: 12
Range: 48 yards
Duration: Instantaneous
Ingredients: Any magical wand, wrapped around with copper wire

This spell allows the caster to drain all the magical energy from one target creature. The target is allowed a standard *magic* test to negate the effects of the spell. If the test is failed the effects are as follows:

- Spellcasters are reduced to zero MPs. Wizards (including specialists) are struck unconscious for 2D10 turns, although clerics and druids remain conscious.
- Undead and Ethereal creatures are destroyed.
- Daemons and elementals are banished.

This spell is hazardous, for if the spell is successfully cast the caster must make a *magic* test. If failed, the caster cannot control the vast magical energies drawn off by the spell and loses a number of Wound points equal to a quarter of the total MPs of the creature affected by the spell, rounding up. The caster's Wounds cannot be reduced below one by this side-effect.



ENTANGLEMENT

Spell Level: 4
Magic Points: 8
Range: 100 yards
Duration: D6+1 turns
Ingredients: A pinch of dung and a sprig of bloodsedge

This spell may be cast on any point within 100 yards of the caster. There, vegetation erupts from the ground, rapidly covering an area 24 yards across and turning it into *difficult ground*. Any creatures in the area as the vegetation sprouts are entangled: they may not move, and suffer a -10 penalty *to hit* for both missile fire and hand-to-hand combat. To escape, they can make an S test at the end of each round; on a success they escape. Anything entering the spell's area has no risk of becoming caught. The vegetation counts as *flammable* (**WFRP**, p80).

FOETID CLOUD

Spell Level: 4
Magic Points: 8
Range: 48 yards
Duration: Until dispelled
Ingredients: Entrails of a skunk and a cabbage leaf

This spell is an enhanced version of the level two Battle magic spell *Mystic Mist*, creating a cloud 2D6 yards in diameter within the maximum range of the spell (**WFRP**, p157), but which is also poisonous and corrosive. Living creatures within the area of effect must make a successful *poison* test each round they remain within the *Foetid Cloud* or suffer an automatic S5 hit, regardless of armour. Trolls and other regenerating creatures may not regain damage suffered from a *Foetid Cloud* even when they leave the area of effect; it must be healed by rest or magic.

The spell does not affect ethereal creatures or air or fire elementals. Other elementals, Undead, and Daemons suffer only a S5 hit within the *Foetid Cloud* once per turn (on the first round of the turn). The cloud persists until the caster is hit, moves, casts another spell, or otherwise breaks concentration.

A fire or air elemental can destroy the *Foetid Cloud* within 4+1D4 rounds. The spell *Dispel Magic* will destroy it immediately. At the GM's discretion, high winds will also disperse the *Foetid Cloud* in 1D4 rounds.

REVERSE SPELL

Spell Level: 4
Magic Points: 8
Range: Special
Duration: Special
Ingredients: A silvered mirror

Any wizard who is aware of being targeted by a rival spellcaster may use this spell in an attempt to turn the incoming spell back at its originator, using a silvered mirror to reflect the spell and its effects. A *Reverse Spell* requires both of the following conditions to function properly:

- The target of the enemy spell must be the caster, the group he is in, or someone within 4 yards of him.
- Both casters must make an **I** test. If the *Reverse Spell* is cast from a spell jewel or Rod of Power, the caster gains a +20 bonus to the test. Refer to the following table to see whether *Reverse Spell* is cast in time to reflect the incoming spell:

	Opponent's Test	
Caster's Test	**Passed**	**Failed**
Passed	Maybe	Yes
Failed	No	Maybe

On a Maybe result, the *Reverse Spell* takes effect in time only if the caster's **I** is higher than his opponent's.

If the *Reverse Spell* has been cast in time, the full effects of the original spell are reflected back on the enemy spellcaster, who takes any resulting damage in full. If not, the spell takes effect as normal, but the defending wizard still loses the MPs that were used to cast *Reverse Spell*. A *Reverse Spell* cast on another *Reverse Spell* will only cancel it out if the caster makes a successful **I** test.

WALL OF FIRE

Spell Level: 4
Magic Points: 8 per turn
Range: 12 yards
Duration: 1 turn if not renewed
Ingredients: A pinch of sulphur, a tooth of a dragon

This spell allows the caster to create a wall of fire in any shape, up to 2 yards wide and up to 12 yards long, with flames rising 10 feet into the air. The whole of the wall

must be within 12 yards of the caster. He may move and perform other actions (except casting spells) while maintaining the wall, but any part of the wall which is more that 12 yards from the caster at the start of a turn will be extinguished. At the start of each turn the caster can decide whether to spend another 8 MPs to maintain the wall; if not, then it is immediately extinguished.

The *Wall of Fire* blocks line of sight, and any object or creature crossing it takes one automatic hit at S 8, which ignores all armour (even magical armour). *Flammable* targets also suffer normal fire damage.



ZONE OF MAGICAL IMMUNITY

Spell Level:	4
Magic Points:	12
Range:	12 yards diameter
Duration:	Until dispelled
Ingredients:	A sphere of glass enclosing 3 drops of Daemon blood

This spell creates a 12-yard diameter zone, centred on the caster, which is in many ways similar to the *Zone of Sanctuary*. However, in addition to the protections afforded by a *Zone of Sanctuary*, the *Zone of Magical Immunity* is impervious to magic spells and effects of all kinds, except *Dispel Magic* spells. This includes any spell-like effects created by magic items.

Undead creatures, Elementals, Daemons, and Ethereal creatures cannot enter the zone. Any such creatures which are within the 12-yard diameter when the spell is cast must test for *instability* immediately. If they make this test, they must immediately flee outside the zone at their top speed.

The *Zone of Magical Immunity* will persist until the spellcaster performs any other action (such as moving, casting another spell, falling asleep, etc.) or until a *Dispel Magic* spell is successfully cast upon it. This zone is not destroyed by contact with other zones, but the other is automatically dispelled. If two *Zones of Magical Immunity* come into contact, they will cancel each other out.

ZONE OF MISSILE PROTECTION

Spell Level:	4
Magic Points:	8
Range:	12 yards
Duration:	1 hour per level
Ingredients:	A small model shield

The spell creates a zone of 12 yards in diameter around the caster. Any arrows, spears or other physical missile weapons fired within that zone (including from cannon and firearms) bounce harmlessly off an invisible barrier. Missile spells are unaffected. The zone lasts for an hour per the caster's level. While maintaining the zone, the caster may not move, perform other actions, cast other spells or use the *meditation* skill to recover MPs. If two or more zones touch or overlap, both are instantly destroyed.

✢ COLOUR MAGIC SPELLS ✢

None of the spells of the Colour Colleges require ingredients for their casting. Spell ingredients normally act as a focus for magic; since a Colour wizard draws directly on the focused energy of the winds of magic to perform magic, any ingredients are unnecessary; although many wizards do carry staffs or totems which they claim help to concentrate their energies.

However, any Colour wizard must still use any appropriate ingredients if they are casting spells from any of the other disciplines or colleges of magic that they may know, including Battle magic.

ǂ AMETHYST MAGIC

Amethyst spells have been designed so that they do not suffer the penalties that would normally be associated with wizards who choose not to use invocations (see p145). However, these penalties will still apply if an Amethyst wizards attempts to cast a spell that comes from another school of magic.

✻ Level 4 ✻

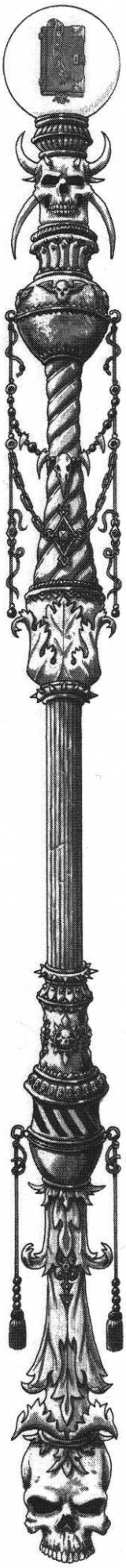
TELEPATHY

Spell Level:	4
Magic Points:	1
Range:	100 yards
Duration:	1 turn
Ingredients:	None

This form of silent mental communication and limited mind-reading was designed for Amethyst wizards to exchange thoughts, questions and ideas amongst each other without speaking. They can only use it to transmit the most rudimentary of messages to anybody else, and it is a laborious and strenuous process – for each attempt to communicate with anyone other than another Amethyst wizard, the caster must make a **Fel** test to be comprehended. A critical failure means that they have been significantly misunderstood.

To communicate, Amethyst wizards need only think what they wants to say, and any Amethyst wizard within 100 yards will hear it. Alternatively a thought can be targeted at a specific wizard, in which case no other Amethyst wizards will have any chance of "hearing" it. To read another person's mind is more difficult. It only works on other Amethyst wizards; no version of this spell has been created that lets wizards pry into the minds of other magicians, let alone ordinary people, and anyone found researching such a spell would be turned over to the witch-hunters without further ado.

The wizard wishing to read another's mind must make a successful **WP** test in order to begin prying. If the test is successful, then the person whose mind is to be read can



make an **Int** test to see if they notice. If they succeed, they can make a **WP** test to attempt to block the mind-reading before any information is uncovered.

If the mind-reading attempt is successful, the caster may listen to the thoughts of the target for one minute. If that person attempts to communicate with anyone during this time, it will be possible to tell whether they are lying.

IYRTU'S EMBRACE

Spell Level: 4
Magic Points: 8
Range: Personal
Duration: 1 round
Ingredients: None

This spell allows the wizard to attempt to crush a single hand-to-hand combat opponent. Power surges through the caster's arms, sheathing them with pulsating purple energy and giving the person the strength of many. This attack hits automatically, and is made in place of any other actions by the wizard that round. For the duration of the attack, the caster's **S** is increased by 1D6 (up to a maximum of 10), and any non-magical armour the target is wearing is ignored. Magic armour on the torso, magical shields, and other body-protecting items may offer protection at the gamesmaster's discretion.

The extra Strength gained from this spell could also be used for other purposes, subject to the gamesmaster's approval – such as throwing an object a long way, moving a heavy object, and so on.

THE LESSER CARESS OF LANIPH

Spell Level: 4
Magic Points: 10
Range: 24 yards
Duration: Instantaneous
Ingredients: None

Amethyst energy grabs the target's heart and squeezes it, causing 1D6 **S6** hits. This looks to an observer (or to someone doing an autopsy) as if the victim has suffered a massive heart-attack, and there is no way of detecting that magic was involved if no one sees the spell being cast. Armour, even magical armour, gives no protection, although Toughness reduces the damage taken on each hit.

The teaching and use of this spell is strictly monitored and controlled by the Amethyst College. It is said that the senior masters of the college can tell from a corpse if this spell was used to kill the victim.

THE MANACLE OF CALOE

Spell Level: 4
Magic Points: 6
Range: 48 yards
Duration: 3D6 rounds +1 MP per added round
Ingredients: None

A heavy manacle of energy forms round the waist of a single enemy or group within 48 yards. The manacle can only hold creatures up to a total Strength of 3D6 – the dice should be rolled by the player when the spell is cast. If it is cast on a group, then characters are randomly selected until the spell's Strength value is exceeded.

The spell's targets cannot move until the manacle is dispelled. They are not affected in any other way: they can still fight if engaged in combat, they may fire missile weapons, and wizards may use magic. While the spell lasts, the caster cannot create a second *Manacle of Caloe*. The spell may be dispelled by the caster at any time, or its duration can be extended by spending an additional 1MP per round.

SPEED OF LYKOS

Spell Level: 4
Magic Points: 6 per 100 yards
Range: 12 yards
Duration: Instantaneous
Ingredients: None

This spell affects any single target within 12 yards. Upon moving, the target's actions are invigorated by leaping corkscrew bands of energy, endowing extraordinary speed. The target may move 100 yards per round for every 6 MPs put into the spell, but only over ground that could normally be walked over (i.e. one cannot walk on water, through walls and so on), regardless of the type of terrain. The target may move directly into hand-to-hand combat, counting as *charging*. This takes effect at the beginning of the next round of combat.

THE WILD KIN OF ZANDOX

Spell Level: 4
Magic Points: 10
Range: Personal
Duration: 3D6 rounds
Ingredients: None

Purple shadows form and lurk at the caster's heels like two great guardian hounds. If looked at directly the shadows disappear, but from the corner of the eye they resemble a pair of slavering dogs with needle-sharp fangs and long slobbering tongues. If the caster is within 4 yards of an enemy, each shadow may make 1D3 attacks on that person. The shadows have a **WS** of 50, and their hits are resolved with **S** 5. They cannot be directly attacked, and they are not counted as targets for spells affecting groups.

* Level 5 *

AMARANTH

Spell Level: 5
Magic Points: 12
Range: 12 yards
Duration: 2D6 minutes
Ingredients: None

The target's Toughness is doubled, to a maximum of 10, for 2D6 minutes or until removed by the caster. Casters can use this spell on themselves or any one other character within 12 yards.

THE CARESS OF LANIPH

Spell Level: 5
Magic Points: 18
Range: 48 yards
Duration: Instantaneous
Ingredients: None

The *Caress of Laniph* engulfs a single character within 48 yards in purple lights, which trap the victim then solidify, constrict, and crush the life out of him. The target suffers 2D6 hits at S6. Armour gives no protection.

THE CHOKING FOE

Spell Level: 5
Magic Points: 20
Range: 24 yards
Duration: 3D6 rounds
Ingredients: None

Purple energy oozes from the caster's eyes, ears, nose and mouth, and forms a misshapen mass around a single individual within 36 yards, engulfing and suffocating him. The victim must make a successful **WP** roll to keep his mouth shut, or the purple energy oozes in, killing him slowly. Each round, the target must make a **T** test or else lose 1D3 Wounds, with any critical hits rolled on the *Sudden Death* critical table (**WFRP**, p125). While dying, the target can do nothing. If the spell runs out before the victim is dead, or is dispelled through the use of magic or the death of the caster, the victim is nonetheless completely breathless and counts as *prone* for 1D6 rounds. Armour (even magical armour) does not protect against the *Choking Foe*.

THE FATE OF BJUNA

Spell Level: 5
Magic Points: 15
Range: 48 yards
Duration: Instantaneous
Ingredients: None

The *Fate of Bjuna* may be cast upon a character or group within 36 yards. Targets who fail a **WP** test will smile, then begin to laugh, and gradually succumb to hysterical laughter. As the target's convulsions become increasingly violent, organs rupture and blood vessels burst. The target sustains 2D6 hits with a Strength equal to the victim's own, due to the exertions of convulsive hysteria. Armour (even magical armour) does not protect against the *Fate of Bjuna*. The archives of the Amethyst College do not record who Bjuna was, or why he died this way.

THE PURPLE SCYTHE

Spell Level: 5
Magic Points: 8
Range: Personal
Duration: 1D10 rounds
Ingredients: None

The wizard conjures a huge glowing scythe of purple energy which can be used against any opponents in hand-to-hand combat, sweeping it down to lop off heads and limbs as if they were ripe corn. The Purple Scythe replaces the wizard's normal attack in close combat, and inflicts one **S** 5 hit on every foe within 6 yards. The player should use the caster's **WS** to determine whether or not each attack hits. Armour protects as normal. After 1D10 rounds of combat, the scythe fades away.

PURPLE SUN OF XEREUS

Spell Level: 4
Magic Points: 28
Range: See below
Duration: 1D6 turns
Ingredients: None

The caster creates an orb of purple-edged darkness. The orb can be sent in any direction, and will move steadily forward in a straight line, destroying everything in its path. The orb moves 1D6 yards immediately, and continues to move 4D6 yards every subsequent round. Anyone within 10 yards of the *Purple Sun* must make a *fear* test. If the orb touches a character, they must make a successful *magic* test or be killed instantly, turning into a small amethyst that is worth about 50GC. If the orb meets a wall, mountain, or other obstacle, it will burn through it at its normal movement rate, leaving a hole one foot in diameter. The *Purple Sun* lasts 1D6 minutes or until it is cancelled by the caster, whichever comes first.

There is one recorded incident of this spell being cast in a town. In any histories of magic, the incident is described in graphic detail and is immediately followed by a short section on the swiftest trial and subsequent burning of an Imperial wizard.

‡ GOLD SPELLS

✻ Level 4 ✻

BURNISHED GAUNTLET

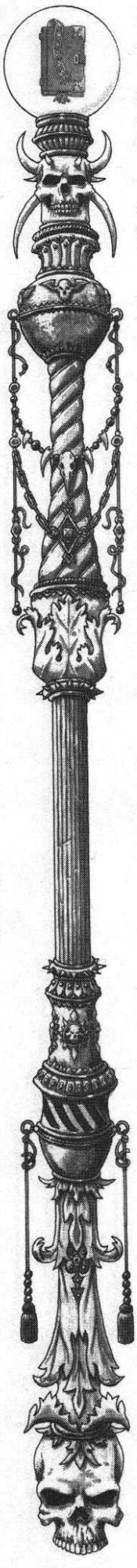
Spell Level: 4
Magic Points: 10
Range: 12 yards
Duration: Instantaneous
Ingredients: None

A burnished gold gauntlet materializes out of thin air and flies off to strike an enemy. It can attack any one target within 12 yards for one S6 attack. No armour (even magical) offers protection. It vanishes after making its attack.

THE CRUCIBLE

Spell Level: 4
Magic Points: 6 per 100 yards
Range: Personal
Duration: Instantaneous
Ingredients: None

The caster takes on a golden glow which gets fiercer and fiercer until he is impossible to look upon, at which point



he seems to melt away to nothing. The caster can then reappear instantaneously somewhere else, appearing at first as a glow of molten gold that then solidifies and cools. The spell allows one to travel 100 yards for every 6 MPs put into it. This spell may be used to carry the caster into close combat, in which the PC counts as *charging* for the first round, but fights as normal thereafter. The caster can only move to places within line-of-sight – it is not possible to reappear inside a building except through an open door or a window. The spell cannot be cast on anyone else.

FOOL'S GOLD

Spell Level: 4
Magic Points: 8
Range: 24 yards
Duration: Until resisted
Ingredients: None

Fool's Gold fills the minds of its victims with visions of unbelievable wealth and unreasoning greed. It can be cast at an individual or group within 48 yards of the caster. For the first 3D6 rounds, the targets become subject to *stupidity* while thinking about all the gold they haven't got. Afterwards, the targets suffer from a particular form of *kleptomania* (**WFRP**, p85), where they try to steal anything gold, no matter the risks involved. Each hour, they get a **WP** roll to snap out of it and return to normal.

THE GILDED CAGE

Spell Level: 4
Magic Points: 10
Range: 48 yards
Duration: Until dawn of the following day
Ingredients: None

This spell must be cast on a particular point or individual. Golden bars erupt from the ground, forming a circular cage around the target that terminates in a point above their head. The cage is 6 yards in diameter and 8 yards high; the bars are half an inch thick and 6 inches apart. Anyone caught inside is trapped, unless they can make a successful **S** test (with a -20 modifier) to bend the bars and escape, or devise some way of melting or cutting through them. The situation is not as bad as it might seem: while the cage exists, nothing can enter it, although of course weapons, missiles, small objects and spells will all pass through the bars. If the *Gilded Cage* is cast indoors, its top will burst through any ceiling lower than 8 yards high. The cage disappears at dawn of the following day.

GLEAMING ARROW

Spell Level: 4
Magic Points: 10
Range: 144 yards
Duration: Instantaneous
Ingredients: None

An arrow of pure golden power bursts from the caster's forehead, soaring high into the air. The arrow seeks out a single target within 144 yards, dropping down and striking the victim as if from nowhere. The target is hit automatically for 1D6 **S**4 hits. The target must be in line of sight, and armour protects as normal. The arrow disappears once it has struck.

SEARING DOOM

Spell Level: 4
Magic Points: 8
Range: 36 yards
Duration: Instantaneous
Ingredients: None

With a sweep of the caster's arm, the air fills with bolts of molten gold. The bolts fly in a straight line up to a maximum distance of 36 yards, hitting the first thing in their path. Any target impacted by the bolts will suffer 2D6 hits at **S**4. Normal armour is ignored, but characters are permitted an **I** test to dodge the full force of the attacks, taking only half the rolled damage. Once the bolts have hit, they disappear.

SHORT CHANGE

Spell Level: 4
Magic Points: 5, +1 per 1D6 Crowns
Range: Touch
Duration: 1D8 hours
Ingredients: None

With this spell, a Gold wizard can conjure up gold coins out of thin air. 1D6 gold crowns (or local equivalent) are produced for each MP put in, up to a maximum of twelve. It is impossible to tell the magically created coins from the genuine article by mundane means. The coins produced will match the caster's wishes, as long as the caster has previously seen the coins in question – it is not possible to create a foreign currency that the caster has never seen. The coins will last for 1D8 hours after their creation, and then disappear.

It is not unknown for Gold wizards caught using this spell to be heavily fined or expelled by their college. There are also stories of wizards being hung or disappearing mysteriously after using these coins on the wrong people.

* Level 5 *

FEAR OF ARAMAR

Spell Level: 5
Magic Points: 16
Range: 48 yards
Duration: Until resisted
Ingredients: None

The *Fear of Aramar* fills the minds of living creatures with visions of their own worst terrors. It can be cast on any individual within 48 yards of the caster, causing that person to flee immediately, with no test allowed. The target becomes subject to *fear* of all living beings within 48 yards, and will continue to flee until alone. Each morning at dawn, the target is allowed another *fear* test. On a successful roll the victim will recover from this unreasoning fear; on a failure the victim gains an Insanity Point, and continues to be terrified of all living things.

GLITTERING ROBE

Spell Level: 5
Magic Points: 15
Range: Personal
Duration: 1 hour per level of the caster
Ingredients: None

A golden robe of glittering energy forms round the wizard. The glittering robe will absorb up to 2D6+12 points of physical damage (roll when the spell is cast). Each time the cloak is hit by a weapon or damaging spell, the damage is taken off the Wounds total of the robe in place of the wizard – although damage is still calculated using the wizard's Toughness. When the robe's Wounds are used up then it immediately disappears, and the wizard will begin taking damage as normal. The *Glittering Robe* will absorb the damage from one magical attack, and will then disappear, no matter how much or how little physical damage it has taken.

THE GOLDEN TOUCH

Spell Level: 5
Magic Points: 12
Range: Personal
Duration: 6D6 turns
Ingredients: None

When a Gold wizard casts this spell, the next person he touches with his bare hand must make a *magic* test or will be turned to gold and rendered helpless. While a golden statue, the person can hear, see and feel nothing. After 6D6 turns, the person will turn back to flesh and blood, with no ill-effects – unless someone has pushed them into a deep lake in the meantime, for example. If anyone attempts to carve up, melt down or otherwise damage the statue, the spell will immediately be dispelled. However, any damage taken by the statue (calculated using the character's normal Toughness) is immediately taken as Wounds.

REPLICATION OF LEVORG

Spell Level: 5
Magic Points: 20 +2 per extra cubic yard
Range: Personal
Duration: 1D8 hours
Ingredients: None

With this spell, a Gold wizard can conjure literally anything inanimate out of thin air. A basic item can be any size up to 8 cubic yards in size; each further 2 points allows another cubic yard. Living things cannot be created, and complex items require a successful *construct* test for the wizard to imagine them correctly, or they will look reasonable, but not function correctly when used. The item created will last roughly 1D8 hours before disappearing abruptly with no warning – the wizard has no idea when the item will vanish.

All items conjured by this spell are magical facsimiles. It is impossible to create a magic item using it, or even an item to be used as a component in another enchantment. They will also not fool an expert: a character with the *gem-cutting* skill will be able to tell the difference between a real diamond and one created with this spell; a merchant can tell real silks from their facsimiles.

‡ AMBER SPELLS

* Level 4 *

THE AMBER TRANCE

Spell Level: 4
Magic Points: 8 + 2 per minute
Range: 36 yards
Duration: See below
Ingredients: None

The *Amber Trance* mesmerises a single individual. They are allowed to resist by rolling against **WP** -20, but if they fail then they will fall into a rigid trance, and their body slowly turns to transparent amber. A character cannot be moved or harmed in any way while entranced. When the spell wears off the victim returns to normal, remembering none of the "lost" period. The caster says how many minutes the spell should last when casting, and puts in the required number of MPs. As with similar transformation spells used by other Colour colleges, any attack on a character who is in this transformed state will end the spell.

AWAKENING OF THE WOOD

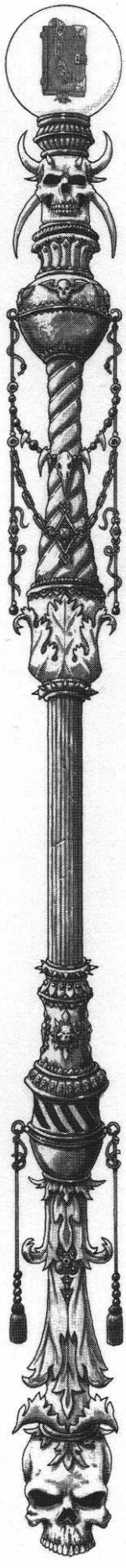
Spell Level: 4
Magic Points: 12
Range: 48 yards
Duration: 1 round
Ingredients: None

On the casting of this spell, a circular area of woodland 48 yards across comes to life with the power of Amber magic. Powerful winds blow through the trees, hurling a storm of branches and leaves at anyone caught within the wood, or who is within 24 yards of the affected area. The effects of the storm causes 2D6 **S** 4 hits to all caught in it; armour protects as normal. After one round the storm subsides, and the trees fall into their usual slumber.

THE FLOCK OF DOOM

Spell Level: 4
Magic Points: 12
Range: 48 yards
Duration: Instantaneous
Ingredients: None

With an unearthly screeching call the spellcaster directs dancing strings of Amber energy over a group or single character within 48 yards. The energy becomes thousands of birds which swoop upon the targets, covering them with a ferocious mass of feathers, beaks and claws. Each target suffers 3D6 **S**3 hits; armour protects as normal. Once it has attacked, the *Flock of Doom* disappears, leaving only a few amber feathers, which quickly fade out of existence.



THE FLYING BOWER

Spell Level: 4
Magic Points: 6 per 100 yards
Range: Personal
Duration: Instantaneous
Ingredients: None

The caster is swallowed up by a whirlwind of glowing amber energy and transported in any direction – 100 yards for every 6 points put into the spell. This spell may be used to carry the wizard into close combat, in which the character counts as *charging* in the first round and fights as normal from the next combat round onwards. The wizard can only move to a place within his line of sight – it is not possible to reappear inside buildings, even it is possible see through a window or door. The spell cannot be cast on anyone else.

TANGLING THORN

Spell Level: 4
Magic Points: 10
Range: 100 yards
Duration: Until sunrise
Ingredients: None

This spell may be cast on any point within 100 yards of the caster. At that point, vegetation erupts from the ground, rapidly covering an area 24 yards across and turning it into *difficult ground*. Creatures in the area as the vegetation sprouts are entangled until they have made a successful **S** test – a test may be attempted at the end of each round. Entangled creatures may not move, and suffer a penalty of -10 *to hit* for both missile fire and hand-to-hand combat, as well as any other rolls based on Strength, Initiative or Dexterity. The growth will last until the following sunrise, unless burned off or killed with a suitable spell.

Alternatively, the wizard can cast a more powerful version of this spell, where the growth endures for 100 years. However, casting such a potent spell requires 50 MPs rather than the usual 10.

THE VENGEFUL HOOD

Spell Level: 4
Magic Points: 10
Range: Personal
Duration: 2D6+3 rounds
Ingredients: None

A cowl of amber-coloured light forms around the caster, which will absorb the force of any non-magical attack against the caster if a successful **WP** test is made. Any blows that are absorbed by the hood are treated as being at **S** 0; and if the caster is in hand-to-hand combat, any absorbed blows will be repulsed and turned against the originator, who will also suffer a **S** 0 attack.

THE WRITHING WORM

Spell Level: 4
Magic Points: 12
Range: 48 yards
Duration: 2D6+3 rounds
Ingredients: None

The caster summons a slithering worm of Amber energy which drops to the ground and wriggles up to 48 yards toward a single enemy at an unearthly speed. The following round, the Worm crawls over its victim, and unless they can make a Strength test at -20, they are swiftly cocooned by it and rendered helpless. The Worm cannot be affected by normal or magical attacks, except for the *Dispel Magic* spell, although it can be dispelled at any time by the caster. Each Amber wizard can only have one Worm active at a time. If the spell is cast again, a new Worm is not summoned; instead, the existing Worm releases its first victim and slithers to the new one.

* Level 5 *

THE CURSE OF ANRAHEIR

Spell Level: 5
Magic Points: 18
Range: 48 yards
Duration: 2D6+3 rounds
Ingredients: None

The caster causes enemies to be plagued by insubstantial spirits, which rise from the ground to harass them, scrabbling at their feet and legs with insubstantial claws. The *Curse* affects a single character or group within 48 yards, halving their **M**, **WS**, **BS** and **Dex** (rounding up) for the duration of the spell. The incessant harassment by the spirits will cause any mount which a target is riding to make a *panic* test or flee wildly until the rider gets it under control by making a **Ld** test, or **Ld** -20 if they do not have the appropriate *ride* skill.

If a group splits up in an attempt to escape the spirits, the spirits will split up too. It is impossible to avoid the spirits entirely, but this tactic will decrease their power, so that the targets' affected statistics are reduced by only a quarter of their normal value.

The spirits themselves are undetectable to anyone other than the victims. Anyone seeing the victims of this spell is likely to assume they are mad or drunk, since they stagger about, lifting their feet high away from the plucks and pinches of the spirits, and probably cursing.

HUNTING SPEAR

Spell Level: 5
Magic Points: 15
Range: 48 yards
Duration: Instantaneous
Ingredients: None

The wizard plucks a glowing Amber spear out of the air and casts it at a character or group within their line of

sight, less than 48 yards away. The spear streaks towards its target, bending and twisting round obstacles in its path. If the target is a single character the spear will automatically hit, causing 1D3 S6 hits. If the targets are in a rough line, the spear hits the first target, then plunges through to hit the one behind with 1D3 S5 hits, and so on, losing one point of Strength each time, until there are no further characters in the line, it fails to wound, its Strength reaches zero, or it reaches its maximum range. Normal armour does not protect against the *Hunting Spear*.

THE SAVAGE BEAST OF HORROS

Spell Level: 5
Magic Points: 15
Range: Personal
Duration: 2D6 rounds
Ingredients: None

The wizard's eyes blaze with power and with a bestial roar he takes on the aspect of a mighty, bear-like creature with rippling muscles and clashing fangs. In hand-to-hand combat the wizard now has 3 attacks at **WS** 60 and **S** 6, and is subject to *frenzy*. In addition, the terrifying aspect of the beast form causes *fear* in all foes. Once cast, the spell remains effective for 2D6 rounds, or until cancelled by the caster, or until the caster is slain. While in beast form the wizard cannot cast any further spells.

LIGHT SPELLS

The following spells all have a high MP cost, due to the fact that Light magic is particularly diffuse and difficult to concentrate. In order to cast these spells successfully, a master Light wizard will have a group of acolytes, from whom he will draw MPs when casting spells. This is done using the *Channel Energy* spell, below.

* Level 1 *

CHANNEL ENERGY

Spell Level: 1
Magic Points: 1 per Light wizard per turn (see below)
Range: 1 group
Duration: See below
Ingredients: None

This spell may be cast by a group of three or more Light wizards, who each spend 1MP for each turn that the spell is to remain in effect. When cast, the total current MPs of all participating Light wizards are "pooled", and may be drawn upon by the master in charge of the spell casting who acts as focus for the spell's power. The master must remain within four yards of the acolytes, but is otherwise free to move, fight, cast spells and so on. The acolytes may do nothing while the spell lasts.

When the spell is ended or broken, the total number of MPs used is added up and each member of the group loses the same number. If this would push any member below zero points, the master absorbs the excess.

* Level 4 *

ABULLA'S SNARE

Spell Level: 4
Magic Points: 20
Range: 6D6 yards
Duration: 2D6+3 rounds
Ingredients: None

A snare of magical energy leaps from the caster's extended hand and wraps itself around a single character within 36 yards. The snare plucks the victim from the ground and brings him back to the wizard. The victim is held in the air above the caster and remains a prisoner for 2D6+3 rounds, until released by the caster, or until the caster is slain. An ensnared character may do nothing at all. If the wizard moves about, the ensnared character drifts along with him. When the spell ceases, the victim falls to the ground (taking falling damage as normal, from a height of up to ten yards – the exact height at the caster's discretion) and is *stunned* (**WFRP**, p125) for 1D6 rounds.

THE CLAW OF APEK

Spell Level: 4
Magic Points: 15
Range: 12 yards
Duration: 1 round
Ingredients: None

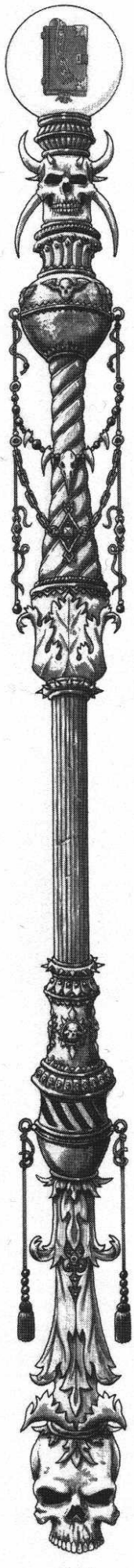
A huge silvery talon appears in the air and instantly attacks a single character within 12 yards of the caster. The claw will strike 1D6 times in a single round; roll *to hit* using the caster's **WS**. If the attack is successful, the claw should be treated as **S** 5. If they pass a *fear* test, the target may attempt to *parry* or *dodge* each attack, but the magical nature of the claw ignores any normal armour.

THE HANDS OF KARKORA

Spell Level: 4
Magic Points: 30
Range: 48 yards
Duration: 2D6+3 rounds
Ingredients: None

The *Hands of Karkora* may be cast against any individual or group within 48 yards. It can only be cast outdoors, or on the ground floor if indoors (assuming there is no cellar, basement, abandoned mine-workings, Skaven tunnels or similar below). The ground underneath the target begins to seethe as hundreds of hands claw their way to the surface and seize the legs of the target, holding them fast for the duration of the spell. The victim can try to escape before being seized by making a successful **I** test. While held, victims cannot move and will be at -20 to **WS**.

If so desired, the caster can make the *Hands of Karkora* try to drag the victim below the earth. The victim can resist this by making a Strength test at -20; if they fail then they are pulled under. Each round they can make the same test in an attempt to claw their way back to the surface. A



character can survive underground for a number of rounds equal to his **T**; after that, they will suffer one automatic wound per round as they slowly suffocate. If the spell is still in effect, the hands will continue to try to pull the victim back under the ground.

LIGHT OF BATTLE

Spell Level: 4
Magic Points: 40
Range: 6 yards
Duration: See below
Ingredients: None

A Light wizard can cast the *Light of Battle* on himself, or on any other character within 6 yards, whether friend or foe. The target is infused with pure energy and immediately moves 2D6 yards in a straight line in a direction nominated by the caster. Any character or object in its path takes a **S** 10 hit. Each round, once the character has moved, roll 1D6. On a 1, the energy of the spell dissipates, but causes a single **S** 10 hit on the target first. On a 2-5, the target remains energized, and will continue to move 2D6 yards in a random direction each combat round (use the table on p203 to determine the direction). On a 6 the spell is ended safely, and the target returns to normal.

While the target is affected, he can do nothing except move in the specified direction. They can still be attacked as normal, although anyone in close combat with the target must take a *risk* test or suffer a S10 hit. The spell ends if the caster dies or a *Dispel Magic* spell is used.

NET OF AMYNTOK

Spell Level: 4
Magic Points: 20
Range: 24 yards
Duration: 2D6+3 rounds
Ingredients: None

Strands of incandescent energy stream from the caster's outstretched fingertips and weave themselves into a glowing net around a character or group within 24 yards. The target is completely entangled by the glowing threads and may do nothing. They can still converse with others, but may not move at all or cast spells. The *Net of Amyntok* lasts until removed by the caster, or until the caster dies. Its whirling energies cannot be controlled or moved by any outside force. While a target is imprisoned in this way, the caster cannot cast this spell on anyone else.

* Level 5 *

CREVASSE

Spell Level: 5
Magic Points: 10 per yard of crevasse
Range: 48 yards
Duration: One round
Ingredients: None

The wizard strikes a staff on the ground and a low rumbling starts, rising to a crescendo as a huge crevasse opens in a place of the caster's choice, within 48 yards. The crevasse is 3 yards wide, 10 feet deep, and is 1 yard long for every 10 MPs the wizards puts into the casting of the spell. Anyone on the area of the crevasse when it opens will fall in automatically. Anyone on the edge of the crevasse must make an **I** test to leap aside. Vehicles, such as coaches and horses, will fall in automatically, though people inside them may make an **I** roll to get out before the vehicle plunges into the crevasse. Anything in the crevasse at the end of the round in which it forms suffers 1D3 S10 hits as the earth snaps shut and they are buried alive. If the crevasse opens underneath a building, a **T** test should be made to see whether it (or a portion of it) collapses. This may be modified at the GM's discretion.

DEATHLY SHARDS

Spell Level: 5
Magic Points: 40
Range: 36 yards
Duration: Instantaneous then D6 days
Ingredients: None

Shards of crystal energy, like pieces of broken glass, fly up to 36 yards from the caster and embed themselves in the first character or group in their path, causing 2D6 S4 hits. Armour protects as normal, and the character is permitted an **I** test to dodge the full impact of the shards, and halve the rolled damage. In addition to the initial damage, each shard that causes a Wound will embed itself into the target's body, slowly working its way to the heart over D6 days. As this happens, the victim will be in increasing pain (a cumulative -10/-1 to all characteristics per day). At the end of this period the shards will embed themselves into the heart, which will tear itself to shreds as it beats. These shards can sometimes be removed by someone with the *surgery* skill, though if they fail their **Int** roll they will cause a further 1D6 *Wounds* automatically. *Dispel Magic* can be used to stop the shards, as can *Remove Curse* if cast by a fifth-level wizard, and Shallyan spells such as *Heal Injury* or *Cure Serious Wounds*.

THE DWELLERS BELOW

Spell Level: 5
Magic Points: 45
Range: 48 yards
Duration: Instantaneous, then D6 hours
Ingredients: None

This spell can only be cast outdoors, or on the lowest level of the building if indoors. Small hummocks form in the ground surrounding the target group, and in each mound a doorway opens. From each doorway pours a horde of tiny, shrivelled, brown-skinned creatures. They attempt to grab the characters and pull them down into their mounds below the earth. Every individual in the group must make a successful Strength test or be dragged below ground; mounted characters can reroll the test if they fail. This spell can be cast upon any individual or group of characters.

Captured characters are not killed but are imprisoned and tortured by the brown creatures for 1D6 hours. Eventually they are released at the point where they were taken from, covered in soil, with worms crawling in their hair,



and with D3 Insanity Points. No one knows where these creatures take the captives; simply digging to find them never, ever works. If the wizards know then they are not saying, and many suspect that they themselves have no idea of what these creatures are.



MACE OF YEARS

Spell Level: 5
Magic Points: 50
Range: 6 yards
Duration: Until sunrise
Ingredients: None

The wizard's right hand becomes a glowing mace which automatically strikes all enemy characters within 6 yards in a single round, unless they make a successful **I** roll (+10 with the *dodge blow* skill). The spell will not affect characters wearing any sort of magical armour or defence, such as an enchanted breastplate or an *Aura* spell.

Anyone affected by the spell will fall to the ground, where they age into an ancient husk and crumble to dust. The dust regathers into a newborn infant which grows to adulthood, ages, dies and continues to be reborn in this way. A victim undergoing this horrific process can do nothing else, and the process cannot be interrupted except in one case: a *Remove Curse* spell will return a person to normal. Otherwise the process will continue until dawn the following day. At that point, roll D100. This is the character's new age. If the character is now less than 14, take -10/-1 off all characteristics for every 2 years below 14, to a minimum of 10/1. If the character is over 60, take -10/-1 off all characteristics for every 10 years over 60. All characters so affected gain 1D6 Insanity Points from the awful process.

Characters may still regain their original age and characteristics if a *Dispel Magic* spell is cast on them later, or if *Remove Curse* is cast on them by a fifth level wizard, but they will never recover from the insanity caused.



SHIMMERING CLOAK

Spell Level: 5
Magic Points: 50
Range: Personal
Duration: 2D6 rounds
Ingredients: None

The *Shimmering Cloak* hangs in the air around the caster like frost crystals or sparkling stars. The caster is protected from most forms of damage. Fire, missile damage, explosions and so on are deflected harmlessly, while a hand-to-hand weapon attack will only succeed if the attacker rolls less than half of their **WS**. The spell offers no protection against magic. A wizard can only maintain one *Shimmering Cloak* at a time.

‡ CELESTIAL SPELLS

* Level 4 *

AZURE BLADES

Spell Level: 4
Magic Points: 16
Range: Personal
Duration: 3D6 rounds
Ingredients: None

Thin, razor-like shards fill the air around the wizard, whirling in orbit around him like miniature stars. Any opponents in hand-to-hand combat with the mage will take 1D3 **S** 4 hits each round (armour protects as normal). They must take the damage before they can attempt to strike a blow, as the blades slice at them as they approach.



THE CERULEAN SHIELD

Spell Level: 4
Magic Points: 18
Range: Personal
Duration: 1D6+3 rounds
Ingredients: None

A crackling shield of energy forms upon the wizard's left arm. The shield automatically negates any damage from normal weapons. Magical attacks do damage as normal, and any blow that causes additional damage (see **WFRP**, p122) will also get through, but even under these circumstances, the target is treated as having an additional 4 points of armour. If any blow (physical or magical) causes actual damage to the wizard, the *Cerulean Shield* is instantly dispelled.



CRYSTAL CHARIOTEER

Spell Level: 4
Magic Points: 10
Range: 24 yards
Duration: Permanent until dispelled or cancelled
Ingredients: None

A gigantic crystal ball envelops and imprisons a single individual within 24 yards. The ball immediately carries the victim 2D6 yards in a compass direction nominated by the caster. So long as the spell lasts the victim continues to be carried 2D6 yards in the same direction each round. The victim may do nothing while trapped except try to break free by making a successful **S** test each time the ball moves. The spell lasts until the victim breaks free, or the caster is slain or ends the spell. When broken, the ball shatters with a ringing sound, breaking into millions of tiny fragments that melt away to nothing in a few seconds.

FORTUNE

Spell Level: 4
Magic Points: 15
Range: 48 yards
Duration: 1 round
Ingredients: None

This spell enables the wizard to cunningly manipulate the weave of fate to bring good fortune to an individual or group for the coming round. From the moment the spell is cast to the beginning of the next round, the affected characters can reroll any failed dice throws – this includes *to hit* rolls, skill rolls, *risk* tests, Cool tests and so on. Any reroll cannot be rerolled in turn.

PORTENT

Spell Level: 4
Magic Points: 5 points minimum – see below
Duration: Instantaneous
Ingredients: None

The wizard casts auguries and a single star shoots across the heavens. The wizard can then affect the very fabric of chance and alter the likelihood of any one event happening. Every 5 MPs that the caster spends can alter one test by 10 points, up or down. This applies to any rolls made by a character – the wizard, another a player character or any other animate being, including Undead and constructed and summoned creatures. It can be applied to anything from standard tests to Weapon Skill rolls. However, the roll must be specified when the spell is cast in a way that makes it completely unambiguous – for example, "the next *risk* test the character takes", "the first *to hit* roll against the Captain of the Watch", or "the Captain's first *to hit* roll against my character". If the test does not come to pass for any reason, the wizard has simply misread the *Portent*; the MPs are not regained, and the modifier cannot be applied to anything else.



SWIFTWING

Spell Level: 4
Magic Points: 6 per 100 yards
Range: Personal
Duration: Instantaneous
Ingredients: None

The wizard turns into a blur of cyan energy which darts into the air, flickering away at incredible speed. The wizard can instantaneously move 100 yards for every 5 MPs put into the spell. As the character reaches the destination, the flash of energy coalesces back into their natural form. This spell may be used to carry the wizard into close combat, in which case the character counts as *charging* in the first round and fights as normal from the next combat round onwards. The wizard can only move to places within line of sight – it is not possible to fly through walls, or through gaps too small to fit through as a person. The spell cannot be cast on anyone else.

* Level 5 *

THE SAPPHIRE ARCH

Spell Level: 5
Magic Points: 16
Range: 24 yards
Duration: 1 round
Ingredients: None

As the wizard raises his arms and chants, a sweeping arch of pure sapphire swirls into existence for one round. The arch is 4 yards across and 3 yards high. Any object, person or creature passing through the arch during the round disappears to another dimension, where they are held in limbo, unable to act, not requiring sustenance and not aging. The arch remains in place until the end of the next round. The next time the wizard casts this spell, in any location, those who entered the *Arch* will come out again, as if no time has passed for them. If the caster dies while people are within an *Arch*, they will be expelled at the point where they entered, amidst a shattering of sapphire-like ice, and will spend the next 3D6 rounds *prone* as they recover from the shock.

STORM OF SHEMTEK

Spell Level: 5
Magic Points: 25
Range: 24 yards
Duration: 1 round
Ingredients: None

The *Storm of Shemtek* racks the wizard's body with a storm of light and energy. A gale of brightness pours from the eyes and mouth, and the caster's limbs splay out in a rigid cruciform shape. The outer shell of the body cracks, and 2D6 bolts of lightning streak from the cracks. Each bolt has a range of 24 yards and strikes the first person in its path (friend or foe), causing 1D6 hits at S6. Not even magical armour will provide protection, but characters can halve the damage they take if they make a I test to dodge the full force of the bolts. Once the final strike has been made, the energy-storm ends and the caster collapses, counting as *stunned* (**WFRP**, p125). The GM may wish to make characters who have never seen this spell before take a *fear* test.

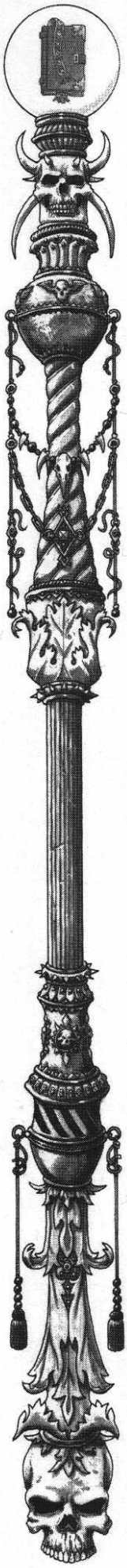
‡ JADE SPELLS

* Level 4 *

THE CLOAK OF DAIN

Spell Level: 4
Magic Points: 15
Range: Personal
Duration: until dispelled
Ingredients: None

A cloak of shimmering green energy forms round the wiz-



ard. The robe will absorb 2D6+12 points of damage (roll for the total when the spell is cast) and will then disappear. Each time the cloak is hit by a weapon, the damage is taken off the Wounds total of the robe. When the robe's Wounds are gone, the wizard will begin taking damage as normal, even if this means the damage from a single blow is shared between robe and wizard. If the *Cloak* provides protection from any magical attack, it is will vanish the moment that the damage has been absorbed.

DRAIN LIFE

Spell Level: 4
Magic Points: 8 + 3 per additional touch
Range: Touch
Duration: Until caster is wounded
Ingredients: None

This spell allows the wizard to drain the life fluids from a person, sucking out all the moisture and leaving a desiccated corpse. The caster attempts to touch the target with his bare hand by rolling *to hit* as normal, ignoring any unarmed combat modifiers. Any hit automatically causes 1D6 Wounds (irrespective of Toughness and armour), in addition to any normal damage. The target's **Fel** score is permanently reduced by the amount of damage caused by this spell, and they must make an immediate *fear* test as they realize what is happening to them.

The spell continues until the caster is wounded, when it is instantly dispelled, but each successive touch made by the caster costs a further 3 MPs. Victims do not get a *magic* test to avoid its effects.

THE EMERALD POOL

Spell Level: 4
Magic Points: 8
Range: 48 yards within line of sight
Duration: Instantaneous.
Ingredients: None.

The caster melts into a pool of water which is absorbed into the ground. The wizard may immediately reappear anywhere within 48 yards of the starting spot, or to a point within 48 yards of any river, pool or other natural water source, as long as that point was within the caster's line of sight when the spell was cast. This means the wizard could move to within 48 yards of a lake a mile away, or to an island in a river as long as they are within sight, but not to the duckpond on the other side of a nearby wall. The wizard can only cast this spell on himself.

FLESH OF STONE

Spell Level: 4
Magic Points: 21
Range: 12 yards
Duration: 1D10 turns
Ingredients: None

The wizard may cast this spell on himself or on any other character within 12 yards. The affected character turns to animated stone, and can still move and fight, but will not be able to speak. Toughness and Strength are doubled, up to a maximum of 10, but Move is halved. The target also gains 4 Armour Points to all locations, regardless of previous armour. Characters affected by *Flesh to Stone* do not need to breathe, and therefore can function underwater or in poison gas for as long as the spell lasts. Anyone who does not wish to succumb to the spell's effects are permitted a **WP** test to resist it.

THE GREEN EYE

Spell Level: 4
Magic Points: 8
Range: 36 yards
Duration: Instantaneous
Ingredients: None

The caster's eyes appear to merge momentarily into a single glowing green orb, which projects a beam of deadly energy. The beam is 36 yards long and absolutely straight. Any character within the path of the beam automatically suffers D3 S4 hits; there is no need to roll to hit. War machines, building and other comparable constructions suffer D3 S10 hits. Armour offers no protection, although magical armour or protection spells that affect all hit locations will reduce the damage as normal.

PEACE

Spell Level: 4
Magic Points: 9
Range: 48 yards
Duration: 1D6 rounds
Ingredients: None

Peace may be cast on an individual or group. The target is overcome by a sense of serenity and wellbeing. Those suffering from *fear* or *terror* will recover instantly; any others affected by the spell will become soporific and languid – unable to do anything at all, unless they can make a **WP** test each round to overcome the effects of the enchantment.

* Level 5 *

EARTH BLOOD

Spell Level: 5
Magic Points: 12
Range: 1 mile
Duration: 24 hours
Ingredients: None

The wizard sinks into the ground, becoming part of the currents of Jade magic that flow through the earth. The wizard may drift with these currents with a Move of 4, and reappear anywhere within one mile of the starting point. The spell's duration is a minimum of 10 seconds and a maximum of 24 hours. The caster must state the destination and duration of time beneath the earth before sinking into the ground, and cannot change them later. While in the earth, any Wounds the wizard may have lost are healed at a rate of one per hour. This spell can only be cast on natural ground, which has not been built on or otherwise covered over by people. It will work in culti-

vated fields and farmland, but not in cities, buildings and any other area where the power of the earth does not flow freely. This applies to both ends of the journey.

THE JADE CASKET

Spell Level:	5
Magic Points:	10
Range:	48 yards
Duration:	1D6 hours
Ingredients:	None

Glowing green power surrounds the corpse of a single character or creature, returns it to life, and transports it to the wizard's side. The animated corpse appears within 12 yards of the caster and is immediately restored to a full complement of Wounds, but does not regain any equipment that has been lost or removed. The revived corpse will follow simple instructions given to it by the wizard, and will instinctively fight to protect its summoner, but is not truly alive. Although it has access to all non-magical skills it knew during its life, it cannot speak or otherwise communicate, and retains no memory of its previous life. It is merely the corpse of the deceased, animated by Jade magic. Any corpse which has died in the last hour may be revived. Revived wizards cannot use magic.

Needless to say, the cult of Mórr has lobbied the Emperor's representatives to have this spell classified as necromancy. Any wizard seen casting it may find themselves under careful scrutiny from the cult's witch-hunters.



THE SPIRAL STAIR

Spell Level:	5
Magic Points:	12
Range:	Personal
Duration:	1D4 minutes
Ingredients:	None

A misty spiral staircase carries the wizard high into the sky. When the wizard casts the spell, the height of the staircase must be decided, ranging from 48 yards to 200 yards. From his vantage point in the air, the wizard can see for miles. However, targeting penalties due to long range still apply – so, for example, a wizard shooting an arrow from a 200-yard-high stair might be able to target someone 10 yards away from the base of the stair (ranges are not reduced when firing downwards), but their BS will be at -20 because they are considered to be firing at extreme range.

While on the staircase, the caster gains 2 Armour Points to all locations. Attacks against him suffer a penalty to their range equal to the height of the tower. This is reduced if it is possible to shoot at the wizard (or engage in hand-to-hand combat) from another vantage point, or from the air. If the *Stair* is magically dispelled, or when the spell runs out, the wizard floats unharmed to the ground.

Another Jade wizard who also knows the *Spiral Stair* spell could climb the staircase from the ground on a successful *magic* test, but the staircase is insubstantial to anyone else.

‡ GREY SPELLS

* Level 4 *

THE BRIDGE OF SHADOWS

Spell Level:	4
Magic Points:	6
Range:	36 yards
Duration:	Instantaneous
Ingredients:	None

This spell enables the wizard to transport an individual or group up to 36 yards. Affected characters are swathed in magic and carried into the air. Characters may be flown over obstacles (other people, buildings, trees and so on), but they cannot pass through solid objects or through gaps too small for them to pass through normally. The *Bridge of Shadows* may be used to move characters directly into hand-to-hand combat, in which case they fight from the beginning of the next round, and count as *charging* in the first round.



THE CROWN OF TAIDRON

Spell Level:	4
Magic Points:	10
Range:	6 yards
Duration:	Instantaneous
Ingredients:	None

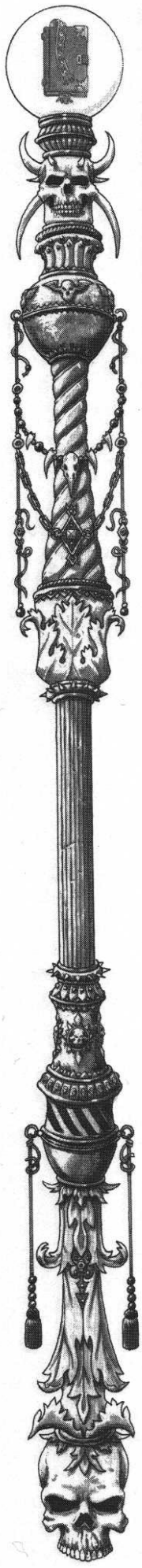
A crown of sparkling steel forms about the caster's brow and crackling bolts of energy play across its shining surface. These bolts leap out to strike the caster's foes, causing D6 S 6 hits, which can be divided as the caster wishes against any enemies within 6 yards. Armour offers no protection and the victims cannot dodge or evade the spell. Magical armour or protective spells affecting hit locations reduces the damage taken as normal.



THE DARK STEED

Spell Level:	4
Magic Points:	6 per 100 yards
Range:	Personal
Duration:	Instantaneous
Ingredients:	None

The air becomes dark and there is a sudden sound of monstrous hoofbeats. The caster is borne high into the air by an unseen force, carried away and set down elsewhere. The caster may travel 100 yards for every 6 MPs put into the spell. The *Dark Steed* can carry the caster into close combat, counting as *charging* in the first round and fighting as normal thereafter.



THE GREY WINGS

Spell Level: 4
Magic Points: 6 per 100 yards
Range: 36 yards
Duration: Instantaneous
Ingredients: None

A single target within 36 yards of the caster is surrounded by a great flock of grey-winged birds, which hide the target from sight. The target disappears, reappearing at any point desired by the caster, and may be moved 100 yards from the starting point for every 6 MPs put into the spell. If the casters wishes, the target may be moved into combat, and will count as *charging* in the first round. Any target who does not wish to be moved is permitted an **I** test to dive out of the way of the flock.

THE HORN OF ANDAR

Spell Level: 4
Magic Points: 10
Range: 72 yards
Duration: Ten turns
Ingredients: None

A piercing hornblast echoes out, affecting everyone within 72 yards of the caster. Any friendly characters hearing the note are filled with courage, gaining +20 to **WP**, **Cl** and **Ld** for the next hour. All enemies who hear the blast are overcome by a feeling of dread and doom, and are at -20 to **WP**, **Cl** and **Ld** for the same amount of time. All enemies engaged in hand-to-hand combat with characters on the side of the caster must make a *fear* test immediately to avoid fleeing the scene of the fighting. If the spell is cast again, the bonuses and negatives to characters' abilities are not cumulative.

RADIANCE OF PTOLOS

Spell Level: 4
Magic Points: 5
Range: 72 yards
Duration: See below
Ingredients: None

An individual or group within 72 yards of the caster begins to glow with a powerful light, becoming so bright that they are impossible to look at. This intense brightness prevents anyone from targeting the group with accurate missile fire: all **BS** rolls against those within the group are quartered, and all hand-to-hand combat rolls against them are made at -20. The radiance lasts until the glowing target is struck in hand-to-hand combat, or the wizard cancels the spell or is slain. Characters within the effect of this spell are not affected by the blinding radiance, but can see out of the glow normally.

STORMCALL

Spell Level: 4
Magic Points: 8
Range: 48 yards
Duration: Instantaneous
Ingredients: None

This spell may only be cast out of doors. A small, localized storm descends on a character or group, buffeting them with strong winds and flaring lightning. Every character within 6 yards takes 1 **S**4 hit, whether they could normally be targeted or not, and in addition is struck to the ground as if they had been hit by the *Wind Blast* spell. Armour protects normally.

* Level 5 *

THE DANCE OF DESPAIR

Spell Level: 5
Magic Points: 16
Range: 48 yards
Duration: 1D6 hours (see below)
Ingredients: None

The *Dance of Despair* may be cast against any individual within 48 yards. The target begins to twitch and stumble, soon losing all control over movement, caught in a puppet-like dance. The victim will move directly forward 2D6 yards each round, ignoring all terrain, for as long as the spell lasts. If they hit an object such as a wall, tree, or similar solid object, they will bounce off in a random direction (use the table on p203 to determine a direction) and continue dancing.

The victim of the spell may take a *magic* test to try resisting its effects, and if this is failed, can take an additional *magic* test after each hour that they are affected. At the end of each hour of dancing, the victim loses a point from their Toughness. If their **T** reaches one before the spell runs out, the victim falls unconscious and the spell stops working. Victims will remain unconscious until dawn of the following day, when one point of **T** returns, and another point returns each day until their **T** is back to its original level.

THE PIT OF TARNUS

Spell Level: 5
Magic Points: 16
Range: 48 yards
Duration: Instantaneous
Ingredients: None

A dark pit 6 yards in diameter and 6 yards deep opens within 48 yards of the caster. Anyone standing within the area of the pit falls in, taking falling damage as normal. These characters will be buried alive unless they can climb their way out before the pit closes the next round (**WFRP**, p75). Characters who are buried alive suffer an immediate **S** 10 hit (armour protects as normal) and, if they survive, must try to dig their way to the surface through the loose soil. This requires an **S** test for each of the six yards

depth. They will start to suffocate after a number of rounds equal to their Toughness; once suffocating, they immediately take one Wound per round, with any criticals rolled on the *Sudden Death* critical table (**WFRP**, p125).

THE TRAITOR OF TARN

Spell Level: 5
Magic Points: 32
Range: 48 yards
Duration: Instantaneous
Ingredients: None

The spell must be cast against a single target within 48 yards. The target is permitted a *magic* test to avoid the effects of the spell, but if failed, the target will be controlled by the wizard as per the *Change Allegiance* spell (**WFRP**, p160). However, the spell does not stop there. If the first target succumbs, the caster can target another individual within 4 yards of the first, and can immediately cast the spell again at a cost of 16 MPs. This process can continue at the same reduced point-cost until the caster is unable or unwilling to keep using the spell.

ǂ BRIGHT SPELLS

✻ Level 4 ✻

BURNING HEAD

Spell Level: 4
Magic Points: 8
Range: 48 yards
Duration: Instantaneous
Ingredients: None

A phantasmal flaming head forms in front of the caster. The fiery head shoots forwards, laughing insanely as it burns a trail of destruction in its path. It flies in a straight line, causing 1D3 hits at **S** 4 of burning damage to anything it strikes, although *flammable* targets suffer an additional 1D8 wounds. An **I** test is permitted to dodge out of the way; success halves the damage caused by the *Head*. Any person or creature suffering 1 or more Wounds from this spell must make a *fear* test or flee. The *Head* dissipates harmlessly once it has gone more than 48 yards.

CRIMSON BANDS

Spell Level: 4
Magic Points: 18
Range: 48 yards
Duration: Until dispelled
Ingredients: None

Snaking crimson magic entwines any one target within range of the spellcaster. The victim cannot move, shoot weapons, or fight in close combat. An entwined wizard cannot cast spells, but each round they may make a *magic* test at -20 to try to dispel the effect of the spell. The spell may be ended by the caster at any time, or is negated if they are hit in hand-to-hand combat, or killed.

PIERCING BOLTS OF BURNING

Spell Level: 4
Magic Points: 10
Range: 36 yards
Duration: Instantaneous
Ingredients: None

With a sweep of the caster's arm, the air fills with arrows of orange flame. The bolts fly in a straight line, in a swathe 6 yards wide, until they hit an individual or group. Each target struck by the bolts suffers 2D6 hits at **S** 3. Armour offers no protection, and targets may not attempt to dodge.

SCARLET SCIMITAR

Spell Level: 4
Magic Points: 10
Range: Personal
Duration: Until dispelled

Strands of scarlet power assume the shape of a brightly glowing scimitar in the grasp of the wizard. He may strike 1D3 times against any hand-to-hand combat opponent each round with the *Scimitar*, automatically hitting with blows at **S** 5 – armour protects as normal. The *Scimitar* remains until dispelled, or until the wizard is knocked unconscious or killed. While he is wielding the *Scarlet Scimitar*, the wizard cannot cast any other spell.

WINGS OF FIRE

Spell Level: 4
Magic Points: 6 per 100 yards
Range: Personal
Duration: Instantaneous
Ingredients: None

The wizard is enveloped by fiery wings and is carried into the air and away at incredible speed. The caster can instantaneously move 100 yards for every 6 MPs put into the spell, the flaming wings guttering and dying as the character reaches the destination. This spell may be used to carry the wizard into close combat, in which case the character fights as normal from the next round onwards and counts as *charging* in the first round. The wizard can only move to places within line of sight at the time of casting the spell – it is not possible to fly through walls, or through gaps too small to fit through normally. The spell cannot be cast on anyone else.

✻ Level 5 ✻

CONFLAGRATION OF DOOM

Spell Level: 5
Magic Points: 20
Range: 48 yards
Duration: Instantaneous
Ingredients: None

A burning fireball appears high in the air and plummets toward the ground, taking 1D6 rounds to fall and striking a spot chosen by the caster. When the fireball hits the

ground, roll 2D6 to establish the size of the impact. Anything within this many yards of the point of impact takes 1D6 hits at S 8; anything outside the central impact zone but within twice this many yards takes 1D3 hits at S 8; anything within four times this many yards but outside the first two impact zones takes 1D3 hits at S 6. Anything *flammable* within the impact area takes an additional 1D8 points of fire damage for each normal hit that they suffer.

FLAMESTORM

Spell Level:	5
Magic Points:	14
Range:	48 yards
Duration:	Until dispelled, or the next sunrise, whichever is first
Ingredients:	None

A mighty pillar of flame erupts from the ground and engulfs everything within a diameter of 6 yards in a searing, swirling torrent of fire. Anyone caught in the flamestorm suffers 1D6 S 6 hits, and is flung backwards out of the circle of flame. Anything *flammable* within the area of impact takes an additional 3D8 points of fire damage. The flamestorm towers 10 yards in the air and cannot be entered, except by fire elementals.

SANGUINE SWORDS

Spell Level:	5
Magic Points:	24 + 2 per sword per round
Range:	48 yards
Duration:	Until dispelled
Ingredients:	None

The air around the wizard takes on a fiery glow as up to six red swords materialize, floating before him. Once each round, the caster may choose a single target for the swords. At a gesture, the swords fly toward the victim and attack, dodging any other people and creatures in between. Each sword attacks with I 75, WS 60 and S 4 before returning to circle the caster. The swords may be *parried* or *dodged*, as with any normal attack, but cannot be destroyed. Once cast, the *Swords* remain in effect until they are dispelled or the wizard is knocked unconscious or slain.

✝ ILLUSIONIST SPELLS ✝

✻ Level 1 ✻

CAMOUFLAGE AREA

Spell Level:	1
Magic Points:	4
Range:	Touch
Duration:	Until dispelled
Ingredients:	1 pint of chameleoleech blood

This spell can affect an area up to 10 feet in each direction. It has the effect of concealing anything within that area – doors, treasure chests and the like – and making the area look just like the rest of the space in which it is situated. The main purpose of this spell is to discourage people from searching an area: anyone who is not dissuaded will see through the illusion on a successful Int test (-10 per level of the caster). Illusionists looking at the area where the spell is cast get a bonus of +10 per level.

GLAMOUR

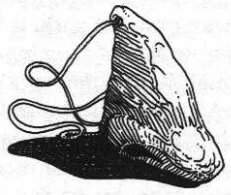
Spell Level:	1
Magic Points:	2
Range:	Touch
Duration:	1D6x10 minutes
Ingredients:	A small mirror

This enchantment will temporarily increase the attractiveness and influence of the target for 10-60 minutes. The target's **Fel** is boosted by 10 points for the duration of the spell, up to a maximum of 95.

ILLUSORY FEATURE

Spell Level:	1
Magic Points:	4
Range:	Touch
Duration:	5D6 minutes
Ingredients:	A carved wooden nose

The caster can create a single feature or appendage upon himself or another individual which looks and feels real. This could be a longer nose, a beard, an arm where there is an arm missing, smooth skin where there is a scar and so on. The illusion will fool all the senses of an onlooker (the nose could be tweaked, the beard pulled, the hand shaken, the skin felt, and so on). However, it has no senses or strength – a blow with an illusory arm would do no damage, a one-legged man could not stand on an illusory second leg, and a new eye will have no sight. The spell lasts for 5D6 minutes but may be renewed at any time by spending one additional MP per extra five minutes.



SIMPLE DECEPTION

Spell Level:	1
Magic Points:	5
Range:	12 yards
Duration:	3D6 minutes
Ingredients:	A knotted silk handkerchief

The caster can create an illusion of a single small object (up to 2 cubic yards in size) anywhere within 12 yards. The illusion appears solid, though it does not make any noise and can be passed through. The caster can only create an illusion of something has been seen in the past, and must make a successful **Int** test (with penalties at the GM's discretion) to remember the item in detail if it is required to be identical – otherwise the illusion will bear only a superficial resemblance to the item being repro-

duced. If the caster continues to concentrate on the illusion (counting as *prone* in combat), the illusion can be made to move around; otherwise it remains stationary.

✻ Level 2 ✻

LESSER EIDOLON

Spell Level:	2
Magic Points:	6
Range:	Touch
Duration:	Until dispelled
Ingredients:	Model of desired terrain

This spell creates illusionary terrain within a cube ten feet on each side. The terrain can be anything desired by the caster, but may not include anything living or moving. No other illusion may be cast in the same area – otherwise both illusions are dispelled. Characters viewing the illusion from a distance of 24 yards or less must make an **Int** test to see through it. This test is modified by the caster's level as normal.

THROW VOICE

Spell Level:	2
Magic Points:	6
Range:	48 yards
Duration:	1 minute
Ingredients:	Two ears made from wax

The caster can throw his voice, making it appear to come from somewhere else within 48 yards. If the caster has already cast an illusion of a person or creature, the two spells can be linked together at no additional cost, so that the illusion moves its mouth in synchronization with the caster's voice.

✻ Level 4 ✻

COMPLETE ILLUSION

Spell Level:	4
Magic Points:	25
Range:	48 yards
Duration:	1D6 minutes
Ingredients:	The eyes of a doppelganger

This spell creates a convincing illusion around an individual or group. The target's entire environment appears changed, to all the senses. For instance, a person in a forest could be made to believe to have been transported to the middle of a city – the victim would see the crowds, feel them jostle by, smell the fruit on the market stalls, hear the cries of the stall-holders and so on. The illusion will be completely convincing – the victim could buy fruit in the market, talk to passers-by and so on, and the illusion would react accordingly. To anyone watching, the targets would appear to be stumbling around, talking to nonexistent people, and generally acting as if they have lost their senses. If attacked by an illusory foe in the illusion, the target would feel all the pain of an attack and see the blood – an illusory death-blow would cause the victim to fall unconscious; only awakening once the spell had worn off, but being undamaged – physically, at least. The illusion can continue on its own, in which case individual images in it will come from the victim's subconscious mind; or, by concentrating, the caster can see what the victim is experiencing and add new elements to the illusion as it unfolds.

✢ ELEMENTAL SPELLS ✢

Elemental magic is one of the few branches of magic outside the Imperial Colleges with a fifth level of mastery. This reflects its millenniums-old heritage of study and research, which at one time included Imperial funding.

✻ Level 1 ✻

CREATE SPRING

Spell Level:	1
Magic Points:	4
Range:	Touch
Duration:	1D6 hours
Ingredients:	A freshwater pearl (worth 200 GCs)

This spell temporarily creates a spring of fresh water where none existed before. The caster must touch the point where the spring is intended to appear. Immediately, fresh, clean water will bubble up out of the ground, no matter what the terrain. The water will flow naturally downhill if it can, or will pool if it is in a dip or hollow. The water flows at a rate of 10 pints/round and will continue flowing for 1D6 hours, then dry up again. Any water created by the spring will remain after the spring disappears.

FIND MINERAL

Spell Level:	1
Magic Points:	2 per level
Range:	Variable – see below
Duration:	Variable – see below
Ingredients:	A small miner's pick

This spell shows the caster the direction and rough distance of the nearest specified mineral. The mineral can be any naturally occurring rock type, e.g. granite, iron ore or gold. The range of the spell depends on the level of the elementalist and the number of MPs they expend:

Level	MPs	Range
1	2	50 yards
2	4	100 yards
3	6	150 yards
4	9	200 yards
5	12	250 yards

Once cast, the elementalist will be able to travel towards the spot, but will need to make an *estimate* test (-10 per 100 yards) to judge when they have reached it. Further castings of the spell will, of course, help to pinpoint the

area. Should the caster travel far out of their way before reaching the indicated spot, an **Int** test should be made to find the route again.

WARD OF ARROWS

Spell Level: 1
Magic Points: 2
Range: 12 yards
Duration: See below
Ingredients: A turtle or tortoise shell

When this spell is cast, any missile fire directed against the caster or any friendly creature within 12 yards of him suffers a -10 *to hit* penalty and a -1 damage penalty. The spell protects each creature on which it is cast until they enter hand-to-hand combat, but does not give protection against enchanted arrows, other magical missile weapons, or spells such as *Fire Ball*.

WILT VEGETATION

Spell Level: 1
Magic Points: 2
Range: 48 yards
Duration: See below
Ingredients: A slug

This spell makes a patch of vegetation 12 yards by 12 yards square wither and wilt in 2D6 minutes, as if exposed to a long drought. The vegetation does not die, and will recover if provided with enough water and a good dose of manure, or the *Heal Vegetation* spell.

* Level 2 *

CONTROL LIGHTNING

Spell Level: 2
Magic Points: 2
Range: 48 yards
Duration: Instantaneous
Ingredients: A small lightning rod

This spell can only be cast during a thunderstorm, and allows the caster to call down a bolt of lightning from the clouds to strike any individual or object that is outdoors. The bolt automatically hits its target and the target takes 1D10 Wounds at **S** 7, ignoring all non-magical armour. Victims may attempt to reduce the effect by making an *initiative* test. If successful, they take half damage.

HEAL VEGETATION

Spell Level: 2
Magic Points: 3
Range: 48 yards
Duration: Instantaneous
Ingredients: A small bag of horse dung

This spell will make a patch of vegetation 12 yards by 12 yards recover from drought, poisoning, blight, the *Wilt Vegetation* spell and so on, in 3D6 minutes. However, if whatever is causing the plants to suffer is not removed, then they will begin to wilt again the following day. Using this spell will also drive off any plant parasites and cure crop diseases. It will work outside the plants' usual growing season or environment, but cannot be used to create new growth in plants that are already dead.

ICY GROUND

Spell Level: 2
Magic Points: 2
Range: 24 yards
Duration: D6 turns
Ingredients: A drop of water

This spell can be cast on a patch of ground up to 12 by 12 yards, covering it with a thin layer of ice, and turning it into difficult ground. Those who fail an **I** test while crossing will slip and fall. A falling character must make a successful **Dex** test or drop any hand-held item; they may do nothing in the next round except regain their feet, and count as prone while doing so. Any vegetation within the affected area will be withered as if by a heavy frost.

PLAGUE OF LICE

Spell Level: 2
Magic Points: See below
Range: 24 yards
Duration: 1D3 turns
Ingredients: A vial of blood with dry skin stirred in

This spell may be cast on an individual or group within the caster's line of sight and not more than 24 yards away. It is a low-power variant of the level 4 elemental spell *Summon Swarm*, and causes the target(s) to become afflicted with lice. They begin to itch terribly, and must make a **WP** test. Those who fail will instantly strip off their armour and scratch frantically, counting as *prone* for the length of the spell. Those who succeed suffer a penalty equal to -20 to all tests while the spell lasts. The lice vanish at the end of the spell's duration.

When this spell is cast on an individual, it costs the wizard 2 MPs. Cast on a group, it costs 4 MPs but it will automatically affect everyone in the group, whether they are friend or foe.

SUNBURN

Spell Level: 2
Magic Points: 4
Range: 24 yards
Duration: Instantaneous
Ingredients: A handful of sunflower seeds

This spell can only be cast during the day, when the sun is not covered by clouds. The heat of the sun is concentrated onto an individual or group, causing instant severe sunburn to all exposed skin, and heating up metal armour to an unbearable level. A victim will be blinded for one round by the sudden glare, will take 1D2 Wounds from the intense sunburn, and must spend the next two rounds removing any hot armour or suffer another 1D4 Wounds from heatstroke. While removing armour, the character counts as *prone*.


R.G
01.

* Level 3 *

BIND ELEMENTAL SLAVE (RITUAL)

Spell Level:	3
Magic Points:	10
Range:	See below
Duration:	See below
Ingredients:	See below

This spell is used by elementalists to create a familiar, using whichever element the elementalist wishes to bind into the familiar. This ritual cannot be learned, but must be performed while referring to the correct scroll or book. However, Experience Points must be paid the first time the spell is used, just as if the caster was learning the spell. Subsequent castings (as long as the book or scroll is present) do not require further EPs to be used.

To make a familiar, the caster must first collect the required material, which should be laid out on the ground, out of doors, in the rough shape that the familiar is required to take, but no more than 1 foot long or broad. The familiar's final form will be set when the conjured spirit animates these items. The following list gives ideas for the sort of materials that would be most suitable:

Earth: Living rock, chiselled from an outcrop or stratum deep underground by the person who will cast the spell.

Air: Stones gathered from the summit of a mountain at least 3000 feet tall by the person who will cast the spell.

Fire: Cooled lava from an active volcano, or coal collected from the depths of a mine by the person who will cast the spell.

Water: Stones gathered from the bed of a river at least 20 feet deep by the person who will cast the spell.

The construction should be done near to the element required – underground for earth; in a windy place for air; by a bonfire for fire; by a stream or river for water. The elementalist must stay in this outdoor spot for three days, communing with the elements and meditating on the familiar to be created. During that time the caster may not eat, and may drink only water. The player must make a **WP** test each day to see if the elementalist successfully concentrates on the meditation. If one of the rolls is failed, the elementalist must spend an extra day meditating; if the roll is failed by 30 points or more, the entire process is a failure and must begin again with a new set of materials. If the elementalist stops during the construction process for any reason, then the process must be started again with a new set of materials.

Once the meditation is complete, the elementalist must spend a whole waking day (16 hours) performing the spell to bring the familiar to life. During this time nothing other the spell itself can be done; however, the caster may rest for five minutes every hour. When performing the spell, the elementalist must chant the necessary words, make gestures, and perform certain ceremonial dances. Any interruption by anyone else during this period will mean the whole process is ruined, the materials must be discarded, and the wizard must begin again from scratch.

At the end of 16 hours, an elemental will be drawn into the body the elementalist has made. An elementalist can summon any variety of elemental to animate the familiar, but a specialist elementalist will invariably choose their favoured element. The familiar will sit up, look round, and see its potential master. At this point the GM should make a **Fel** test for the spellcaster, but not tell the spellcaster the result. The result of the roll is as follows:

Success: On a successful test, the familiar will walk forward, touch the elementalist's hand, and become a companion for life.

Failure: On a failed test, the familiar is nervous. It must make a **Cl** test; on a success it will reluctantly come toward the elementalist, who may make another attempt at a **Fel** test. On a failed **Cl** roll, or on a second failed **Fel** test, the familiar will flee the elementalist, and on getting more than 10 yards away, will return to its native element (earth, air, fire or water) and scatter or dissipate. If this happens, the ritual must be performed again, starting with the collection of new materials.

99-00: On a roll of 99 or 00, the elementalist has had a disaster, although doesn't yet know it. The familiar has been animated by a minor Chaos spirit, which will appear to be friendly but will have its own agenda. It will do everything in its power to make things go wrong for the elementalist while appearing to be helpful.



DRAW DOWN LIGHTNING

Spell Level:	3
Magic Points:	10
Range:	Personal
Duration:	Instantaneous
Ingredients:	A lightning rod

This very dangerous spell can only be cast during a thunderstorm. The caster must stand outside, holding a lightning rod above their head while casting the spell. A *magic* test is then made; this cannot be enhanced by expending additional MPs. If the test is successful, the caster's MPs are restored up to their Power Level, and then doubled temporarily. These additional points will stay with the caster until they are used and cannot be recovered by sleeping, using *meditation* or any other way except casting this spell again; the spell does not increase the caster's Power Level. If the caster fails the *magic* test, the 10 MPs used in casting are lost and the caster suffers the effects of a *Control Lightning* spell (p200).

DROP

Spell Level: 3
Magic Points: 8
Range: 48 yards
Duration: 3 rounds
Ingredients: A projectile firework

This spell can be cast on any individual within 48 yards, as long as they are outside. Immediately the spell is cast, the victim will shoot 20 yards straight up into the air. The victim will then hang there for a few seconds before plummeting back to earth in the third round. A character falling to earth will take 20-1D6 Wounds of damage, irrespective of any armour. (A character with the *acrobatics* skill should increase the D6 roll by two points; see **WFRP**, p75). If the victim has any sort of flight spell, he may cast this during the second round, while hanging in the air, provided he makes a successful *fear* check.

The GM may decide that the victim lands on one of his companions if he was standing beside them when he took off, unless they make a successful I test to avoid such a fate. If a character attempts to catch someone who is falling, the falling damage is calculated once and split equally between the two characters. If characters don't try to catch their falling comrade, do not attempt to get out of the way and are hit by them anyway, then the damage is calculated once and both characters suffer the full amount.

ZONE OF TEMPERATE WEATHER

Spell Level: 3
Magic Points: 5
Range: Six yards, centred on the caster
Duration: 1 hour per level
Ingredients: Small glass dome

This spell creates a zone with a diameter of 6 yards, centred on the caster, in which the effects of adverse weather will have no effect. No matter how cold or hot, wet or windy the conditions outside, the air in the zone will remain at a comfortable temperature, the air dry and still. The zone protects those inside against sunburn, no matter how hot the sun outside. This spell will also protect against unnatural weather effects such as the *Sunburn* or *Windblast* spells, but it will not provide protection from indirect effects, such as torrents of water, falling branches, lightning bolts or anything similar. If this spell overlaps with another Zone spell, both are instantly cancelled.

* Level 4 *

CHANGE WEATHER (RITUAL)

Spell Level: 4
Magic Points: 16
Range: Personal, diameter ten miles
Duration: 24 hours
Ingredients: A small gold weathervane

This ritual can change the weather of an area with a diameter of ten miles, centred on the caster. It cannot change the weather completely, but can move it one space up or down the weather list below, or from clouds to light rain, and *vice versa*. It can also be used to shift the quarter from which the wind is blowing. It can be cast several times to create a drastic change in the weather. Each casting will slowly take effect over the course of an hour, and once each ritual's effects halt, the weather will slowly slip back towards 'normal' weather for the region at the rate of one step per hour.

1	Sunshine
2	Sun and cloud
3	Clouds
4	Showers
5	Light Rain
6	Rain
7	Heavy Rain
8	Thunderstorm (a 40% chance of snow in winter or spring)

The gamesmaster may determine the wind direction based on ideas about the prevailing winds in the part of the Old World where the campaign is set, or by rolling 1D8 and using the following list:

1	north	5	south
2	north-east	6	south-west
3	east	7	west
4	south-east	8	north-west

CREATE VEGETATION

Spell Level: 4
Magic Points: 10
Range: 48 yards
Duration: Indefinite/1D6 hours (see below)
Ingredients: A small bag of Pegasus dung

This spell causes a mass of tangled vegetation to grow over an area 12 yards in diameter. If there are seeds in the ground, these will sprout and grow to full maturity in 1D6 rounds, tangling anyone in the area and possibly lifting them up on a bed of sprouting verdure. The plants that appear will be whatever is natural for the area. A bare field will grow crops if seeds have been planted or weeds if they have not; a wild area will likely grow grasses or bushes.

Once the plants reach maturity they will behave naturally. Flowers will soon die if it is winter, deciduous trees will begin to lose their leaves in a few days if it is autumn or winter, and so on. A crop will probably last long enough to be harvested, if the weather is not too bad. This spell is not powerful enough to grow a tree to full maturity; instead, trees will grow to become stout saplings which can then continue to grow normally.

If the ground is completely barren and contains no seeds (e.g. if a *Wither Vegetation* spell has been cast on it) the caster may create the spell using any one seed as an additional ingredient. This type of plant will then start to grow, but the spell's effects will be temporary. Because the plants have not grown naturally, they will wither away and disappear after 1D6 hours. Anyone who has eaten fruit, nuts, leaves or bark from plants grown in this way will immediately feel extremely hungry.

EARTH SPELLS

* Level 4 *

CREATE CHASM

Spell Level: 4
Magic Points: 20
Range: 24 yards
Duration: 1 round
Ingredients: The footbones of a giant, slain by a Dwarf king

This spell allows the caster to create a chasm 5 yards wide, 10 yards long and 20 yards deep in any outdoor location. The chasm opens suddenly, and anyone standing on the ground where it appears will fall in unless they make a successful I test at -10. Anyone who fails the test will tumble into the depths, taking half normal falling damage (see **WFRP**, p75) as they bounce off the edges of the chasm. Anyone who fails the I test by 30 points or more takes full falling damage. The chasm is permanent, and will start to flood slowly if it reaches down as far as the water table.

ERUPT (RITUAL)

Spell Level: 4
Magic Points: 25
Range: 100 yards (measured as the crow flies from the crater's edge to the caster)
Duration: Instantaneous
Ingredients: 1 pound of dried sunworm flesh

This little-used ritual causes a dormant volcano to erupt catastrophically, burying large areas under lava and hot ash and filling the sky with smoke. The exact effects will depend on the size of the volcano and are subject to the gamesmaster's judgement. This spell should be used with great care: volcanos may explode with sufficient violence to instantly incinerate the caster. Needless to say, anyone thinking of casting the spell will have to think of a very effective way of avoiding its effects. Thankfully, volcanoes are few and far between in the Old World.



WALK EARTHQUAKE

Spell Level: 4
Magic Points: 12
Range: Touch
Duration: 6 hours
Ingredients: A miniature silver balance scale

This spell makes the target immune to the psychological and physical effects of an earthquake or any violent similar ground movement. Anyone under its effect automatically passes related *fear* tests and can move normally, ignoring the movement of the ground. However, they are not immune to falling buildings or other side-effects of the tremor (see **WFRP**, p77).

NAVIGATE UNDERGROUND

Spell Level: 4
Magic Points: 7
Range: 1 mile
Duration: 24 hours
Ingredients: A lump of iron ore, mined by a Dwarf hero of old

This spell will let the caster determine the quickest route out of any underground system of passages, whether natural or constructed. The spell does not show which direction the exit is in, but allows the caster to judge accurately which passage to take when reaching a junction. As long as the exit is within one mile of the original casting point of the spell, it will always be big enough for the caster to get through.

* Level 5 *

AGEING

Spell Level: 5
Magic Points: 30
Range: Touch
Duration: Permanent
Ingredients: Hair from the corpse of a seventh son of a seventh son of a wizard

This spell causes the target to age ten years in ten seconds. If the victim is a child, he will gain in physical stature, but will retain the mental age and capabilities of his original age. If the victim is already mature (see **WFRP**, p17), this may lead to some reduction in characteristics. The victim must make a roll against each characteristic in turn. If the roll is failed, the characteristic is reduced by 1 or 10 as appropriate.

The victim must make a *terror* test on seeing what has happened, and is also at -40 to **Dex** and at half normal Move rate, due to suddenly having 10 years' growth of hair and extremely long finger and toe nails. In addition, the victim's allies (and anyone else specified by the GM) must make a *fear* test upon witnessing this spell's effects.

EARTHQUAKE (RITUAL)

Spell Level: 5
Magic Points: 45
Range: 5 miles
Duration: 1 minute
Ingredients: See below

This very powerful spell is difficult to perform. Its principal ingredients are a pint of dragon's blood, mixed with earth from the spot at which the spell will be cast. The blood and earth must be shaped into a figure resembling a dragon while the ritual is performed, which takes an hour. A successful *construct* test must be made, or the ritual will not work.

If the preparations are performed correctly, the spell creates a severe earthquake with a diameter of 5 miles centred on the caster. All man-made structures in the area

stand a 10-60% chance of falling down completely, although gamesmasters may modify this based on the sturdiness of a particular building. Caverns and underground tunnels have a 10-30% chance of collapsing. Everyone in the earthquake zone including the caster and all animals must make a *fear* test. They may also take damage from falling buildings around them (**WFRP**, p77). All terrain counts as *difficult* for the duration of the earthquake, due to the shaking of the earth.

FIELD OF LAVA

Spell Level:	5
Magic Points:	20
Range:	48 yards
Duration:	1 hour
Ingredients:	A piece of rock from a volcano that has erupted within the last decade

The spell causes a piece of ground 6 by 6 yards to turn into hot molten lava. Anyone caught in the spell must make a I test or fall over, taking fire damage to the body. Characters who have fallen must try to make a **WP** test each round to overcome the searing pain and get up again.

Anyone standing in the area takes immediate fire damage to the feet (see **WFRP**, p77). Leather boots will burn away after 1 round, negating armour points for that hit location. Any other armour used as a defence against the lava will only protect for one round – leather burns away, metal armour becomes too hot to provide protection. The lava counts as *difficult ground* for movement purposes.

WALLS OF ROCK (RITUAL)

Spell Level:	5
Magic Points:	25
Range:	24 yards
Duration:	Permanent
Ingredients:	A clay model of the structure to be created

This ritual causes earth and bedrock to shatter, bond and rise, creating structures that lift themselves free of the ground. The earth then draws itself together beneath the emerging structure to form a solid foundation. Loose earth will fall from the structure as it rises, and will be drawn back into the ground.

The caster can raise any volume of material within a radius of 24 yards, to a maximum height of 8 yards. They can create walls, bridges, arches, and even a ceiling – the only restriction is that they cannot create spaces within which the loose earth would be trapped. That includes windows, rooms with both a floor and a ceiling, and so on. The resulting structure is a stone building, as described in **WFRP**, p77.

Characters caught on land as it starts to rise may need to make an I test or fall off, at the gamesmaster's discretion. The ritual cannot be cast indoors, or in an area where tunnels, caves or other underground constructions run within 24 yards of the surface; if it is, then the maximum height that the structure can reach will be limited by the depth of solid earth available.

‡ AIR SPELLS

* Level 4 *

EXTENDED FLIGHT

Magic Level:	4
Magic Points:	20
Range:	Personal
Duration:	1D6 turns per level of the caster
Ingredients:	The heart of a golden eagle

This spell allows the caster to fly for long distances at normal running rate, and at any height – although problems with high winds and low temperatures may occur at high altitude. The elementalist must keep moving at a minimum of their *cautious* move rate or they will fall to the ground. The caster knows when the spell will expire but if he is still in the air when the spell stops working, normal falling rules apply. A flying wizard may attack others in the air or on the ground, and counts as *charging* if doing so. However, if they do attack they must make a successful I test or lose their "balance" in the air and fall 1D6 yards before recovering. While the caster is flying, they may not cast any additional spells.



TORNADO

Magic Level:	4
Magic Points:	18
Range:	48 yards
Duration:	1 round
Ingredients:	A handful of gold dust

This spell causes a tornado to appear from a clear sky, pick up an individual or group, whirl them D10+10 yards into the air, carry them D100 yards in a random direction (use the chart on p203 to determine) and drop them. Victims take normal falling damage (see **WFRP**, p75).

* Level 5 *

SCOURGING WIND

Magic Level:	5
Magic Points:	25
Range:	Personal
Duration:	1 round
Ingredients:	A whip with three Griffon feathers tied to the end

A fierce wind picks up, wreaking havoc all around the caster (who is left standing but dishevelled in the midst of it all) within a radius of 48 yards. Loose objects up to the approximate size and weight of children are thrown sev-

eral yards (2D6, if specific objects need to be followed), crashing into each other, the floor, and anything else in their way. Each takes D3 hits at S 5.

Larger objects are tossed over and roll along in the torrent, travelling D6 yards and taking a single S 8 hit from the battering. Buildings or fixed objects (including trees and plants) suffer D6 hits at S 5 as debris pounds into them. Furthermore, anyone caught within the blast is so battered and buffeted that they must successfully make a Dex test or they will drop whatever they are holding and be left *prone* when the winds die down. This spell can only be cast outside.



BREATH OF LIFE

Magic Level: 5
Magic Points: 20
Range: Touch
Duration: 1 round
Ingredients: A full-sized pair of bellows made of gold

This spell can be cast on any character on the brink of death in order to give them a second chance at life. The caster draws into himself the vital and quickening powers of air, and by pressing his mouth over that of the target, can pass these rejuvenating powers into the injured body. The target must fail a *magic* test (which the caster can modify at a cost of one MP per 5-point modifier) in order to be affected by the spell.

If the target is unconscious, they will come round immediately. Internal bleeding will stop, and all normal blood loss (e.g. from critical injuries) will be reduced to its minimum value. Characters who are required to roll on the *Sudden Death Critical Chart* (**WFRP**, p125) will stabilise, so that any further damage is rolled using the normal tables. In addition, their current Wounds score is raised by 1D3. Anyone who has suffered respiratory damage through drowning, suffocation, poison gas or fumes, or similar effects will instantly regain half of the Wounds that were lost in this way.

This spell is unusual in that it can be cast on targets who would normally be considered dead, but it only has a chance of working if it is cast in the combat round immediately *after* the 'fatal' damage has been inflicted. Anyone who has been decapitated, cut in half, pulverized or whose body is otherwise incapable of sustaining life will revive only for a few moments of excruciating agony and mental torment before they slip away for good. During this time, they will be in no fit state to talk, pass on vital information or help in any way.

Targets who are not severely wounded (or worse) will be unable to cope with the power of this spell, and will instantly take D6 wounds, irrespective of any armour or magical protection, as the energies course out of control through their body.

‡ WATER SPELLS

* Level 4 *

CREATE GEYSER

Spell Level: 4
Magic Points: 10
Range: 100 yards
Duration: 10 minutes
Ingredients: Alchemical equipment engraved with flames by a wizard of the Fire College

With a rumble and a sudden unearthly scream, a jet of boiling water and steam jets up out of the ground, 50 feet into the air. Anyone directly over the geyser takes a S 6 hit and is knocked D20 yards in a random direction (use the table on p203 to determine); anyone within five yards takes 1D4 wounds from spray and intense heat. After ten minutes the geyser dies away and the ground returns to normal.

SWELL RIVER

Spell Level: 4
Magic Points: 10 per foot rise
Range: 1 mile
Duration: 1 hour
Ingredients: A drop of rainwater caught in a glass held by a Water Elemental

The caster can cause the level of a river to rise or fall temporarily over a one-mile stretch. For every 10 MPs put into the spell, the water level will rise or fall by 1 foot. The result of this will depend on the surrounding terrain – if the river a is a fast-moving torrent in a steep chasm then there will likely be a raging deluge, which will wash away anyone foolish enough to be standing on the bank, tearing down bridges and damaging water-mills. If the river is slow-moving and in a broad flood-plain, the water will be less forceful, but is likely to spread over a wide area, flooding fields and houses. The river will return to its previous level an hour after it reaches its highest level.

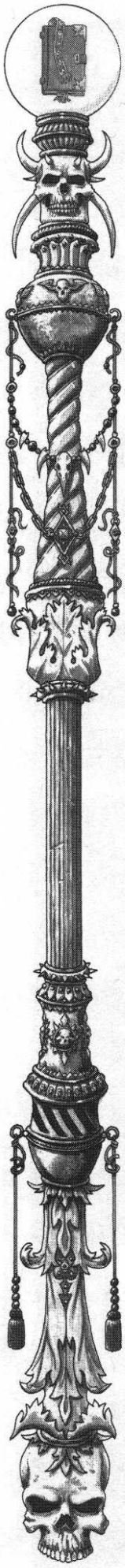
* Level 5 *

FOUNTAIN OF LIFE

Spell Level: 5
Magic Points: 32
Range: Touch
Duration: Until the following sunrise
Ingredients: A vial of dew collected at sunrise on a mountain top and blessed by a druid

As the elementalist casts this spell, he must touch the ground. As he does, water wells up from the depths of the earth and bubbles up at that place in a small, unimpressive fountain. However, anyone tasting the water immediately feels invigorated and refreshed. They regain 1D6 Wounds (this can take them above their normal maximum,





although the benefits will disappear along with the fountain the following dawn), and will be relieved of all current psychological effects for the duration of the spell. However, this does not prevent characters from receiving further psychological effects. While it lasts, the area around the fountain acts as the spell *Zone of Sanctuary* (**WFRP**, p158). Once a character has drunk from the fountain, subsequent draughts have no effect. The caster cannot dispel the fountain, nor create more than one at a time.

WAVE OF DESTRUCTION

Spell Level: 5
Magic Points: 48
Range: 24 yards
Duration: Immediate
Ingredients: The beak of a Dragon Turtle

This spell can be cast on any large body of water within 24 yards of the elementalist. The size of the body of water is important, since the larger it is the more powerful the effects of the spell will be. When the spell takes effect, the body of water will begin to draw itself up over 2D6 combat rounds to form a huge, churning wave, which then crashes down in a direction chosen by the caster. The direction must be specified when the spell is cast, and will be apparent to observers from the shape of the forming wave if they make a successful **Int** test.

When the wave breaks on the shore it travels inland, its force slowly ebbing the further it goes. Everything at the point where the wave breaks automatically takes a hit at S 10; everything slightly beyond that is hit at S 9, then things a little further away take S 8, and so on until the wave dissipates after causing S 0 hits. The size of each band of damage is determined by the size of the body of water used to create the spell, as indicated below:

Oceans, seas, etc:	150 yards
Major rivers, estuaries:	100 yards
Large lakes, substantial rivers:	50 yards
Small lakes, average rivers:	25 yards

The length of the wave created by this spell is twice its band of damage; so a wave created from an ocean will be 300 yards long. Smaller bodies of water are not suitable as targets for this spell. The gamesmaster should determine the category into which any particular body of water falls. It is also worth noting that a side effect of this spell is to draw the water out of its normal channel, which may be left almost empty.

‡ FIRE SPELLS

Wizards of the Fire College share the same spells as the Bright College (see p197 for details). However, they will require the following spell components, all of which must be set alight during the casting of the spell:

Burning Head: A ball at least 1 foot in diameter, made of the caster's own hair.
Crimson Bands: A plaited red ribbon that has been used to strangle an intelligent creature.
Piercing Bolts of Burning: Six needles forged from iron that was melted and forged in the heat of a volcano.
Scarlet Scimitar: The sword of an intelligent being killed by fire.
Wings of Fire: Eight gold rings, one to be worn on each finger.
Conflagration of Doom: A piece of brick or stone from a city that has been completely razed to the ground.
Flamestorm: A bone from the body of a Fire wizard or elementalist. The wizard does not have to be dead, but cannot be the caster.
Sanguine Swords: An edged weapon that has been dipped in the freshly spilled blood of a dragon.

✢ ALCHEMIST SPELLS ✢

Alchemy is an ancient discipline of magic, but is compatible with the study of battle-magic. Any Battle wizard is able to learn these spells, although most of them are generally considered to be of little use outside their specialized field and are normally only taught by alchemists.

✻ Level 1 ✻

CHANNELLED SHOCK

Spell Level: 1
Magic Points: 4
Range: 12 yards
Duration: 1 hour
Ingredients: Wood from a thunderstruck tree

This spell creates a small electric current which lasts for an hour. It is not enough to cause any harm, but can be used in a laboratory to perform simple electroplating. Unscrupulous alchemists will sometimes use it to electroplate cheap jewellery with gold or silver and pass it off as the real thing, to fool gullible patrons into making them think they've discovered the secret of True Transmutation.



COOL

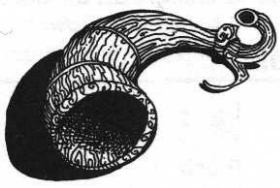
Spell Level: 1
Magic Points: 2 or more
Range: 12 yards
Duration: 2 hours
Ingredients: A wet cloth

This spell is a specialized version of *Zone of Cold*. For every 2 MPs put in, 6 cubic inches of material may be cooled by approximately 10 degrees Centigrade. It is often used in alchemical experiments. In warm weather, this spell can also be used to manufacture lumps of ice (see *Freeze*).

CREATE VACUUM

Spell Level: 1
Magic Points: 2 or more
Range: 12 yards
Duration: Instantaneous
Ingredients: A hollow animal-horn

For every 2 MPs used in its casting, this spell removes 6 cubic inches of air from any given space. This is useful for removing the air from glass vessels for experimental purposes. If the spell is used outside a closed vessel it creates a loud bang which, if cast close behind someone, requires them to make a **Dex** test or drop whatever they are holding from the sudden shock.



ESSENCE OF AIR

Spell Level: 1
Magic Points: 4
Range: 12 yards
Duration: 1 round
Ingredients: An animal bladder

This spell is a reduced version of the better-known *Wind Blast*, and creates a small blast of the alchemically active portion of air. This puff can be used for various alchemical processes, but is most often used to cause small fires to flare up and burn hotter for a few seconds.

FREEZE

Spell Level: 1
Magic Points: 3 or more
Range: 12 yards
Duration: Instantaneous
Ingredients: A piece of ice

For every 3 MPs the caster puts into this spell, it will instantly chill 6 cubic inches of material to a temperature below the freezing point of water. It is mostly used in alchemical processes but has other uses as well, particularly with the more savvy traders in perishable products.

HEAT

Spell Level: 1
Magic Points: 2
Range: 12 yards
Duration: 2 hours
Ingredients: A candle

This spell creates a small, intense flame about 3 inches long, which burns for two hours from the wick of a normal candle. It is usually used in alchemy for heating retorts (much like a gas-burner). The height and heat of the spell can be increased and decreased by concentrating on the flame for a round.

IMPERVIOUS HAND

Spell Level: 1
Magic Points: 4
Range: Personal
Duration: 1 minute
Ingredients: A pair of leather gloves

This spell makes the caster's hands impervious to heat, cold, corrosive chemicals and contact-poisons for one minute. It is useful for picking up hot flasks, handling noxious substances, etc. It does not make the caster immune to sharp objects or crushing damage, and cannot be cast on any other part of the body.

MAINTAIN TEMPERATURE

Spell Level: 1
Magic Points: 4
Range: 12 yards
Duration: 1 hour
Ingredients: A small woolly scarf

This spell maintains the temperature of any one inanimate item up to 3 cubic feet in size, no matter how hot or cold the outside temperature. The wizard must specify the desired temperature at the time of the spell's casting.

PRESSURE

Spell Level: 1
Magic Points: 3
Range: 12 yards
Duration: Instantaneous
Ingredients: A handful of powdered granite

If cast on a vessel of no more than 6 cubic inches in volume, this spell increases the pressure within it to four times normal. This is enough to make a sealed thin glass vessel explode, and can force thicker ones to pop out their corks or stoppers.

* Level 3 *

DISTIL HOMUNCULUS (RITUAL)

Spell Level: 3
Magic Points: 10
Range: See below
Duration: See below
Ingredients: See below

This spell is used by alchemists to create a familiar. The familiar can be of any form, humanoid, animal or fantastical, but it is typically made from clay, often into the form of a mannikin, and fired in an oven.

This spell cannot be learned; it can only be performed while referring to a scroll or book that contains it. However, the first time the spell is cast the alchemist must pay experience points to use it, just as if they had learned the spell in the normal way. Subsequent castings (as long as the book or scroll is present) do not require any more EPs to be expended.

To make a familiar, the alchemist must first collect four large handfuls of clay from a suitable river bank (the spell will not work if the clay is not collected by the person trying to cast the spell). This should then be shaped into a figure of whatever form the alchemist desires, but not more than 1 foot high or long. Any facial features should be drawn or moulded into the head. Care should be taken that there are no cracks or flaws in the material, otherwise the creature may break in the oven or later, becoming deformed.

When the figure has been sculpted (which will take about a day), it must be put in an oven and fired for two more days on a low and steady heat. The alchemist must tend the oven's fire for all that time – if anyone else takes over this duty, the proper bond between master and familiar spirit will never be formed, and the spell will fail. During the time when the familiar is being made, the alchemist must eat nothing, and may drink only water. To make the figure, a successful *construct* test must be made. On the following two days, a successful *chemistry* tests must be made each day, rolled against **Int**. If any of these three rolls are failed, the figurine is ruined, and the alchemist must gather more clay and begin again. Should the process be interrupted for any reason then it must be started again from scratch, although the same materials can be reused.

Once the figurine is successfully made, the alchemist must spend a whole waking day (16 hours) performing the ritual to bring the familiar to life. He may do nothing else at all, though he may rest for five minutes every hour. When performing the spell, he must chant the necessary words, make gestures, and pour a mixture of certain rare and obscure chemicals, costing 10D10 gold crowns, over the clay figurine Any interruption by anyone else during this period will mean the whole process is ruined, all the materials must be discarded, and the alchemist must begin again from scratch.

At the end of 16 hours, if the ritual has been successful, the familiar will come to life. It will sit up, look round, and see its potential master. At this point the GM should make a **Fel** test for the alchemist, but should not reveal the result to the player. The result of the roll is the same as that for the creation of elemental familiars in the *Bind Elemental Slave* spell (p202).



✸ ICE MAGIC ✸

In snowy or icy conditions ice shamans do not require magical ingredients to cast their spells. In their cold homeland where their magic is most potent, it is enough to hold a small piece of ice in one hand while casting the spell. In warmer climes, where ice is less readily available, the caster must use the components listed for each spell.

✻ Level 1 ✻

CHILL VOICE

Spell Level:	1
Magic Points:	2
Range:	Personal
Duration:	1D6 turns
Ingredients:	A small flute fashioned from a stag's antlers

When this spell is cast the cold, hard voice of winter is summoned to speak through the caster. Their demeanour alters, reducing their **Fel** score by 10 but increasing their **Ld** by the same amount for the duration of the spell.

FROST BLADE

Spell Level:	1
Magic Points:	3
Range:	Touch
Duration:	1D8 rounds
Ingredients:	A pinch of moss or lichen

This spell causes any one bladed weapon touched by the caster to gain a coating of vicious frost on its cutting edge, causing it to do an extra +1 damage.

SWORD OF ICE

Spell Level:	1
Magic Points:	6, +1 per additional round
Range:	Personal
Duration:	6 rounds +1 per additional MP
Ingredients:	A small silver dagger

This spell causes a sword of ice to appear in the caster's hand. This can be used in combat as a normal sword, but does +2 damage and has a -10 penalty *to hit*, due to its icy nature. The sword can be maintained after the first four rounds by the addition of 1 MP per round.

✻ Level 2 ✻

ICY GROUND

This is identical to the level 2 Elemental spell of the same name (see p200) but lasts until the next sunrise.

FROZEN SKIN

Spell Level:	2
Magic Points:	4
Range:	Personal
Duration:	D6 hours
Ingredients:	Crushed quartz

The caster draws the chill from the depths of her heart and lets it fill every inch of her body. She becomes cold to the touch and even more pallid than before, and her skin becomes hard and resilient. This has the effect of reducing her **I** and **Dex** by 10, and increasing her **T** score by 2.

This increase is doubled against attacks that rely on cold, including natural effects like blizzards or freezing temperatures, but is halved against those that use heat or fire.

SNOW

Spell Level: 2
Magic Points: 5
Range: 12 yards
Duration: D6 rounds
Ingredients: A fistful of rock salt

This spell causes a small blizzard to fill a diameter of 12 yards, anywhere within 12 yards of the caster. Those within the area have their visibility reduced to 5 yards, and for the purposes of tests all their physical characteristics are halved (rounded down) for the length of the blizzard. Although it is not often done, the spell can be cast indoors.

* Level 3 *

HAIL

Spell Level: 3
Magic Points: 8
Range: 12 yards
Duration: D6 rounds
Ingredients: A handful of pine needles

This spell causes a blizzard of large hailstones to fill a circle with a diameter of 12 yards, anywhere within 12 yards of the caster. The effects are the same as for the second-level spell *Snow*, above. In addition, each person within the storm takes D3 S2 hits per round from the icy hail.

FROSTBITE

Spell Level: 3
Magic Points: 5
Range: Touch
Duration: Instantaneous
Ingredients: A flask of Kislevite vodka

As the victim is touched by the caster, he is suddenly encased in a thin layer of ice. This does 1D3 S 4 attacks. Armour does not provide any protection, and metal armour does extra damage equal to its AP, since it actively transmits the cold. The ice is not magical, just very cold, and can be cracked off or melted as normal.

* Level 4 *

SHATTERING DOOM

Spell Level: 4
Magic Points: 20
Range: Touch
Duration: D6 rounds
Ingredients: Dried liver of a Griffon, Manticore or Hippogriff

The victim of this spell must make a *magic* test, and if they fail they are turned instantly into a statue of ice for D6 rounds. While transformed, they cannot make any action. The statue has T 3 and D 6; if the ice suffers enough damage to destroy it then it will shatter, effectively killing the victim. Otherwise, any damage taken by the statue is immediately taken as Wounds when the victim reverts to their normal state. If shattering the statue would otherwise kill a character, they may use a Fate Point to revert immediately back to normal form.

WIND OF ICE

Spell Level: 4
Magic Points: 10
Range: 48 yards
Duration: 1 round
Ingredients: Skull of a Kislevite mountain bear

With a single breath, the caster blows a freezing gale at anyone in front of her within 48 yards. The gale causes all those caught in it to become covered in frost, causing 1D6 attacks at S 5; armour offers no protection, although magical armour or spells that affect all hit locations will reduce the damage. In addition, each victim must make a Toughness test or be overcome with shivering fits for 1D3 rounds after the wind has gone. During this fit of shivering, all physical characteristics are reduced by half, rounding up.

✢ WOOD ELF MAGIC ✢

All these spells – called Tree Songs – are cast by singing, and the caster must have the *sing* skill to perform them. Because of the singing involved, Tree Songs take six rounds to cast, rather than the usual single round. Apart from this, all Tree Songs are treated as rituals (se p146) for the purposes of spell casting. Tree Songs take effect during the caster's turn in the sixth round after the singing began.

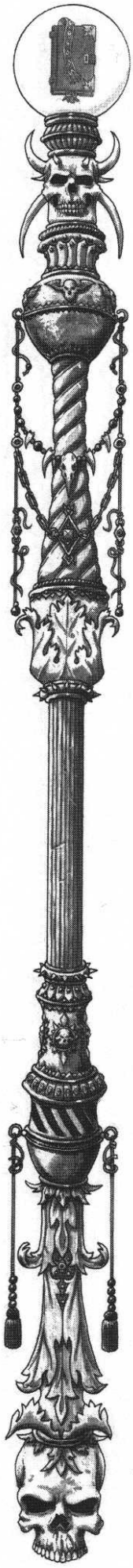
For most Tree Songs, a Wood Elf mage will continue to sing for the duration of the spell's effect, though this is mostly for the joy of singing, and does not seem to have any effect on the spell itself. However, Dwarfs and other Elf-hating races find it particularly annoying.

* Level 1 Tree Songs *

ANGER OF THE WOODS

Song Level: 1
Magic Points: 3
Range: 24 yards
Duration: Up to one hour per level of the caster
Ingredients: A handful of nuts

This song can be used to enchant any group of trees or large bushes within range of the caster. Once enchanted, the trees will bunch and tense in readiness, and at a command from the singer they will lash out with their branches and hurl a volley of twigs and nuts upon any individual or group of enemies, as long as they are within 12 yards of at least one of the trees or bushes.



These attacks automatically hit their targets, causing D6 Wounds at S 3. If cast at a group, it will hit 2D6 individuals. Victims may not make a *magic* test, but armour protects as normal. The attacks have a 50% chance of hitting either the head or chest.

Once the assault has been made, the spell is ended. While the spell is still in effect, further castings of the spell against the same group of trees or bushes will have no effect; only one such attack can be readied in this way at any time.

FIND PLANT

Song Level: 1
Magic Points: 1
Range: A radius of half a mile
Duration: Until plant is found
Ingredients: A freshly plucked hazel dowsing rod

The caster can find the location of any one species of plant or tree within half a mile of the point at which the song was begun. The caster must specify the species to be found ("a primrose" will work, "a flower" will not). The hazel rod will point at the nearest specimen, and continue pointing in that direction until the caster reaches the plant, at which point the dowsing rod dries to a twisted twig; to find another specimen, the caster must sing the song again. If no plant of the required description is within half a mile, the rod will dry up and fall to the ground immediately.

SPLINTER WEAPON

Song Level: 1
Magic Points: 2
Range: Personal
Duration: 3D6 rounds
Ingredients: A woodworm

If the caster is hit by a hand-to-hand weapon containing any wooden parts while this song is in effect, the wood will splinter as the blow hits. The caster takes half damage for the weapon (rounded down), and the attacker takes 1D3 S 1 hits to the arms from sharp slivers of wood. The weapon is rendered useless, though metal parts can be salvaged. The song has no effect on magical weapons.

WHISPERING LEAVES

Song Level: 1
Magic Points: 2
Range: 48 yards
Duration: 3D6 rounds
Ingredients: An autumn leaf, to be crumbled in the hand

This song can only be cast on a group of trees or bushes. It affects a maximum area of 48 yards by 48 yards, but only in a forest where the trees are in close contact. When the song is cast, the leaves of the trees begin to rustle, and the branches sway slightly in an alarming fashion. Any intelligent creature within the affected area must make a *fear* test or begin fleeing from the area immediately. If passed, a victim realizes that there is nothing to be afraid of and can act normally. The song does not affect animals, and cannot be cast on leafless trees.

* Level 2 Tree Songs *

BRIDGE OF VINES

Song Level: 2
Magic Points: 4
Range: Touch
Duration: Until the next sunrise
Ingredients: A tendril from a vine or creeper

This song is used to create a vine bridge over any terrain-based obstacle such as a river, bog or gorge. The song can also be used to create a vine ladder between the ground and the top of a wall or pit if desired. The vine bridge begins at the caster's feet and extends a maximum of 12 yards per level of the caster. It is narrow, sways, and will only take the weight of three people or one person and a horse at any one time. The bridge has **T** 7 and **D** 6 for anyone wanting to cut through it, for example to make it collapse. It is also *flammable*. At the gamesmaster's discretion, anyone with *agoraphobia* must make a **Cl** check to step onto the bridge.

Once created, a bridge of vines can be dispelled by its creator by singing a 'closing' song for another 6 rounds. Otherwise it lasts until the following morning, when the vines shrivel and become too weak to bear weight.

SPLINTER MISSILE

Song Level: 2
Magic Points: 8
Range: Personal
Duration: Active for 1 hour or until shot at, whichever is sooner; then 1D6 rounds
Ingredients: An arrow, to be broken in half when the song is sung

This song protects the caster from spears, wooden arrows, crossbow bolts, blowpipe darts, and other wooden missiles. In the first round in which the caster is attacked, the wooden part of any missiles fired at him will disintegrate into harmless splinters in mid-flight; any metal components fall harmlessly to the ground. This effect continues for a total of 1D6 rounds before dissipating

The song will also work on any other missiles that have a wooden component, such as throwing axes or throwing knives with wooden handles. In this case, the balance of the weapon is lost, and though it reaches its target, the caster takes only half normal damage (rounded down). The song has no effect on magical arrows or weapons.

VERDANT TRACKING

Song Level: 2
Magic Points: 4
Range: Personal
Duration: 1 hour
Ingredients: A small wooden hunting horn

The caster can spot the small signs that creatures and people always leave as they pass through wild areas: footprints, bent grass, broken twigs and suchlike. This gives the caster

the equivalent of the *follow trail* skill, but only within fertile wild areas; it will not work in towns or deserts. If the caster already has *follow trail*, a +20 bonus is added to his Int test.

* Level 3 Tree Songs *

CARPET OF MOULD

Song Level:	3
Magic Points:	5
Range:	48 yards
Duration:	See below
Ingredients:	A rotten fruit

The singer can create a patch of mould with a diameter of six yards, anywhere within 48 yards of him. The mould appears on the ground, and can be any of the types described in the section 'Fungus and Mould' (**WFRP**, p237). Anyone within the area where the mould grows will suffer its effects as described. This mould is perfectly natural, and will affect the caster just as much as anyone else.

The magic that sustains the mould will fade by the next sunrise, and unless the mould happens to be in its natural habitat it will begin to rot.

VITAL SURGE

Song Level:	3
Magic Points:	4 per turn
Range:	Touch
Duration:	Until plant reaches full growth
Ingredients:	A handful of soil from an Elf settlement.

This song increases the growth of any one plant or tree. Once cast, the plant will grow at a rate of 1 foot per turn until it reaches its full height and girth. No plant or tree can be made to grow larger than its natural size, but growth can be stopped by the caster before the plant reaches full maturity. The plant will only grow if there is sufficient soil to take its roots. The song cannot be cast on a seed – the plant must already have taken root and begun growing before the song is cast on it. This song is often used with *Shape the Growing Plant* to create Elf settlements in a relatively short period of time.

TREEFORM

Song Level:	3
Magic Points:	8
Range:	Personal
Duration:	1 hour per level
Ingredients:	The sprouting seed of the tree to be turned into

The singer can turn into a tree of any type for the duration of the song. While in this form, the caster can only be distinguished from a tree through the use of *magical sense* or *magical awareness*. The tree must weigh the same as the caster, so tiny seedlings or mighty oak trees are not achievable. While in tree form, the caster's characteristics should be treated as being zero, although their Wounds score will remain unchanged, and their **T** score will be 4. It will also be impossible for them to cast any further magic, use any items or end the song early. However, they do remain aware of the world around them.

The caster can use this song to turn into a Bloodsedge (in which case use the profile found in **WFRP**, p233, though with **Int** as normal for the caster, and **T** 4), but will gain 1 Insanity Point if it kills while in this form.

* Level 4 Tree Songs *

FALSE DRYAD

Song Level:	4
Magic Points:	8
Range:	Personal
Duration:	1 hour
Ingredients:	A twig from a tree inhabited by a Dryad

The singer takes on the form of an animated wooden figure, with hair of leaves and twig-like fingers. Their clothing and equipment is changed to wood for the duration of the song. While in this form, the caster's Strength and Toughness are increased by 2, but they are treated as *flammable*. The caster can dispel the song at any time. If the caster catches fire, they must make a **WP** test each round to dispel the song, due to the pain of burning; once they return to their normal form, the fire is extinguished.

HEART OF THE TREE

Song Level:	4
Magic Points:	8
Range:	Touch
Duration:	8 hours, plus 1 MP per additional hour
Ingredients:	A small carved statue of the caster

With this song, a singer can "hibernate" inside the heart of a tree, undetectable to any senses, including magic. The tree's trunk must be thicker than the caster's body. The caster must touch the tree for the duration of the singing, and then melts through the bark into the heart of the trunk, effectively becoming part of the wood. While inside the tree, the caster is in a form of suspended animation and unaware of what is happening in the outside world.

The time spent within the tree must be stipulated when the song is cast; it costs a minimum of 8 MPs to cast, an can be extended by an extra hour for each extra MP expended. The caster regains MPs as normal while in hibernation, but Wounds heal at double the normal rate. The caster cannot come out of hibernation before the stipulated time is up unless the tree is damaged in any way, in which case the caster immediately rematerializes beside the tree, and any MPs spent on the song are lost.

The song will not work if the tree in question is already inhabited by a Dryad. At the GM's discretion, there may be a nominal 1% chance of this, increasing to 2% in the deep forests of the Old World. If a Dryad already inhabits the tree, the song fails to take effect and the mage must succeed in a **Fel** test to appease the tree spirit or else they will be attacked. Any MPs they spent are lost.

HAUNTED FOREST

Song Level: 4
Magic Points: 7
Range: 48 yards
Duration: 3D6 rounds
Ingredients: The root of a 100-year-old tree uprooted in a gale

This song can only be cast on a group of trees or bushes. It affects a maximum area of 48 yards by 48 yards, but only in a forest where the trees are close. When the song is sung, a darkness begins to grow in the shadows beneath the trees. Branches begin to sway and creak together, and leaves rustle. Strange scurrying movements are heard in undergrowth and in the tree canopy. Shadows seem to flit from tree to tree, seen from the corner of the eye but not when looked at directly. Anyone within the area of the song must make a *terror* test or gain an Insanity Point. Anyone who passes the test may stay within the area, but remains at -10 to all percentile characteristics, due to the distractions of the eerie sights and sounds. Allies of the caster are not affected at all, and see a normal forest.

SHAPE THE GROWING PLANT

Song Level: 4
Magic Points: 12
Range: Touch
Duration: Permanent
Ingredients: A seed or nut of the plant to be affected

This is a slow-acting song, but can be very powerful in the long term. The mage casts the song on a seed, which will grow naturally over time into the shape required by the caster. For instance, a tree could be made to grow into a tree house, with doors, windows, and stairs to get up into it. However, such a tree could take eighty to a hundred years to mature. In the shorter term, bushes can be made to grow into specified forms, flowers and fruit given unusual shapes, and so on. To make something aesthetically pleasing as well as unusual, the caster must have the *art* skill. The speed of a creation of this type can be increased by casting *Vital Surge* on the seedling once it has sprouted.

✝ HIGH MAGIC SPELLS ✝

High magic spells do not require ingredients, since the High Elves' understanding of magic is so fine and their spell-casters are so in tune with the winds of magic.

APOTHEOSIS

Spell Level: High
Magic Points: 32, then 8 per hour
Range: 6 yards
Duration: 1 hour, plus additional hours
Ingredients: None

With this spell, a High Elf mage can temporarily call back a dead comrade as a corporeal spirit. The spirit summoned must be someone that the caster knew well; it cannot be someone that they saw, or met in passing, and certainly cannot be a historical figure from another time.

The spirit appears within 6 yards of the caster, no matter where the character's body lies. Only one person will appear, with facsimiles of any equipment and possessions that was left to rest with the body. This spirit will behave exactly as its real counterparts, except that it will disappear when the spell fades. Due to the spirit's ghostly aura, it causes *fear* in all living creatures. The spirit is not under the control of the caster, and will not do anything that the character would not have done in life. Whether it is aware it is dead is left to the gamesmaster's discretion.

BANISHMENT

Spell Level: High
Magic Points: 48
Range: 48 yards
Duration: 1 round
Ingredients: None

The mage weaves together the colours of magic into a bright wind to blow away the Dark magic of Chaos and weaken creatures that need its baleful influence. Any Undead or Daemonic creature within 48 yards of the caster automatically suffers D6 S 4 attacks. Armour does not protect against this spell. In addition, any daemonologist, necromantic, Dark or Chaotic spells in effect or being cast that round may be dispelled: for each such spell, the chance of it remaining active is 10% per level of its caster. This can be modified by 5% per additional magic point expended, in the same way as a *magic* test.

In addition, any permanently enchanted items of a cursed, evil or Chaotic nature cease to have any magical effect for the round in which the spell is cast.

DRAIN MAGIC

Spell Level: High
Range: 96 yards
Magic Points: 50
Duration: Instantaneous
Ingredients: None

The mage casts a mighty spell that sucks all the magical energy in the vicinity into himself, and sends it harmlessly into the ground. Any spells in operation are dispelled. Any magical items lose their power, and any magic-using characters (including the caster) lose all their magic points.

In addition, each wizard (apart from the caster) within range must make a **WP** test; on a failed roll, the wizard loses one level of magical power, and can no longer cast the spells associated with that level, although they may remember them. Wizards affected in this way lose 4D6 points from their Power Level. These points can only be regained by "re-entering" the career by spending experience points.

Although there are descriptions of it in several highly regarded books on magic, no living mage in the Empire has ever seen this spell used.

DEADLOCK

Spell Level: High
Range: 12 yards
Magic Points: 15 to cast +1 per additional turn to maintain
Duration: 1+ turns
Ingredients: None

The mage weaves the winds of magic into a fabric that can prevent the working of magical items nearby. As soon as the spell begins, the mage can detect any magic items within 12 yards of him, and may nominate any one to be "deadlocked"; that item will cease to function while the spell continues. Only one item may be deadlocked at any time, but the mage may move the effect to a different item at the beginning of each round. It cannot be used to affect spells or enchantments



GLAMOUR OF TECLIS

Spell Level: High
Range: 36 yards
Magic Points: 15
Duration: 1D4 hours
Ingredients: None

This spell can be cast on any one individual or group within 36 yards. Those affected believe themselves to be lost in a realm of mist and shadows, and are unable to remember where they are or what they are supposed to be doing. To outside observers they appear to wander in a daze, unable to see or hear anything around them; if struck or shaken they will show fear but will not attempt to defend themselves.

To those targeted by the spell, it seems as if a dense mist has risen. Through this, strange and sometimes threatening shadows move, just on the edge of sight. They feel as if they have always been in this mist, stalked by creatures that never attack. Memories of the real world and their lives before the mist are vague or nonexistent.

Each victim of the spell is allowed one *magic* test per round to shake off the spell's effects. Each time the test succeeds, the victim will temporarily be able to resist the effects of the spell, and can act normally for that round. However, another *magic* test is needed on the following round to continue to hold off the spell. If the target fails three tests in a row, the spell takes complete hold and the victim remains ensorcelled until it wears off after 1D4 hours.

For each character that fails three tests, the caster of the spell may also make a **WP** test. On a success, the caster may give a command to the target to move in a particular direction for the duration of the spell. At the end of that time (if the targets haven't walked over a cliff or fallen into a fire) the victims will come back to reality with no memory of how they reached their present location.

HAND OF GLORY

Spell Level: High
Magic Points: 18
Range: 12 yards
Duration: D6+3 turns
Ingredients: None

The mage begins to glow with magical energies, which uplift and encourage all allies within 12 yards. Those affected by the spell feel their tiredness wash away, and become more determined. All surviving allies within the spell's area immediately regain 1D6 Wounds, irrespective of how badly wounded they were; this may take characters above their normal maximum, although once lost, these additional points cannot be regained. Those affected will automatically pass all **Ld**, **WP**, and **Cl** tests (but *magic* tests must still be taken as normal). Anyone *fleeing* will automatically pass their next **Cl** test to recover their composure, and may return to the fight if they wish.

✢ THUNGNI'S RUNES ✢

These are the runes found by Thungni beneath the earth at the beginning of the world. They are treated with great veneration by Dwarfs in general, and by runesmiths in particular. Inscribing such a rune is considered an act of worship to the Dwarf ancestor gods, and will never be undertaken for frivolous reasons. The runes are grouped in levels in the same way as spells, and each can only be learned by a runesmith of the correct level.

✻ Level 1 Runes ✻

RUNE OF ACCURACY

Level: 1
Magic Points: 2

This rune may be inscribed on any missile weapon, or on the missile to be fired or thrown. If inscribed on a weapon, it will add +10 to the user's **BS** when using that weapon. If inscribed on a missile, it will add +20 to the user's **BS** when using that specific missile. The rune confers no extra resilience on a missile, so if an inscribed missile is destroyed when it hits its target (which will happen 50% of the time), the rune's power will be lost. This rune is often inscribed on large stone-throwers to lessen the deviation of their shot from the intended target.

RUNE OF BATTLE

Level: 1
Magic Points: 3

This protective rune may be inscribed on any amulet, item of clothing, weapon, etc. Any critical hit received by the owner of the item will be reduced by 1 on the *Critical Hit* chart (**WFRP**, p122): a +5 critical will be reduced to a +4, a +2 to a +1, and so on. If this reduces the critical value

to 0, no critical hit is scored. These runes are cumulative, giving a modifier of up to 3 points. Even if a character is wearing two amulets, each with 3 *Runes of Battle* on them, the critical hit will be reduced by no more than 3 points. Once the rune has been effective once, it ceases to be active until dawn of the following day. A temporary rune will save against one critical hit, and then disappear. If a character is carrying more than one temporary rune, even in a backpack, they will all be activated and destroyed by the first critical hit – a temporary *Rune of Battle* cannot be "saved up" for the next critical hit.

RUNE OF BURNING

Level: 1
Magic Points: 2

This rune may be inscribed on any normal missile except ammunition for firearms. Suitable items include arrows, crossbow bolts, spears, and the like. A missile with this rune inscribed on it will burst into flame upon hitting its target, doing 1D8 fire damage (to *flammable* targets only) on top of the normal damage. The rune is often inscribed on a metal or stone arrowhead, which will survive the immolation while the rest of the arrow is burned up. Temporary runes of this sort are often inscribed on flasks of oil, making them potent, self-igniting firebombs. Once the rune has been used, it ceases to be active until dawn of the following day.

Should the rune be inscribed on a war machine, however, then once activated its power will endure for 1D3 hours before fading. In that case, any ammunition shot by the machine will burst into flames once it hits its target.

RUNE OF CUTTING

Level: 1
Magic Points: 3

This rune may be inscribed on any bladed hand weapon, causing the blade to penetrate armour more easily. The weapon will automatically seek out weak spots in the opponent's armour, or in an item (such as a door) that is being attacked. An enemy's Armour Points are treated as if reduced by 1 (to a minimum of 0) when hit with a weapon inscribed with this rune. This rune stays in effect at all times, unless it is a temporary rune.

RUNE OF ENEMY DETECTION

Level: 1
Magic Points: 3

This rune may be inscribed on a door, gate, or any other closed entryway. It can also be inscribed on an amulet. In conjunction with the runic representation of a specific enemy, these runes give off a reddish glow as a warning whenever that enemy is within a 30 yard radius. A temporary rune will fade after detecting one enemy.

The description tied to the rune must allow the magic to distinguish the intended target from other people; if it simply describes "the man with the red beard", then *any* man with a red beard will cause the rune to activate. In the same way, the rune cannot work out things that are not obvious. Runes that are set to detect "Slaaneshi cultists" will only work if the target is openly wearing clothes or markings that distinguish them as such.



RUNE OF FIRE

Level: 1
Magic Points: 2

This rune may be inscribed on any hand weapon, but not on missile weapons. A weapon with this rune will bust into flame when taken from its sheath, and if it hits will do an additional 1D8 fire damage to *flammable* targets. The temporary version of this rune is sometimes inscribed on torches, for those who want a light source in a hurry. Once the rune has been effective (until the torch is burnt up or the weapon returned to its sheath) it ceases to be active until dawn of the following day. The rune's fire will not affect the wielder in normal use, but if using the optional 'Critical Fumble' rules (*Apocrypha Now*, pp36-7), there is a chance of a character setting fire to himself or his surroundings.

RUNE OF FORGING

Level: 1
Magic Points: 2

This is a specialist rune, especially helpful to runesmiths. Usually inscribed on a hammer or other metalworking tool, it adds +10 to all *construct* tests involving the *smithing* skill when that tool is used. This bonus is not cumulative: having several tools inscribed with this rune or one with it inscribed several times will not make the bonus any greater. Many runesmiths insist that their apprentices learn this rune and make a Hammer of Forging as their first piece of work as a runesmith.

This rune is also found inscribed on cannons. When used in this way, it allows the war machine to re-roll any misfire dice roll. However, should another double roll be made, then the cannon has misfired and the appropriate roll must be made to determine the extent of the damage (see **WFRP**, page 129). This rune does not fade when used, unless it is a temporary rune.



RUNE OF LUCK

Level: 1
Magic Points: 2

This rune may be inscribed on almost any object or clothing. Its bearer may add or subtract one point from any one D6 die roll, or modify any one D100 roll by 10 points. Once the rune has been used, it ceases to be active until dawn of the following day. If a character carries more than one Rune of Luck, they cancel out each other's effects and are useless.

RUNE OF PARRYING

LEVEL: 1
MAGIC POINTS: 2

This rune may be inscribed on any hand-weapon. The weapon inscribed with this rune will twist and turn in the wielder's hand to automatically defend them. The rune cancels out any one enemy attack in hand-to-hand combat – the weapon *parries* the attack automatically, absorbing 1D6 points of damage from the blow, without the character using up an attack.

The character bearing the rune may decide which attack is *parried*: they can decide after they know whether the WS roll was successful but before the damage roll is made. Once the rune has been effective, it ceases to be active until dawn of the following day.

RUNE OF PENETRATING

LEVEL: 1
MAGIC POINTS: 3

This rune adds +1 to the Effective Strength of any missile. It may be inscribed on any missile from a missile weapon, including shot from guns, but not on a bow, crossbow or gun. It can also be inscribed on spears and even on daggers, but will only be effective if the weapon is thrown. Once the rune has been used, it ceases to be active until dawn of the following day.

As with some other runes, the *Rune of Penetrating* can be inscribed on a war machine. When used in this way, it increases the Effective Strength of the machine by +1 (but not above a Strength of 10) for 1D3 hours.

RUNE OF RESTORATION

LEVEL: 1
MAGIC POINTS: 3

This rune can be used in two different ways. As a temporary rune, it can be painted on the skin of an injured Dwarf, restoring 1D6 Wounds. As a permanent rune, it can be inscribed on an amulet which, when placed on the forehead of an injured Dwarf, will restore 1D6 Wounds; the rune will then fade until the following day. The *Rune of Restoration* will work on humanoids other than Dwarfs – even Elves and Orcs – but only restores 1D3 Wounds. It will not work on animals at all.

RUNE OF SHIELDING

LEVEL: 1
MAGIC POINTS: 3

This rune may be inscribed on a shield, armour, or amulet. It provides the character +1AP all over against missile attacks and +10 I when dodging against magic missile attacks such as fireball and lightning bolt. Although it is not a temporary rune as such, the use of the rune of shielding is limited to two hours per day. The timing of its activation is not controlled by the character: the rune activates when the character is first attacked.

RUNE OF SPEED

LEVEL: 1
MAGIC POINTS: 3

Any hand weapon may be inscribed with this rune. It grants the wielder a +10 modifier to their I characteristic and does not fade when used, unless it is a temporary rune.

RUNE OF STONE

LEVEL: 1
MAGIC POINTS: 2

This rune may be inscribed on any piece of armour: It adds 1 Armour Point to the areas covered by that piece. The material of the armour is toughened by the magic of the rune without becoming any heavier. No more than one *Rune of Stone* may be inscribed on any given piece of armour, but there is no limit to the number of pieces that can be worn with the rune on them. If inscribed as a temporary rune, it loses its power after a blow is struck that affects that piece of armour; otherwise it remains effective no matter how many times the armour is hit. To activate this rune a blow must be struck in anger or must come from an inanimate object (such as a falling rock) that would cause actual damage – a friendly slap will not count. This is one of the first runes learned by runesmiths, so it is relatively common.



RUNE OF STRIKING

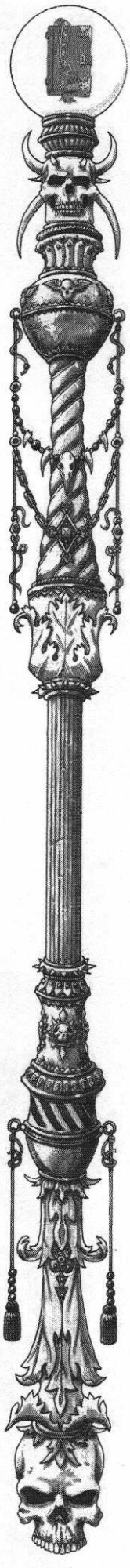
LEVEL: 1
MAGIC POINTS: 3

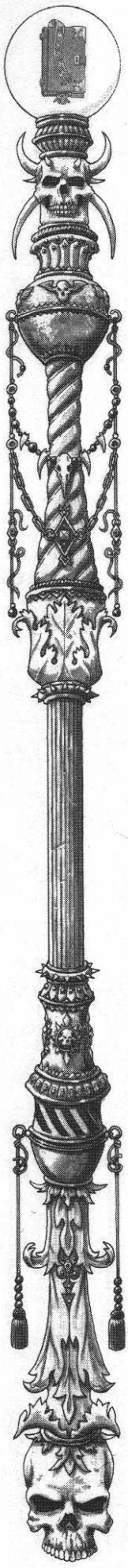
This rune may be inscribed on any hand-weapon. The bearer may add +10 to WS when using the weapon, which will twist and turn in the wielder's hand, seeking the best opportunity to strike a blow on an opponent. This rune does not fade when used, unless it is a temporary rune, in which case it will disappear after one blow has been struck that would otherwise have missed.

RUNE OF WARDING

LEVEL: 1
MAGIC POINTS: 3

The rune is usually inscribed on an amulet worn around the neck, or on a piece of armour, and dispels any spell targeted at the bearer on a roll of 4+ on D6. If the spell is cast at a group containing the bearer, the spell still has its normal effect on others in the group. The bearer need not be aware of the spell being cast to be protected, although the rune on the amulet will glow brightly as the spell is cast. The rune will also cancel useful spells such as *healing* – to benefit from such a spell, the amulet must be removed. It does not protect against missile spells such as *Fire Ball*. Once the rune has been used, it ceases to be active until dawn of the following day.





RUNE OF WARNING

Level: 1
Magic Points: 2

This rune may be inscribed on almost any item. A person carrying it will never be surprised in combat. They may be ambushed, but will react immediately, and their enemies will not gain a 'free round' (**WFRP**, p116). The wearer of the rune will get an odd feeling akin to *sixth sense* when an attack is imminent. This rune does not fade after use, unless it is a temporary rune in which case it will vanish after it has alerted its bearer of one impending attack.

* Level 2 Runes *

RUNE OF ALARM

Level: 2
Magic Points: 5

This item can be inscribed on any one spot or object. Should any living creature pass within a yard of the rune, it will sound an alarm very loudly. The runesmith who inscribes the rune may decide the type and loudness of the noise to be emitted, including short spoken messages up to 10 seconds long. The runesmith may also specify what person or category of people the rune guards against. For instance, many doors to Dwarf fortresses have runes on them that allow any Dwarf to pass, but sound a loud gong if anyone else enters. Also, many Dwarf tombs have a *Rune of Alarm* on the entrance that will boom out in a loud, frightening voice, "Who dares disturb the eternal rest of...", followed by the name of those interred within. If inscribed alongside one, the *Rune of Alarm* can set off a *Rune of Fear* when it is activated, causing all who hear the alarm to be subject to *fear*.

RUNE OF BLASTING

Level: 2
Magic Points: 4

This rune is used by Dwarfs in their mining operations, and is only used in the form of a temporary rune. Inscribed on a rock surface or natural surface (worked stone, wood etc.) it will cause an S 8 explosion 1D6 minutes after it is drawn. The rune cannot be drawn on living things. The relatively long delay before the explosion is to allow the runesmith to carry his anvil out of danger.

RUNE OF BREAKING

Level: 2
Magic Points: 5

This rune may be inscribed on any hand weapon. If a successful *parry* is made against a person carrying a weapon inscribed with this rune, both sides roll 1D6. If the bearer of the *Rune of Breaking* gets a higher roll, the enemy's weapon is broken, even if it was a magical weapon. If another *Rune of Breaking* weapon is used in the parry, both sides roll 1D6 and if one roll is lower than the other then the loser's weapon breaks. This rune has no effect against "natural" weapons such as claws or teeth. Once used, the rune ceases to be active until dawn of the following day.

RUNE OF CLEAVING

Level: 2
Magic Points: 4

This rune may be inscribed on any hand weapon. Its wielder gains +1 to S when using that weapon. The rune does not fade when used, unless it is a temporary rune in which case its effects last for 1D6 rounds once activated.

RUNE OF COMMUNICATION

Level: 2
Magic Points: 5

This rune may be inscribed on any two objects. Each object must be created separately, one directly after the other. One object is the seeker, the other the target. Anyone holding the seeker will immediately know the direction and general distance of the target, as long as it is within 1 mile. The rune could, for instance, be inscribed on a sword and its sheath, so that a warrior would know the location of a lost weapon. Alternatively, it could be inscribed on two small coins, and one given to someone who the owner of the other coin wanted to follow. If inscribed temporarily, the runes last until dawn of the following day.

RUNE OF DISCLOSURE

Level: 2
Magic Points: 6

This rune can be inscribed on any container. If something is then placed inside, the rune will glow brightly if the object is a forgery or false in some way. Metal that has been debased will cause the rune to glow, as will counterfeit coins and forged papers. If large enough, the container will be able to detect such things as bags with hidden compartments. It can also detect items made using a container inscribed with the *Rune of Plenty*. If temporary, the rune will fade after one testing, regardless of the outcome. In ambiguous or unclear cases, for example when player characters aren't sure what an object is supposed to be, or suspect it was made as an easily detectable fake (i.e. a deliberate red herring), the GM's word is final and needs no explanation.

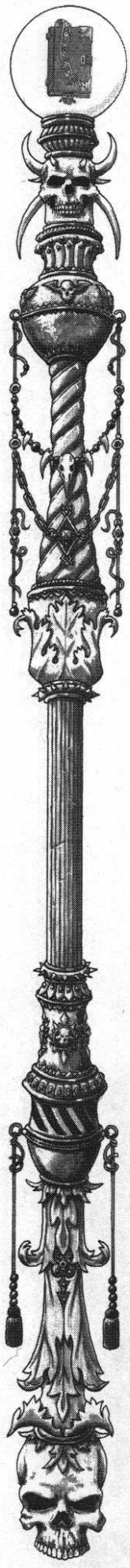


RUNE OF FORTITUDE

Level: 2
Magic Points: 4

This rune may be inscribed on an amulet, clothing, armour, etc. It gives the wearer +1 to W. If the item is removed, the wearer loses the bonus instantly, unless they are already at 0 Wounds, in which case removing the item has no effect. This rune does not fade when used, unless it is a temporary rune. If so, the rune fades when the bearer next loses a Wound, or at sunset, whichever comes first.





RUNE OF FORTUNE

Level: 2
Magic Points: 3

This rune may be inscribed on any hand or missile weapon. Any misfire of a gunpowder weapon or critical failure of any other weapon (see *Apocrypha Now*, pp36-37) becomes a normal failure if this rune is inscribed on the weapon. Once the rune has been effective, it ceases to be active until dawn of the following day. If inscribed on a war machine, the rune remains active for 1D6 hours and allows the war machine to re-roll any disastrous misfire dice rolls.

RUNE OF THE FURNACE

Level: 2
Magic Points: 6

This rune may be inscribed on an amulet, clothing or armour. Its bearer is immune to fire, heat and flame. He can walk through a blazing house or stick his hand in a furnace without suffering harm. He is not affected by fire attacks, although he will take half the normal damage caused by a magical fire (rounding down). The effect lasts 1 hour, whether it is a permanent or temporary rune. This rune can be activated once per day; if temporary it simply disappears. The rune is triggered by any fire that would damage the bearer, and will last an hour from that time.

RUNE OF FURY

Level: 2
Magic Points: 6

This rune may be inscribed on any hand-weapon. Its bearer receives +1 to A while using the weapon. This rune does not fade when used, unless it is a temporary rune. Only one may inscribed on any weapon.

RUNE OF ILLUSION

Level: 2
Magic Points: 5

This rune may be inscribed on any hand-weapon. It gives the wielder an appearance of great ferocity and fearsome aspect, causing any enemy less than 10 feet tall to become subject to *fear*. The exact appearance is up to the inscriber of the rune but may include great size, monstrous features, blazing eyes, ferocious beard, orange hair, or whatever the runesmith wishes. The effect disappears if the weapon is sheathed or dropped. If the rune is temporary, then its effects last for 1D6 turns, but end prematurely if the bearer lets go of the weapon, even in a sheath.

RUNE OF LOCKING

Level: 2
Magic Points: 4

When inscribed on a door or any other closeable item such as a chest or jewellery box, this rune locks the item in question so securely that it cannot be opened except with the *Rune of Opening*. No other magical unlocking method, including the petty magic spell *Open*, will work. However, there is nothing to stop the door in question being broken down. This spell is often used by the Dwarfs to guard the tombs of their ancestors. If inscribed as a temporary rune, the lock will last until the next full moon of Mannslieb.

RUNE OF OPENING

Level: 2
Magic Points: 4

When inscribed upon a locked door or item, this rune will unlock the lock. It will work on any physical lock and on items locked with the *Rune of Locking*, but not on any other magically locked items, such as those locked with the petty magic spell *Magic Lock*. This rune is generally used in a temporary form by Dwarfs for opening a *Rune of Locking* in order to lay to rest another Dwarf in his ancestors' tomb; using it for breaking and entering is highly dishonourable, and possibly even blasphemous to Grungni. This rune can only be used as a temporary rune.

RUNE OF RESISTANCE

Level: 2
Magic Points: 5

This rune may be inscribed on any amulet or clothing. It adds 1 Armour Point to the character on all locations, effectively adding a layer of invisible and weightless armour to all body parts. Any attacks that ignore armour will go through this as normal. The armour comes into existence at the instant that a blow hits, disappearing immediately afterwards, and is normally undetectable. It does not make spellcasting more difficult, and so can be used by spellcasters of all types. This rune does not fade when used, unless it is a temporary rune.

RUNE OF SANCTUARY

Level: 2
Magic Points: 6

This rune may be inscribed on an amulet, article of clothing, ring, or any similar item. It grants some small amount of protection against hostile magic directed at the wearer, represented by the character gaining a +10 modifier on any *magic* test for spells that allow one. If inscribed on a banner, the effects of this rune spread to any associate who stands within 10 feet of the banner bearer. This rune does not fade when used, unless it is a temporary rune.

RUNE OF SLOWNESS

Level: 2
Magic Points: 6

This rune may be inscribed on an amulet, armour, clothing and so on. Anyone attacking its bearer will find their I halved, often allowing the bearer to attack first. It does not affect the person's I when fighting anyone else in a multi-target mêlée; only attacks against the bearer of the rune are slowed. This rune does not fade when used; if temporary it lasts for 2D6 rounds.

RUNE OF SPELLBREAKING

LEVEL: 2
MAGIC POINTS: 5

This rune may be inscribed on any amulet, and will automatically cancel one spell cast at the bearer. This includes spells such as fireballs, which will fizzle harmlessly in the caster's hand. Since the rune makes the spell fail "at source" (i.e. in the spellcaster's hand), a spell cast at a group containing the bearer of the rune will fail to work on the rest of the group. The bearer need not be aware of the spell being cast to be protected. As with the *Rune of Warding*, the rune will also cancel useful spells such as *healing*. Once the rune has been effective, it ceases to be active until dawn of the following day. The rune will not prevent 'indirect' spells from taking effect; summoning a Daemon to attack the bearer would work, since the spell is not cast on the Daemon's victim.

RUNE OF STALWART

LEVEL: 2
MAGIC POINTS: 5

This rune may be inscribed on an amulet, article of clothing, belt, helm, ring or shield. It grants the wearer a +10 modifier to any *morale* test made against their **Ld** characteristic. The rune also grants a +10 modifier to **Cl** against *fear* and *terror* tests. This rune is commonly inscribed on war machines to strengthen the crew's resolution on the battlefield. The modifiers above cover the entire crew assigned to that runic war machine. This rune does not fade when used, unless it is a temporary rune.

RUNE OF TRANSFORMATION

LEVEL: 2
MAGIC POINTS: 4

This rune can be cast on any hand-weapon, and allows it to transform into a different weapon (specified at the time of inscription), so long as it is smaller than the original weapon, and does equal or less damage. For instance, a normal sword could transform into a dagger, but not into a two-handed sword or a halberd. The person inscribing the rune decides what other weapon the inscribed weapon can turn into. Up to three *Runes of Transformation* can be inscribed on a weapon, allowing the weapon to change into three other types. To activate the rune, the user must trace the rune with a finger; the weapon will then immediately change into the other weapon. The rune must be traced again to change it back. Tracing takes one round. If the rune is temporary, it will cease to function after the weapon has resumed its normal size, after one transformation.

RUNE OF VALIANT

LEVEL: 2
MAGIC POINTS: 5

Similar in effect to the *Rune of Stalwart* above, this rune provides its wearer with a +20 modifier to **Ld** (for *morale* tests) and **Cl** (for *fear* and *terror* tests) for a short duration. Although it is not a temporary rune as such, the duration of its effects is limited to two hours per day. The timing of its activation is not controlled by the character's will, but occurs when the character is first attacked.



* Level 3 Runes *

RUNE OF COURAGE

LEVEL: 3
MAGIC POINTS: 8

This rune may be inscribed on an amulet, armour, clothing etc. The wearer gains a +20 to all **Cl** tests. This rune does not fade when used, unless it is a temporary rune, in which case it fades after affecting one **Cl** test.

CURSE RUNE

LEVEL: 3
MAGIC POINTS: 7

This rune may be inscribed on an amulet, clothing, weapon or other item. Anyone apart from the bearer touched by the rune item has one of his characteristics (chosen at the time of inscription) reduced by -10/-1 until sunrise. This rune is often used on weapons to curse the combat abilities of an enemy, but could just as easily be used on a coin to make bribing a guard easier by lowering his **WP**. Once the rune has been effective, it ceases to be active until dawn of the following day.

RUNE OF DISGUISE

LEVEL: 3
MAGIC POINTS: 7

This rune may be inscribed on an amulet, clothing or armour. It is activated by tracing its outline quickly with a finger. Once active, the wearer of the rune cannot be seen as long as he keeps still. He may move his hands and head or shuffle his feet, but must not move from the spot where he is standing or sitting. Casting spells, picking locks, readying a weapon or actually fighting will negate the effect. Once the bearer of the rune moves, touches or is touched by another person, he becomes visible. The rune does not make the wearer silent – a sneeze at the wrong time can be disastrous. Once the rune has been effective, it ceases to be active until dawn of the following day.

This rune can be also used by a runesmith to hide other runes on an item. For instance, if a weapon is made with the *Rune of Cutting* on it, the runesmith may add the *Rune of Disguise* at the same time, and neither the *Rune of Disguise* nor the *Rune of Cutting* will be visible. They can be detected by someone with *magical sense*, and read by someone with *rune lore*, but are otherwise invisible. If the *Rune of Disguise* is used this way, it does not have the effect of making the bearer invisible as well.

The *Rune of Disguise* has one other function. It may be used on war machines to distort the space around the machine, rendering it partially invisible. In such situations, at the gamesmaster's discretion, the war machine can neither be seen nor fired upon until it moves or shoots. It cannot be inscribed on buildings or natural features.

RUNE OF FATE

Level: 3
Magic Points: 10

This rune must be inscribed on a finely cut jewel worth at least 100GC, by someone with the *gem cutting* skill, and must be made for a specific person. Moreover, that person must be wearing it for the rune to have effect. The rune allows the wearer to trap a portion of their soul inside the gem, so that even if they are 'killed' this small, fragile remainder of them may be enough to keep them from joining their ancestors.

The wearer of this rune is treated as if they have 1 extra Fate Point. This is always the first Fate Point a character uses – once it is used, the gem splinters into tiny, useless shards. Having more than one item with a Rune of Fate will not give any more Fate Points, and if a person has two jewels, both will shatter when the Fate Point is spent. Dwarfs believe that a person's fate is in the hands of the gods, and will only make an item inscribed with a *Rune of Fate* for someone they consider particularly worthy. This rune must be inscribed as a permanent rune, even though the item is destroyed when the rune is used.

RUNE OF FEAR

Level: 3
Magic Points: 7

This rune may be inscribed in an amulet, clothing or armour. It is activated by tracing the rune quickly with a finger. Once activated, the wearer takes on a frightening appearance for the next 3D6 turns – anyone seeing the person must make an immediate *fear* test. The person wearing the rune does not change their appearance in any way, they just become much more menacing. Once the rune has taken effect, it ceases to be active until dawn of the following day. However, those affected by *fear* must continue to roll against **CI** until they recover, as described in **WFRP**, p68.

The rune can also be inscribed on a door or building, causing *fear* in anyone who approaches it. When used in this way, the rune will become active in the first round that someone looks at it.

GRUDGE RUNE

Level: 3
Magic Points: 8

This rune may be inscribed on any hand weapon. It grants the wielder a +20 modifier to their **WS** against a particular foe named by the character as an individual to whom they hold a strong grudge for some past wrong. Only one such person, tribe or race can be targeted by the rune at any time. This rune does not fade when used, until the score with that enemy has been settled, at which time it loses its runic power, becoming just a decoration. If carved as a temporary rune, it will last for D6 rounds of combat against the foe named during its inscription.

RUNE OF HEALING

Level: 3
Magic Points: 7

This rune may be inscribed on any armour, clothing, amulet, and so on. Every time a blow causes actual damage to its bearer, one Wound will be automatically healed at the beginning of the following round. This happens each time the bearer is struck; if they take damage three times in a round, they will heal three Wounds at the start of the next round. If inscribed as a temporary rune, the effect lasts for 1D6 turns.



RUNE OF IMMOLATION

Level: 3
Magic Points: 8

An item inscribed with this item will explode if touched by anyone not specifically named by the runesmith at the time of inscription. Anyone within 6 yards will suffer an automatic hit at **S** 6. It is often used to prevent important secret papers or items from falling into enemy hands.

The runesmith must specify exactly what the rune is protecting against. For instance, the runesmith could specify "anyone except myself", "anyone except a Dwarf", "all Goblins" or "anyone with red hair". The item can only tell something about the person touching it if the person who inscribed the rune could have perceived it. It is not possible to make a rune which protects against "anyone who doesn't like me", or "all cultists of Slaanesh".

It is possible to tie the explosion to a certain time or date; "this manuscript will self-destruct in 30 minutes" or "this jewel will self-destruct on 5th Vorgheim". The item with the rune on, and the rune itself, are completely destroyed in the explosion (magical items may be permitted a test to survive, at the GM's discretion: use a base chance of 10%, +10% per ability of the item, as a guideline). Anyone with *rune lore* can tell what the rune is protecting against.

On war machines, this rune has a less discriminating purpose. It is used to prevent static machines like cannons, stone throwers and bolt throwers from falling into enemy hands. Any artillerist, gunner, or soldier on the weapon's team knows the word which will activate the rune. The resulting explosion destroys the machine and causes 1D3 hits at **S** 8 on anyone within 6 yards of the machine.

The Rune of Immolation is always inscribed as a permanent rune, even though its effects are one-use-only.

RUNE OF IRON

LEVEL: 3
MAGIC POINTS: 6

This rune may be inscribed in an amulet, clothing, armour, etc. It gives the wearer +1 to Toughness, to a maximum of 10. A bearer of this rune will also feel fitter and healthier when carrying it. This rune does not fade when used, unless it is a temporary rune, in which case it will be activated by the first test that involves Toughness (e.g. taking damage) and will last for a further 1D6 rounds.

RUNE OF KADRIN

LEVEL: 3
MAGIC POINTS: 6

Usually found on banners, this rune may also be inscribed on amulets, articles of clothing, belts, arm braces (leather or metal) and rings. It allows the bearer who miss their **WS** or **BS** rolls by 20 or less to re-roll once. It cannot be used to re-roll a secondary **WS** or **BS** roll when determining additional damage. When inscribed on a banner, the effects of this rune spread to any associate who stands within 10 feet of the banner's bearer. The rune does not fade when used, unless it is temporary.

RUNE OF MIGHT

LEVEL: 3
MAGIC POINTS: 8

This rune may be inscribed on any hand weapon, but not on missile weapons. It doubles the bearer's Strength when attacking creatures with Toughness greater than that of the bearer. It has no effect when attacking those with equal or lower **T**. If on clothing, armour or an amulet, the rune is active all the time; if on a weapon, it is only active for attacks using that weapon. If the rune is inscribed twice the bearer's original **S** is trebled; if inscribed thrice the bearer's **S** is quadrupled. No matter how many items inscribed with this rune are worn, only three will have an effect, and the runes can never take the wearer's **S** above 10. This rune does not fade when used; temporary runes last for 1D6 rounds.

RUNE OF PASSAGE

LEVEL: 3
MAGIC POINTS: 10

This rune may be inscribed on any amulet, clothing or armour, or on a weapon. Its bearer may pass through any solid substance at *cautious* Movement Rate for 10 seconds. The substance will close up behind as he passes. This means that a character bearing this rune could walk through a wall or door, as long as it is not too thick. (A character with **M** 4 could pass through an 8-foot stone wall.) If the object being traversed is thicker than the distance the rune-wearer can cross in 10 seconds, they will become embedded in it – this is fatal if the character is not rescued within a number of rounds equal to their **T** score. The rune does not work on living objects: a character cannot pass through people, animals, plants or trees.

If the rune is inscribed on a missile, it could, for instance, be used to shoot someone through a closed window, or on the other side of a wall. However, the effect of passing through the solid object halves the missile's Strength (rounding down) and reduces **BS** by 10 points.

The bearer of the rune may also choose to use the rune to enable quick movement through *difficult terrain*. The character may move one level faster than normal in the terrain (though not faster than his normal *running* rate) for one round. Once the rune has been effective, it ceases to be active until dawn of the following day.

RUNE OF PLENTY

LEVEL: 3
MAGIC POINTS: 10

This spell can be inscribed on any container containing any one item or substance (arrows, porridge, fresh water or a ball of sulphur, for example). Once the rune is inscribed, the container will produce 1D6 of that item per day (although there is a 25% chance that the casting of the rune will fail). The original item is consumed as the rune is inscribed, in the same way as a magical ingredient.

With substances such as water or sand, the container will produce the volume of that substance used during the making of the item, 1D6 times each day. In the case of discrete items (such as arrows or coins) it will only produce 1D6 items. Inscribing the rune while there are two gold coins in the container will not produce 2D6 coins per day. Items will appear one at a time; as one item is removed, another takes its place. The power of the rune can only be used once per day.

A container inscribed with this rune will not reproduce anything magical, or any living item. If the rune is inscribed as a temporary rune, the container will produce 1D6 items before the rune fades. Anything produced with this rune is magical in nature, and will appear as 'magical' to someone with *magical sense*. The container will not reproduce any item that has itself been created by this rune.

RUNE OF SEEKING

LEVEL: 3
MAGIC POINTS: 8

This rune may be inscribed on any missile weapon, including guns. It is activated by tracing with a finger, and the next shot fired from the weapon will automatically hit any target within range, with no **BS** roll needed. The weapon must be pointed in the right direction, and will twist and turn in the user's hand until its aim is perfect. Once the rune has been used, it ceases to be active until dawn of the following day.

If this rune is inscribed on a war machine, it enables weapons such as a bolt thrower (but not weapons such as stone throwers which hurl their ammunition in an arc) to be used against high-flying creatures by magically directing the bolts to their target. Such targets are assumed to be at the weapon's maximum range. In these cases, the rune remains active for 1D6 hours.

RUNE OF SMITING

LEVEL: 3
MAGIC POINTS: 10

Any attack made with a weapon inscribed with this rune does an additional 1D6 damage on top of normal damage. This rune does not fade when used; as a temporary rune, it will last for 1D6 rounds.

RUNE OF SPELL EATING

LEVEL: 3
MAGIC POINTS: 8

An amulet inscribed with this rune will automatically absorb and store one spell cast at the bearer of the rune on a successful *magic* test. If the test is passed, the glow of the rune will change from amber to blue, showing that a spell is stored in the amulet. The bearer need not be aware of the spell being cast for it to be absorbed. If a spell is already stored and another spell is cast at the bearer, the second spell will have its normal effect. Any stored spell can be cast once by the bearer of the rune, with no Magic Point cost and no need to use a magic ingredient. Once the spell in a rune has been cast, the rune fades until dawn of the following day. If the stored spell has not been used by dawn it drains away harmlessly and the rune will be empty again.

If the *magic* test is failed, the spell will affect the bearer normally. A normal failure on the test will cause no damage; however, on a roll of 99-00 the amulet absorbs too much magical energy and shatters, causing 1D6 damage to the wearer. The amulet must be worn for the spell to be successfully absorbed; it cannot be hung on a nail while a wizard casts spells at it in an attempt to store one for use later. The spell can only be recast by the person who was its original target.

* Master Rune List *

MASTER RUNE OF ADAMANT

MAGIC POINTS: 20
INGREDIENTS: A fist-sized piece of adamant from the mines of Karak Kadrin, and the blood of a basilisk.

This rune adds 3 Armour Points to the areas covered by any piece of armour on which it is inscribed. This rune can be combined with the *Rune of Stone* to add 4 Armour Points to the area.

ALARIC THE MAD'S MASTER RUNE

MAGIC POINTS: 20
INGREDIENTS: An ingot of Gromril from the lost hold of Karak Varn and the claw of a dragon

A hand-weapon inscribed with this rune will carve through armour as if it was butter. All Armour Points (including those created through the effects of magic spells or items) are ignored when using a weapon inscribed with this rune.

Alaric was the famed runesmith who forged the famous and rightly feared Runefangs of the Electors of the Empire (see p162). Once he completed that task, nobody is sure what became of him.

MASTER RUNE OF BALANCE

MAGIC POINTS: 25
INGREDIENTS: Embers of a spell book captured from an enemy wizard, and the scalp of an Orc shaman

This rune can only be inscribed on amulets, belts, helms, rings or other ornamental pieces and used by runesmiths. The effects of this rune forces any wizard casting a first or second level spells within 20 yards of the runesmith to expend twice the Magic Point cost to succeed. In addition, this rune allows the runesmith a +10 modifier to any *magic* test.



MASTER RUNE OF BANISHMENT

MAGIC POINTS: 25
INGREDIENTS: A flagon of water from Black Water, gathered at noon on Sonnstill

This rune is very powerful against the Undead. If a weapon inscribed with this rune inflicts any Wound on an Undead creature, the creature is slain outright. This applies to corporeal and ethereal Undead.

MASTER RUNE OF DAEMON SLAYING

MAGIC POINTS: 30
INGREDIENTS: 3 drops of Daemon blood and 7 hairs from the head of a High Elf, willingly given

This rune is very powerful against Daemons. If a weapon inscribed with this rune inflicts any Wound on a Daemon, the Daemon is slain outright.



MASTER RUNE OF DEFENCE

MAGIC POINTS: 20
INGREDIENTS: An Elf arrow from Athel-Loren, and the hide of a troll

This rune is usually inscribed on war machines, as well as defensive works such as curtain walls, gateways, and towers. It adversely affects the flight of missile weapons such as arrows, crossbow bolts or shot from gunpowder weapons and draws them away from any defender within 15 feet of the rune. The attacker receives an additional –10 modifier to their BS when firing at a defender protected by this rune, so a target behind soft cover would be at –20 to hit and –30 if behind hard cover.

MASTER RUNE OF DISMAY

Magic Points: 30
Ingredients: The skin of a Goblin (for a drum) or a horn of a Chaos Beastman (for a horn)

This rune may only be inscribed on a warhorn or large war-drum. When the instrument is sounded, its unearthly voice sounds out, and causes all foes to tremble with fear. Any Evil or Chaotic character within quarter of a mile must make a Cool check or be overcome with *terror*. Once the horn has been sounded or the drum beaten, the rune fades until sunrise of the following day.

MASTER RUNE OF DRAGON SLAYING

Magic Points: 30
Ingredients: Iron ore from the lost hold of Karak Azgal, and the blood of a dragon

This rune is very powerful against dragons. If a weapon inscribed with this rune inflicts a single Wound on a dragon, then the beast will be slain outright.

MASTER RUNE OF FLIGHT

Magic Points: 20
Ingredients: Three feathers from a Griffon, and iron from Karaz Eight Peaks

This rune may only be inscribed on a hammer. The wielder may throw the hammer at any enemy up to 24 yards away. The target is automatically hit as if struck in hand-to-hand combat by the wielder, after which the hammer flies back to the thrower's hand.

MASTER RUNE OF GROMRIL

Magic Points: 30
Ingredients: Iron ore from Karak Azul, and an ounce of Dragon Turtle shell

A character wearing armour, a shield, clothing or an amulet inscribed with this rune is treated as having a Toughness of 10. The *Master Rune of Gromril* is so powerful that it cannot be combined with any other physical protection rune or spell (i.e. runes or magic that increase Armour, Wounds or Toughness).

MASTER RUNE OF GROTH ONE-EYE

Magic Points: 15
Ingredients: An ounce of quicksilver from Karaz-a-Karak and the blood of a lion

This rune is often carved on a battle standard, but can be inscribed on any reasonably large surface that will be visible during combat, such as a shield or breastplate. All friendly characters in the same group as the bearer are immune to all psychological effects, and so do not suffer from *fear*, *terror*, and so on.

Groth One-Eye first struck this rune in the time of Kurgan Ironbeard when the Orcs and Goblins were driven from the west.

MASTER RUNE OF KINGSHIP

Magic Points: 30
Ingredients: The blood of an eagle, and an ounce of gold from Karaz-a-Karak

The ultimate symbol of Dwarf rulership, this rune is only inscribed on a crown to be worn by a rightful Dwarf king of ancient lineage. Any group or army led by a ruler wearing a crown inscribed with this rune is completely immune to *fear* and *terror*. For the rune to work, the crown must be worn. It will not function if the wearer is not a true Dwarf king.



MASTER RUNE OF MISFORTUNE

Magic Points: 20
Ingredients: A fragment of rock from Black Fire Pass, and three feathers from a homing pigeon

Master runesmith Duronk the Crafty developed this rune to protect – after a fashion – the runic weapons, armour or other items he crafted for specific individuals or clans. The *Rune of Misfortune* becomes active whenever a runic item becomes the possession of anyone other that the person or clan specified by the runesmith who made it. The misfortune manifests itself 1D3 times per day, and is usually reflected by an automatic failure on a characteristic or skill test: the exact nature is left to the gamesmaster, but it is always the failure of something that should have succeeded. The rune is widely recognized among Dwarf smiths, who should also be able to tell who the rightful owner of the item is. It cannot be removed.

SKALF BLACKHAMMER'S MASTER RUNE

Magic Points: 20
Ingredients: An ounce of silver from Karaz-a-Karak, and the blood of a Troll

A legendary runesmith who worked in Karaz-a-Karak in the earliest days, Skalf forged many great hammers. Many of his creations have been held by Dwarf Lords as heirlooms of their kingship, and some say even Sigmar's hammer was his work. Any weapon bearing this rune will automatically do an extra 6 Wounds of damage on a successful strike.



MASTER RUNE OF SKEWERING

Magic Points: 30
Ingredients: A horn of a minotaur, and a dried eye of a Fimir

This rune may be inscribed on a bolt thrower or crossbow and allows a +20 modifier to the shooter's **BS**, as well as a +3 modifier to the weapon's **S** score. This rune can only be invoked four times a day.

SNORRI SPANGELHEIM'S MASTER RUNE

Magic Points: 20
Ingredients: An ounce of silver from Karak Kadrin and the sting from a giant scorpion

Runesmith to the High King in Karaz-a-Karak during the time of Kallon, Snorri wrought the exquisite war panoply of the High Kings for several generations. He fought in many battles and was renowned for his magnificent armour as well as this unique weapon rune. Any blow struck by a weapon inscribed with this rune will always hit: no WS roll is necessary.

MASTER RUNE OF SPELLBINDING

Magic Points: 30
Ingredients: The hair of a Fimir meargh and the blood of a harpy

This rune can only be inscribed on amulets, belts, helms, rings or other objects used by a runesmith. Any first- or second-level spells with an area of effect within 10 yards of the runesmith carrying the rune will automatically dissipate with no ill effects. Magic missile attacks of the same levels entering the 10-yard circle around the runesmith will evaporate with no effect.



MASTER RUNE OF SPITE

Magic Points: 25
Ingredients: A piece of pumice stone from Mad Dog Pass, and blood from a Doppelganger

This rune was devised by the runesmith Vikram, a bad-tempered Dwarf noted for his ability to hold a grudge. The rune, inscribed on armour, clothing or an amulet, turns an attacker's blow against himself. Every time the bearer suffers damage in hand-to-hand combat, roll a D6. On a result of 6 the damage is taken by the enemy who inflicted it instead.

MASTER RUNE OF STEEL

Magic Points: 15
Ingredients: A fist-sized piece of steel from the forges of Karak Azul and blood of a Manticore

This rune may be inscribed on any piece of armour, and adds 2 Armour Points to the areas covered by that piece. This rune can be combined with the *Rune of Stone* to add 3 Armour Points to an area. There is no limit to the amount of armour which can be worn bearing this rune.

MASTER RUNE OF STROMNI REDBEARD

Magic Points: 10
Ingredients: An ounce of gold from Karak Azul, and seven heads from a Hydra

Stromni Redbeard made this rune in the days of Bael, Lord of Karak Azul. It was first inscribed onto the battle standard of Durgin, son of Grindol, son of Grimnir. This rune is still carved on battle standards, but can be inscribed on any reasonably large visible surface, such as a shield, breastplate or crest. It adds +1 to the damage roll of the bearer and anyone else in the same group of allies. If any member of a group stops fighting against the bearer's enemies (for example, if they decide to attack the bearer instead), they no longer benefit from the rune's power.



MASTER RUNE OF SWIFTNESS

Magic Points: 30
Ingredients: An ounce of silver from the ruins of a High Elf city, and the blood of an eagle killed in flight

This rune was first struck by Thurgrom the Hermit Smith. Thurgrom was the last runesmith to work in the Elf cities of the Old World, all now reduced to ruins. A weapon inscribed with this rune always strikes first, no matter what the I scores of the two combatants. In a situation where both sides are entitled to strike first for magical reasons, the character with the highest I will go first. In a combat involving several opponents, the character bearing the rune strikes before his fastest opponent.

MASTER RUNE OF TAUNTING

Magic Points: 30
Ingredients: A fistful of pyrite (Fool's Gold) and the brains of four Goblins

This rune may be inscribed on amulets, belts, helms and rings. It enhances the ability of the wearer to goad his enemies into taking one of two courses of action. If the enemy fail their Cl test by less than 30, then they will recklessly charge the wearer and attack with a -10 modifier to their WS for the duration of the fight. If the failure is 30 or more, then the enemy flees as if struck by *fear*. If the rune is inscribed on a banner, then the bearer and associates (within 10 yards of the banner) benefit from its effects.



MASTER RUNE OF VALAYA

Magic Points: 30
Ingredients: An ounce of gromril, kept on an altar of Valaya for a year and a day, and sea-water from the Black Gulf, collected at Barak-Varr

This is a particularly ancient rune, one which is said to have been invented in the dawn of time by Valaya the Ancestor God. This rune can be inscribed on any armour, clothing or amulet. Any spell cast at a group of characters containing the bearer of this rune will automatically fail to work, though the spellcaster's MPs and spell ingredients will be used as usual.

✢ KLAUSER'S RUNES ✢

These are the runes that were stolen from the Dwarfs by Dortmund Klauser. They are described briefly in **WFRP**, p190, but the new text below clarifies and expands on that information.

Treat the descriptions in the **WFRP** rulebook as what is known by characters with the *rune lore* skill; the new material below is only for those with *rune mastery*.



SPELL RUNE

Magic Points: 5 + (2 x points required by the spell to be incorporated)

A *Spell Rune* allows the holder of the runic item to cast a spell encoded into the rune once per day, with no Magic Point cost, and no chance of miscasting. To inscribe it, the rune master must have learned the spell to be included. Only one spell can be placed in each rune, though multiple *Spell Runes* may be inscribed on a single item. Once the spell is cast, the rune dims for the rest of the day.

PROTECTION RUNE

Magic Points: 6

The *Protection Rune* gives a +10 modifier to all *magic* tests taken by the bearer. The effects of two or more runes is not cumulative. This rune will protect against all magic, including beneficial magic such as healing spells.

ARMOUR RUNE

Magic Points: 5

When inscribed on a piece of armour, the *Armour Rune* adds +1 to its Armour Points.



CUTTING AND SMASHING RUNE

Magic Points: 6

This rune may only be inscribed on weapons. It adds 1 point of Strength to any blow dealt by the weapon. If this rune causes a Wound that would not otherwise have been scored, it will dim and cease to function for the remainder of the day.

RUNE OF SWIFTNESS

Magic Points: 3

A *Rune of Swiftness* will add +10 to its bearer's Initiative.

RUNE OF RENEWAL

Magic Points: 6

This rune carries enough magical energy within it to repower any dimmed rune inscribed onto the same object. This will drain the *Rune of Renewal*, which will dim for the remainder of the day. The energy within this rune cannot be used for any other purpose. If multiple runes have dimmed at the same time, randomize which is reactivated.

FLIGHT RUNE

Magic Points: 7

This rune can be inscribed on an axe, hammer or other throwing weapon, and will ensure that it will always hit its target (determine hit location randomly). After one use, the rune dims for the remainder of the day.

RUNE OF RETURN

Magic Points: 3

This rune can be inscribed on an axe, hammer or other throwing weapon, ensuring it will return to its owner's hand. After one use, the rune dims for the rest of the day.



GREAT DEATH RUNE

Magic Points: n/a

Legend has it this rare rune may only be inscribed by a god. Any creature hit by a weapon carrying a *Great Death Rune* is automatically slain. This rune does not dim when used. Although it is listed in Klauser's book, inscribing this rune is extremely difficult and dangerous; several have attempted it and been found dead, their bodies unmarked, hours later. No sane rune master will try it.

LESSER DEATH RUNE

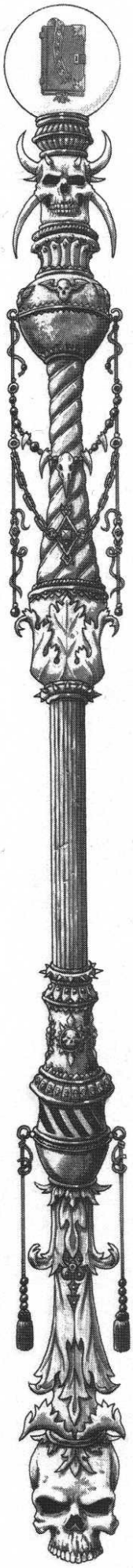
Magic Points: 20

This rune is not quite as rare as the *Great Death Rune*, although its effects are similar. *Lesser Death Runes* may only be inscribed onto weapons, and will slay any creature of a specific type if the weapon does any damage to it in combat. Each rune works for only one group of creatures (such as Elves, Goblinoids, or Chaos creatures) and does not dim through use. The inscriber must have killed one of the creatures in question sometime during his life.

MINOR DEATH RUNE

Magic Points: 10

A *Minor Death Rune* is relatively common. It slays any creature of one specific species (such as Goblins, Orcs or Beastman); in all other ways, it is identical to the *Lesser Death Rune*. The inscriber must have seen the creature in question at some time in his life in order for the rune to work.



✝ NECROMANTIC SPELLS ✝

✻ Level 1 ✻

SUMMON SHADE

Spell Level:	1
Magic Points:	5
Range:	Touch
Duration:	2D10+10 seconds
Ingredients:	A cup of wine made from fruit grown in a graveyard.

This spell allows the caster to summon back and question the spirit of a body that has died in the last 24 hours. The wine must be poured into the corpse's mouth while the spell is cast; then the caster must hold the corpse's hand while the questions are being asked. The corpse will answer in a deathly whisper, but only in a language it knew when it was alive. If the caster asks a question that the spirit does not wish to answer, it may make a **WP** test (using the score the victim had when alive) to avoid replying. The spell may only be cast once on any given corpse.

✻ Level 2 ✻

VANHEL'S DANSE MACABRE

Spell Level:	2
Magic Points:	10
Range:	48 yards
Duration:	2D3 rounds
Ingredients:	The toe-bones of a dancer

The animated dead are normally ungainly and cumbersome; this spell, however, gives them grace and speed – and makes them all the more deadly as a result. The spell may be cast on any group of Skeletons or Zombies within 24 yards. Whilst the effects last, the affected Undead have their Move and Attacks doubled, and their Initiative increased by 10.

✻ Level 3 ✻

SHAPE SERVANT OF BONE (RITUAL)

Spell Level:	3
Magic Points:	10
Range:	See below
Duration:	See below
Ingredients:	See below

This spell is used by necromancers to create a familiar. Although some necromancers disguise their familiars to make them look like normal animals, the familiar is created from the bones of dead creatures – be they animal, human or monstrous. Some necromancers claim that the best sort of familiar is made with bones of creatures that they have killed personally; others insist that the wisdom, physical strength or magical skill of the bones' original owner will affect the abilities of the familiar.

This spell cannot be learned, but must be performed while the caster refers to a scroll or book that contains it. However, the first time the spell is used the caster must still pay an EP cost for it, as if the spell had been learned the usual way. Subsequent castings (as long as the book or scroll is present) don't require further EPs to be spent.

The bones for the summoning must be collected by the spellcaster. They may be from any creature, but the assembly cannot be more than one foot in any dimension when fixed together. A necromancer may choose any shape for their creation, and many tend towards the horrific – a child's skeleton with the skull of a dog, or a human hand with the legs of a cat. Only the basic form is important at this stage: flexible joints and other features are created by the spell. Construction of the bone figurine takes three days, during which time the necromancer must not eat, and may only drink water. Each day, a *construct* test must be made. If the test is failed, another day must be spent making the familiar. On a failure of 30 or more, the bones are spoilt due to clumsy workmanship, and the project must begin anew. If the necromancer stops during the construction process for any reason, then the process must be started over, although the same materials may be used.

Once the figurine is successfully made, the necromancer must spend an entire night (8 hours) performing the spell to bring the familiar to life. The spell must be performed in a graveyard or a place where mass death has occurred. When performing the spell, he must chant the necessary words, make gestures and dance certain ceremonial steps around the familiar. He may do nothing else at all. Any interruption during this period will mean the whole process is ruined, the materials must be discarded, and he must begin again from scratch.

At the end of 8 hours, the familiar will become animated. From this point onwards should be treated as an Undead creature, although it is not subject to *instability* (it can be forced to test for *instability* if appropriate magic is used against it). When first animated, it will sit up, look round with a green glow in its eye sockets, if any, and see its potential master. At this point the GM should make a **Ld** test for the necromancer, but not tell the player the result of the roll. The result of the roll is as follows:

Success:	The familiar will walk forward, bite the caster's hand, and become his servant until one or other is destroyed.
Failure:	The familiar is nervous. It must make a **Cl** test; on a success it will reluctantly come toward the caster, who may make another test against **Ld**. On a failed **Cl** roll, the familiar will flee, and once it gets more than 10 yards away, will fall to pieces.
99-00:	The familiar has been animated by a minor Chaos spirit, which will appear to be friendly, but will have its own agenda, will act mischievously or subversively, and generally do everything in its power to make things go wrong for the necromancer, while still appearing to be helpful.



✝ GUARDIAN SPIRIT

Guardian Spirits are a rare kind of ethereal Undead, bound to an area or item by necromantic magic or an obsession that they held in life, and compelled to protect the area it inhabits against intruders or violators.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	0	0	0	3	17	40	*	0	40	18	18	48	0

Physique:
Guardian Spirits are not naturally visible. Creatures that can perceive invisible objects will see them as a faint, smoky-grey humanoid outline.

Psychological traits
Guardian Spirits are not subject to *instability* while inside the area they are bounded to, and cannot be forced to leave it except by magic. They have +20 to **WP** tests against necromantic control spells. They are immune to all psychological tests and cannot be forced to leave combat. They cause *fear* in living creatures that they attack but fail to possess.

Special rules
Guardian Spirits have no physical presence, and cannot affect material objects. They pass through solid objects like walls with no penalty, and are immune to non-magical weapons. They attack by *spirit combat*.

Spirit Combat
Spirit Combat is a limited form of possession, by which a non-material creature like a Guardian Spirit may attack a living creature. It may only be attempted against beings with an **Int** of 12 or more, but has no effect on those immune to psychological effects.

When a creature attacks in spirit combat, its victim must make a **WP** test. Magical protection does not modify this test, unless it is specifically related to mind-influencing magic or psychological effects. If the **WP** test is successful, then the spirit attack has failed. If it succeeds, the victim loses 1D10 **WP** points. A character that is reduced to zero **WP** falls under the control of the Spirit that last attacked him. The Spirit may use the body as if it was its own. Lost **WP** is recovered at the rate of 10 points per turn, and once per turn the possessed character may attempt a further **WP** test to throw off the possessing Spirit.

Spirits who fail to possess a target must spend 1D6 rounds recovering, after which they may try again – normally they will attack a different person to the one who bested them, if at all possible. Two creatures engaged in spirit combat may perform no other actions in that round, and count as *prone* targets. When Guardian Spirits possess living creatures, usually they will compel them to leave the spirit's bounded area, although sometimes they use the possessed body to drive out other intruders. A possessed body can use its skills tested on **S**, **T**, **I** and **Dex**, but no others.

SUMMON GUARDIAN SPIRIT

Spell Level: 3
Magic Points: 12
Range: Not applicable
Duration: Until dispelled or destroyed
Ingredients: The gravestone or skull of a humanoid

This spell summons and binds the spirit of the dead humanoid creature to whom the gravestone or skull once belonged. The casting of the spell summons the spirit, magically bound and unable to resist. The caster specifies the zone to become its bounded area (a maximum radius of 10 feet per level of the magician casting the spell) or the object it is to protect, and the spirit is then bound to it as a new Guardian Spirit.

Since this spell compels the Guardian Spirit (see left) to a period of service which is potentially unlimited, the spirit is allowed a **WP** test to resist the initial summoning and binding. If the summoned spirit is that of a known individual (e.g. a dead player character), use the individual's **WP** score; otherwise, use the standard **WP** score for the race, taken from the basic profile. If the **WP** test is successful, the spirit resists the binding and departs immediately. It may not be summoned again by the same necromancer, since the skull or tombstone (or both, if both are present) will have been consumed in the casting.

LOYAL WIGHT

Spell Level: 3
Magic Points: 15 per wight
Range: Touch (see below)
Duration: Permanent
Ingredients: The shrouds of five corpses

With this spell, a necromancer can change the allegiance of a Wight or Wights so that they no longer seek to guard their treasure but will protect him instead (See Wights, **WFRP**, p253). The caster must first gain control of the Wights' treasure, which will involve getting past the them in some way. Once this is done, the spell may be cast.

For every Wight to be controlled, the caster must spend 15 MPs to cast the spell. If the treasure is guarded by more Wights than the caster can control, the others will be transfixed (counting as *prone*) during the spellcasting, but as soon as it takes effect any unaffected Wights will attack the necromancer. Wights successfully controlled will become loyal to the necromancer, and will do their best to protect him as they did their treasure. They will become subject to *instability* if they go more than 48 yards away from him. If the Wights are damaged to such an extent that they become Ghosts, they will immediately turn on the necromancer and attack.

✻ Level 4 ✻

DRAIN LIFE

This spell is identical to the Jade magic spell of the same name (see p194), but a necromancer needs to use the ashes of five vampires to cast it.

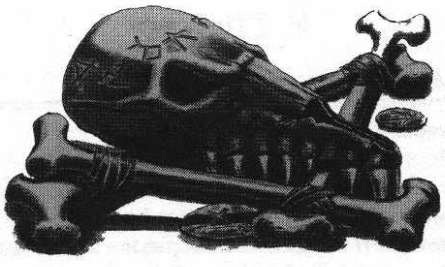
TRANSFORMATION OF THE LICHE

Spell Level: 4
Magic Points: 30
Range: Personal
Duration: Permanent
Ingredients: The brains of five necromancers

If a necromancer casts this spell and dies before the next sunrise, then instead of dying he will turn into a Liche (see **WFRP**, p249). As this transformation is something many necromancers desire, many are known to have cast this spell then deliberately killed themselves.

Once the body is cold, the process of transformation takes 1D10 days. The body of the necromancer must be in one piece. To an outside observer, the corpse appears dead and begins to decay as normal. During this time, the necromancer knows and feels nothing. At the end of the period the body returns to animation as a Liche. Its Wounds are doubled, and **Ld**, **Int**, **Cl** and **WP** are each increased by 10 points (to a maximum of 100). A necromancer who has undergone this transformation causes *fear* and *terror* in living creatures, is immune to psychology, and can only be harmed through magic. In addition, he gains the ability to *transfix* victims, as described in **WFRP**, p249. However, the character will be affected by any magic or effects that normally apply to Undead creatures.

Any character who learns this spell automatically gains a *Disability* (**WFRP**, p138) even if they do not use it, and gains 1D6 insanity points each time that it is cast. If the character ever does become a Liche, they automatically gain a further 1D6+3 Insanity Points.



✢ DAEMONOLOGIST SPELLS ✢

✻ Level 1 ✻

SUMMON DAEMONIC CREATURE

Spell Level: 1
Magic Points: 4
Range: 6 yards
Duration: 2 hours per level of caster
Ingredients: The heart of a dove, ritually sacrificed

This spell summons a single Daemonic creature (**WFRP**, p255-256) which will appear within 6 yards of the caster. A normal Daemonic control test must be made to master it (see **WFRP**, p161). Controlled Daemons will do as their master bids them; uncontrolled ones behave randomly (see **WFRP**, p161; roll for uncontrolled Daemons each turn), or as the GM wishes. If the summoner is allied to a particular Chaos god, the Daemon that appears will be of that deity's favoured type. Otherwise, the GM determines the species and nature of the creature called by the summoning.

Level 3 ✻

HELLRIDE

Spell Level: 3
Magic Points: 10
Range: Personal
Duration: 1D8 minutes
Ingredients: A saddle covered with man-skin

This spell can be cast on any Daemonic Steed (see **WFRP**, p257), once it has been successfully summoned and controlled. Once enchanted, the Steed will bear its rider and no more than one passenger beyond the mortal world and into the borders of the realms of Daemons, covering vast distances in a short time. Although the riders perceive the realms they are traversing only dimly, the effects of seeing such horrors are still harrowing. The ride will last for 1D8 minutes, during which the riders must make **Cl** rolls each minute (each failure results in the rider gaining 1 Insanity Point). Fortunately, with the speed and knowledge of a controlled Steed, the riders will be able to avoid coming into contact with other denizens of the realm. At the end of the ride, the Steed will return its passengers to the material realm at a point specified by the caster within 100 miles of their starting point.

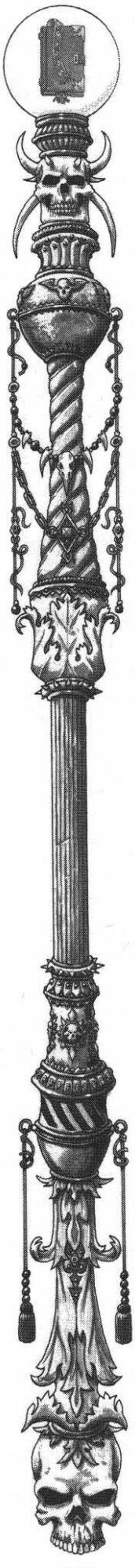
There is alleged to be a more potent version of this spell that lets the rider and Steed cover far vaster distances, by travelling closer to the heart of the Daemonic realms. The authorities at the Church of Sigmar believe it does not exist, since anyone using it would surely be driven mad.



SUMMON DAEMONIC PACK

Spell Level: 3
Magic Points: 8
Range: 6 yards
Duration: 2 hours per level of caster
Ingredients: The heart of any humanoid creature, torn from its living body

The caster may summon a group of 1D6+1 Daemonic creatures (**WFRP**, p 255-256). The pack appears within 6 yards of the summoner, and a normal Daemonic control test must be made for the entire pack (see **WFRP**, p160). Controlled creatures will do as their master bids; uncontrolled creatures behave randomly (each turn, roll for uncontrolled Daemons: see **WFRP**, p161), or as the GM wishes. The creatures in the pack will depend on the allegiance of the caster, as for the spell *Summon Daemonic Creature*.



✻ Level 4 ✻

DAEMONIC AMULET (RITUAL)

Spell Level:	4
Magic Points:	20
Range:	Personal
Duration:	See below
Ingredients:	A piece of bone (at least 6" long) from a cleric of Good alignment

With this spell, a caster can create an amulet, ring, wand or other talisman, in which a single Daemon can be bound as a servant. The daemonologist must first prepare the amulet as described below, and must then summon, control and bind the Daemon (using the *Bind Daemon* spell, **WFRP**, p162) that he wishes to entrap.

To create the necessary amulet, the caster must spend 1D6 days carving a piece of bone from a good-aligned cleric into the required shape. This needs a successful *construct* test each day. If one of these tests is failed, the piece of bone is ruined, and the process must be begun again with a new piece of bone. On the final day of the crafting, the caster must carve the name of the Daemon he wishes to bind onto the amulet. No one else can undertake this task, otherwise the amulet will fail to entrap the Daemon. This should be done within a *Zone of Daemonic Nullification*, or there is a 10% chance that the Daemon who is to be victim of the spell will notice its name being carved and will appear without warning to wreak revenge on the caster. Needless to say, the caster cannot both maintain the zone and carve the name himself.

Once the carving is complete, the caster must summon and control the Daemon in the usual way, and then bind them fast using the *Bind Daemon* spell. If any of these steps fail, the Daemon will immediately attack the summoner. If all goes well, however, the caster can use the *Daemonic Amulet* to entrap the Daemon. The Daemon is permitted one last **WP** test in order to break free from the material realm and escape, but if this is failed, they will be entrapped in the amulet.

The creator of the amulet can summon the Daemon forth from the amulet by speaking its name, at which point the Daemon will appear and will carry out the caster's commands. Once in the material world, it will serve its master until released or drawn back to their own plane of existence through *instability*. However, for each task after the first, another **WP** test must be made to continue to control the Daemon; telling it to return to the amulet counts as a task. When within the amulet the Daemon is powerless, but is also immune to *instability*.

Anyone with *magical sense* will feel an aura of power about the wearer of a Daemonic amulet, but will be unable to trace it specifically to the amulet. The *Detect Magic* spell, however, will show the bound Daemon writhing within its bone prison. If an amulet is found by anyone other than the person who made it, the Daemon will appear if its name is spoken. It will then act as an uncontrolled Daemon, treating the person who spoke its name as its summoner (see **WFRP**, p161).

✢ DARK MAGIC SPELLS ✢

✻ Level 1 ✻

DARK HAND OF DESTRUCTION

Spell Level:	1
Magic Points:	3
Range:	Personal
Duration:	Until a successful hit is made
Ingredients:	The hand of any dead humanoid

Talons of dark energy sprout from the fingertips of one of the caster's hands, and can be used as a weapon in hand-to-hand combat. When the caster hits an opponent with the *Dark Hand*, it ignores non-magical armour. Once damage has been caused once, the spell is dispelled.

WITCH FLIGHT

Spell Level:	1
Magic Points:	3
Range:	Personal
Duration:	1 round
Ingredients:	A freshly throttled raven

A howling wind picks up the caster and carries them into the sky. They are carried rapidly across the land, coming back to earth at a spot they select within 100 yards of where they started. They cannot change their chosen destination once the spell is cast. This spell cannot be used indoors.

✻ Level 2 ✻

DOOMBOLT

Spell Level:	2
Magic Points:	5
Range:	36 yards
Duration:	Instantaneous
Ingredients:	A piece of warpstone at least as big as the last joint of the caster's index-finger

The spellcaster hurls a boiling bolt of black fire towards one target. The bolt slams the target to the ground as the magic attempts to rip him apart, causing excruciating agonies the likes of which the target has never previously imagined. He takes 1D6 hits at S 5; armour – even magical armour – offers no protection. Targeting restrictions apply as per normal missile fire. Victims of a *Doombolt* can dodge the blast to take half damage by making an I test.

POWER OF CHAOS

Spell Level:	2
Magic Points:	5
Range:	Personal
Duration:	Instantaneous
Ingredients:	The heart of a good cleric, ritually slain

The caster calls upon the dark forces of Chaos to renew his power. However, this spell carries with it terrible risks,

since the power it taps comes from the Realm of Chaos. On casting, the wizard must test their **WP** (no modifiers for MPs, items or spells). If successful, the caster at once gains 6+1D6 MPs; if he succeeds by more than 30 points then he gains 6+2D6 MPs. If he fails, tapping into the Realm has unexpected consequences; a Lesser Daemon (**WFRP**, p257) escapes into reality and immediately attacks the wizard, returning to the void only if it kills him. If the caster fails by over 30, then 1D3 Lesser Daemons escape in this way, all of which set upon him.

* Level 3 *

BLADE WIND

Spell Level: 3
Magic Points: 8
Range: 48 yards
Duration: 1 round
Ingredients: A knife or sword used by an assassin to kill a cleric of good alignment

With a flashing of light on steel, a whirling storm of razor-sharp metal flies towards any individual or group within 48 yards. Each character in the group is struck by 1D3 blades, which automatically hit at S 5. For each blade that hits, roll for a location; armour protects as normal. Targeting restrictions apply as for normal missile fire. Since the spell affects an area rather than individual targets, victims of a *Blade Wind* may not attempt to *dodge*. However, they may use attacks to attempt to *parry* the blows.

MALEDICTION OF NAGASH

Spell Level: 3
Magic Points: 8 + 2 per round
Range: 48 yards
Duration: 1D6+3
Ingredients: A knife which has been used to murder someone in their sleep

This spell can be cast on any group within 48 yards of the caster. The targets' bodies open in innumerable small cuts and gashes, and blood pours from them, leaving them dangerously weakened (*magic* test for half damage). Victims lose 1D3 Wounds per round as long as the spell is maintained, irrespective of Toughness or armour. The group is unable to move or shoot due to the pain, but can fight defensively if attacked in hand-to-hand combat, with a penalty of -20 to **WS** and **I**. Victims must also make a **Cl** check or gain 1 Insanity Point. The spell can be extended at a cost of 2 MPs per round.

SOUL DRAIN

Spell Level: 3
Magic Points: 10
Range: 48 yards
Duration: Instantaneous
Ingredients: A pint of blood from a humanoid who bled to death

The caster calls down a thunderstorm from a clear sky to engulf one group within 48 yards. Each person within the storm suffers a single S 4 hit. For every two points of damage inflicted on the group, the caster recovers one Wound. It is possible for the caster to gain more than his normal **W** score in this way until the extra Wounds are reduced by damage, at which point he can only be healed back to his usual maximum. Normal armour offers no protection.

* Level 4 *

ARNIZIPAL'S BLACK HORROR

Spell Level: 4
Magic Points: 15
Range: See below
Duration: 2D6+3 rounds
Ingredients: The dying breath of a Chaos sorcerer

A roiling cloud of dark corrosive vapour with a radius of 12 yards wells up from the ground at the feet of the caster, and billows forward, enveloping everything in its path. It moves at a rate of 2D6 yards each round in any direction the caster wishes. Anything caught in the cloud suffers an immediate hit at S 6 (armour is no protection) and must take a *fear* test. Everyone within the cloud must test against Toughness to avoid inhaling the terrible fumes or suffer a further hit at S 8. Any non-magical equipment exposed to the cloud has a chance of being corroded beyond repair. Organic materials have a 15% chance; inorganic materials a 5% chance. All things touched by the cloud are tarnished.

DEATH SPASM

Spell Level: 4
Magic Points: 18
Range: 48 yards
Duration: Instantaneous
Ingredients: The heart of a person who died of fright

A bolt of darkness flies from the caster's fingertips to hit one individual. The target must roll against their Toughness or suffer an immediate critical hit (**WFRP**, p122). The critical value of the hit is determined by rolling 1D6. Armour does not protect against the *Death Spasm*. The spasms are so violent than anyone within hand-to-hand range takes one hit at half the target's normal Strength.

THE TRANSFORMATION OF KADON

Spell Level: 4
Magic Points: 10
Range: Personal
Duration: Until dispelled
Ingredients: The heart of a mighty beast, bathed in human blood

The caster can transform into a mighty beast: a chimera, manticore, wyvern or hydra, depending on the type of heart used. While in beast form the caster gains the physical characteristics of the creature and any special rules that apply to it, but cannot cast spells. Any Wounds inflicted on the caster before the transformation are carried over to the beast-form, and any Wounds the beast suffers remain when the caster turns back to his usual shape. If the beastly caster loses more Wounds than he has in his normal form, he must remain a beast until sufficient Wounds have healed, or take a critical hit when he changes back.

✢ CHAOTIC MAGIC ✢

Chaos spells are very diverse. Different local cults have different selections, some unknown outside their membership. The spells below are taken from one book, *The Offences of Chaos*, which describes spells that can be used in combat. Its origins are unknown, but the witch-hunter Albrecht of Kemperbad sent copies to his fellows all over the Empire. Many subsequently fell into the hands of other Chaos cults, making these spells widely known. Chaos spells do not require ingredients, but Chaos sorcerers must use a symbol of their god when casting.

✻ Spells of Nurgle ✻

STENCH OF NURGLE

Spell Level:	1
Magic Points:	1D3+1
Range:	Touch
Duration:	3D6 rounds
Ingredients:	None

Any living being hit by this spell begins to exude a noxious smell of decay so foul that the victim and everyone within 12 yards (including the caster, if he has taken no precautions) is nauseated, and must make a **T** test or be incapacitated with spasms of retching while the spell lasts. Those affected have all percentage characteristics reduced by 30 points and if attacked are only able to parry. Champions and Beastmen of Nurgle and creatures that do not need to breathe (e.g. Undead) are unaffected by the spell.

MIASMA OF PESTILENCE

Spell Level:	2
Magic Points:	1D3+3
Range:	Personal
Duration:	1D6 hours
Ingredients:	None

The *Miasma of Pestilence* causes all characters within 12 yards of the caster to feel terribly ill. All their characteristics are immediately reduced by half (round down). Only the caster, Champions and Beastmen of Nurgle and creatures that do not need to breathe (such as Undead) are unaffected. The *Miasma of Pestilence* is dispelled if the caster is wounded, the stench dissipating in 1D3 rounds.



STREAM OF CORRUPTION

Spell Level:	3
Magic Points:	1D6+6
Range:	16 yards
Duration:	Instantaneous
Ingredients:	None

The *Stream of Corruption* is a stinking jet of putrid blood, pus, maggots, slime and other foulness. It forms a cone of nauseating matter 16 yards long and 8 yards wide at its end. Anyone caught in this spray is swamped by the corrosive liquids, battered by the solid bits, and overwhelmed by the noxious fumes.

Characters caught in the *Stream* take one automatic hit at **S** 3 from the impact; this ignores armour. They must also take a **T** test. If they fail, they are overcome by the fumes, and collapse unconscious into the residual pools of filth where they will choke to death unless someone rescues them (see *drowning*, **WFRP** p74). Finally, characters take another automatic hit at **S** 4 from the corrosive fluids for each round they remain within the affected area. Characters will be affected by this on the first round when the spell is cast unless they can make an **I** test to flee the area swiftly. Unconscious characters are automatically affected. Certain creatures, as listed for *Miasma of Pestilence*, are not affected by these fumes.

If cast in an open space, the stream will drain away in 2D6 rounds. If in an enclosed area, it will keep its vile qualities for 2D6 hours and the stench will persist for 3D6 days.



PLAGUE WIND

Spell Level:	4
Magic Points:	2D6+10
Range:	48 yards
Duration:	Instantaneous
Ingredients:	None

The *Plague Wind* may be cast on any individual or group within 48 yards. It is a vile-smelling gust of cold that penetrates all clothing and armour, and is accompanied by wind-carried moaning, insane laughter, and other sounds of death and delirium. Each character in the group must test for *Nurgle's Rot* by making a Toughness test. Those who fail have contracted the disease (**WFRP**, p318).

✻ Spells of Tzeentch ✻

GIFT OF TZEENTCH

Spell Level:	1
Magic Points:	1D3+3, plus an additional 1D3 per level of spell being requested
Range:	Personal
Duration:	1D3 days
Ingredients:	None

This spell enables the caster to make an appeal to Tzeentch for more power. The caster chooses a spell level up to his own magic level and is given a random spell of that level: it may be Battle magic, daemonologist, necromantic or Tzeentchian. The caster temporarily adds the spell to his existing spell list, but forgets it after 1D3 days. The new spell can be cast in the round immediately after the *Gift of Tzeentch* was cast. No MPs are expended the first time this new spell is cast, nor are any ingredients needed, but thereafter the appropriate number of MPs and components are expended as usual.

PINK FIRE OF TZEENTCH

Spell Level: 2
Magic Points: 1D6+6
Range: 12 yards
Duration: Instantaneous
Ingredients: None

Guttering flames of pink magic spout from the caster's fingertips and strike the first character in their path. Any creature struck by the flickering pink fire of Tzeentch will suffer 1D6 hits at a Strength of 1D6+2. Only one roll needs to be made each time the spell is cast; the Strength will be the same for each hit. No armour, not even magical armour, protects against this spell.



TRANSFORMATION OF TZEENTCH

Spell Level: 3
Magic Points: 6+2D6
Range: 24 yards
Duration: Instantaneous
Ingredients: None

This spell can be cast up to a distance of 24 yards and strikes the first character in its path. The victim is allowed a **WP** test; if they fail they undergo a horrendous transformation: they will fall to the ground, helplessly twitching and jumping with magical discharge. Their frame will then erupt with spontaneous mutations, which grow and change with such speed that it is scarcely possible to recognize one before another bursts forth and obliterates it. These vile changes cause 2D4+1 hits at **S** 4 on the target. If the victim survives, they will have developed that number of permanent mutations. If they die, their body is destroyed, leaving only a ruin of flesh, feather, slime and indescribable organic refuse.



TZEENTCH'S FIRE STORM

Spell Level: 4
Magic Points: 2D6+10
Range: 48 yards
Duration: Instantaneous
Ingredients: None

Tzeentch's Fire Storm will automatically strike the first individual or group in its path, up to 48 yards away. The target is engulfed in pink flame and suffers 1D6 hits at a Strength of 4 +1D6. Only one roll needs to be made each time the spell is cast; the Strength is the same for each hit on every character. Anyone who dies is immediately destroyed, leaving only pink ash. At the start of the next round, a Lesser Daemon of Tzeentch (**WFRP**, p257) grows from the ash and attacks the caster's nearest remaining enemies until it is killed or it moves more than 48 yards from the caster, when it becomes *subject to instability*.

* Spells of Slaanesh *

ACQUIESCENCE

Spell Level: 1
Magic Points: 1D3+3
Range: Touch
Duration: 2D6 minutes
Ingredients: None

The caster touches the target's forehead (and must make a successful **WS** test if the target is trying to avoid contact). If the casting is successful, the victim immediately enters a blissful, euphoric state for the next 2D6 minutes. All the target's characteristics are halved. On each turn, roll a 1D6 on a result of 1, 2 or 3 the target is unable to do anything other than stand and smile mindlessly. On a result of 4, 5 or 6 the target is subject to *stupidity* (**WFRP**, p71). The target may also make a *magic* test to resist the effects of the spell.



PAVANE OF SLAANESH

Spell Level: 2
Magic Points: 1D6+6
Range: 48 yards
Duration: Until dispelled
Ingredients: None

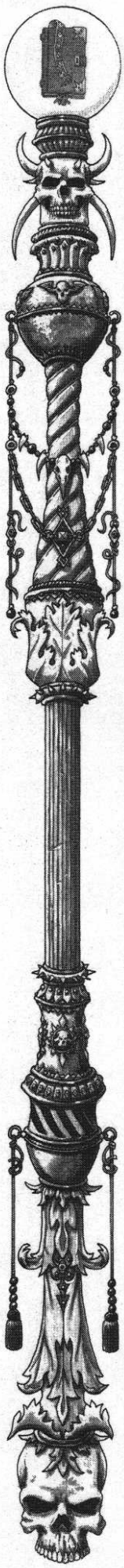
Victims of this spell can do nothing except stand and dance lewdly to the sound of some unearthly music that only they can hear. They may not move, attack or use missile weapons until the spell's effects are ended. The spell ends if the affected group is attacked in any way – by hand-to-hand combat, missile fire or magic.

The *Pavane of Slaanesh* may be cast at any group of four or more creatures that are not involved in hand-to-hand combat and who are within 4 yards of each other. The victims must have at least animal intelligence for the spell to work (i.e. an **Int** of 12 or more). Additionally, non-Daemonic targets may make a *magic* test to avoid the effects of the spell.

BEAM OF SLAANESH

Spell Level: 3
Magic Points: 2D6+6
Range: 48 yards
Duration: Instantaneous
Ingredients: None

This is a version of the Slaaneshi spell *Acquiescence* (see above) that allows sorcerers to strike down targets some distance away. A dazzling rainbow of light shoots from the caster's fingertips, striking one creature within range and the caster's line of sight, and sending them into the same state of euphoria as *Acquiescence* does. The effects last 2D6+6 minutes. Non-Daemonic targets may make a *magic* test to avoid the spell's effects.



FLESHY CURSE

Spell Level: 4
Magic Points: 2D6+10
Range: 48 yards
Duration: See below
Ingredients: None

This spell produces some of the most hideous effects in the magical repertoire. Non-Daemonic victims may make a *magic* test to avoid the spell's effects.

Victims of the spell immediately spurt horrific and uncontrollable growths, covered in misshapen mouths, hands eyes, legs and other appendages. At the start of each round after the spell has been cast, roll 1D10 and consult the following table for the effects of the spell:

1D10	Effects This Turn
1-3	Growths of fat, sinew and muscle spurt from the victim, covering an area of 1D4 x 1D4 yards. This growth happens in a random direction from the victim's starting position:
	D4 **Direction** 1 Front 2 Left 3 Back 4 Right
4-6	A tentacle-like extrusion shoots out 2D8 yards from the victim. Use the table on p203 to determine its direction.
7-8	Nothing happens this round.
9-10	The victim and all his foul excrescences move 2D6 yards in a random direction. Use the table on p203 to determine where it goes.

Each creature in contact with a growth is attacked once per round with a **WS** of 49. A successful hit causes no damage, but the target is immersed in flesh and unable to move or carry out any other actions, and is being suffocated by the vile thing – use the rules for drowning (**WFRP**, p74). They may make an **S** test each round to break free.

The victim of a *Fleshy Curse* is helpless to prevent this growth, and cannot influence it. Each transformation warps the victim in such unpredictable ways that each new one causes an automatic hit at **S** 6, but then adds 2D6 to their current Wounds score as their body develops and expands. The ongoing horror also wreaks havoc on their mental state; the target will automatically gain 1D3 Insanity Points for each change they undergo.

After six rounds, the victim is allowed a **WP** test to try and regain control over what is left of their body. If this is failed, they may test again after another 1D6 rounds, and so on until they die or regain control. Even if they do survive, the changes do not fade; they are permanent, and cannot be dispelled or cured.

Anyone who sees this hideous transformation happen to a companion must make an immediate *terror* test, and if it fails, gain 1 Insanity Point.

✢ SKAVEN SPELLS ✢

Skaven sorcerers require no ingredients to cast their spells. Instead they use the power of the warpstone coursing within their bodies as a source and focus for the spell.

✻ Level 1 ✻

SCREECH

Spell Level: 1
Magic Points: 1
Range: See below
Duration: Instant
Ingredients: None

This spell lets a Grey Seer call to other Skaven over long distances. To cast, the rat-man throws back his head and stretches his vocal cords to emit a high-pitched scream that carries half a mile per level of the Seer, especially to the sensitive ears of the Skaven. The *Screech* is just a call and carries no information, though the tone can convey an emotion such as desperation, anger or eagerness. Any Skaven hearing the call can make a **WP** test to ignore it.

SHADOW'S COMPANION

Spell Level: 1
Magic Points: 2
Range: Personal
Duration: 1 hour per level
Ingredients: None

With this spell, a Skaven sorcerer can melt into the darkness simply by stepping into a shadow. The spell effectively gives the spellcaster *concealment urban/rural* skill, conferring a +20 modifier to *hide* tests at all times, even if moving. For *listen* tests, the Skaven's movements are *soft*.

VERMINTIDE

Spell Level: 1
Magic Points: 4
Range: Not applicable
Duration: 1 hour per level
Ingredients: None

A Skaven sorcerer can summon a rat swarm (**WFRP**, p246) to do their bidding. The swarm is semi-intelligent, staying close to the summoner. If the caster is attacked, it will defend him. The spell ceases if the sorcerer is slain.

WARP LIGHTNING

Spell Level: 1
Magic Points: 2 per bolt of lightning
Range: 48 yards.
Duration: Instantaneous
Ingredients: None

Skaven wizards casting this spell release a tongue of warp lightning at a target. This has the potential to blow away

armour, split asunder rock and burst open the earth. Targeting restrictions apply as normal.

Bolts of *Warp Lightning* automatically hit their target. If fired into a group it will hit 1D3 creatures per level of the caster. Each hit has a Strength of 3 and causes 1D10 Wounds on a target, irrespective of armour. Targets are permitted to test against I to halve the damage caused by this spell. As it is not a true flame, *flammable* targets suffer no additional damage. However, if it hits a piece of warpstone, the spell's usual Strength and Wounds are doubled. This side effect can be used effectively to blow open castle walls, by wedging warpstone under a foundation block and targeting it with the spell.

* Level 2 *

BRITTLE BONE

Spell Level:	2
Magic Points:	5
Range:	Touch
Duration:	Permanent
Ingredients:	None

One of the oldest Skaven spells, this allows a Skaven wizard to weaken the bones of an individual target. Once the spell is cast, it remains active until the Skaven's hand touches a victim (making a successful *To Hit* roll) or until six rounds have passed. The standard modifiers for unarmed combat apply as normal. Once touched, the victim will suffer the following effects, depending on the affected location:

Head:	The victim feels nauseous and suffers terrible headaches (-10 BS; -10 I).
Body:	The victim finds it hard to breathe. Their chest is racked with pain (-10 I; -1 T).
Arm:	The joints in the victim's arm ache painfully when moved. (-10 to the WS of that hand; -10 I).
Leg:	The victim's leg is painful to walk upon, sending shooting pains up their spine. (-1 to M; -10 I).

In addition, any further hits to that location, after armour has been deducted, do twice the normal damage. Toughness is deducted after the damage has been doubled.

The effects of this spell are permanent, unless the victim can be treated with a *Remove Curse* spell cast by a 4th-level wizard, with the spell *Dispel Magic*, by a divine blessing, or by appropriate Shallyan curative magic.

INFECTING GAZE

Spell Level:	2
Magic Points:	3
Range:	5 yards
Duration:	Permanent until overcome or cured
Ingredients:	None

The spell infects one individual with plague. The victim must make a *disease* test (*immunity to disease* modifiers apply) or be stricken with the Black Plague (**WFRP**, p82).

Infecting Gaze is perhaps one of the most underhanded Skaven spells. Victims rarely realize that they have had the spell cast upon them, and even once the plague takes hold, the victim may not realize that the cause is magical. Being magical, the disease will not spread beyond its intended victim, although it may well cause panic in urban areas.

SHRIVEL TONGUE

Spell Level:	2
Magic Points:	6
Range:	12 yards.
Duration:	1 + rounds.
Ingredients:	None

This spell is intended as a countermeasure against other wizards. It shrivels the victim's tongue so that speech of any kind (such as incantations) is made impossible. The victim makes the standard **WP** test to resist the effect of the spell when it is cast; they may also make another test each round to attempt to shake off the effects of the spell.

SCORCH

Spell Level:	2
Magic Points:	5
Range:	24 yards
Duration:	Instantaneous
Ingredients:	None

Without warning, the ground erupts in a violent column of flame, searing everyone within 6 yards of the point it is cast upon. Everything within the area receives an automatic 1D3 hits at S 4, and each hit causes 1D10 points of damage. All armour – including magical armour – is ignored, and *flammable* targets may receive additional damage as normal. However, any characters who pass an Initiative test will be able to hurl themselves out of the way in time, taking half damage. Normal rules for targeting apply, although the spell's area of effect means that characters who would normally be obscured from view may still be affected.



* Level 3 *

PLAGUE'S SOURCE

Spell Level:	3
Magic Points:	10
Range:	Touch
Duration:	Permanent, unless cleansed by magic
Ingredients:	None

Plague's Source enchants a water source with the Black Plague (see **WFRP**, p82). Any individual who comes into contact with the water must make a *disease* test or be stricken with the Black Plague. A -10 modifier to this test should apply to any individuals who have consumed the infected water. Springs, wells and ale kegs are all common targets that Skaven sorcerers choose for this spell.

GNAW

Spell Level: 3
Magic Points: 6
Range: 48 yards
Duration: Instantaneous
Ingredients: None

A *Gnaw* spell is like unleashing a horde of invisible rats to attack a victim or structure. Its area of effect is only one square yard, but its ferocity is such that it continues to 'gnaw' until the target structure is no more. The *Gnaw* spell has many applications, but is often used for 'hole punching' in gates, earthworks or palisades during sieges.

The spell will gnaw at 9 cubic feet per turn, in a direction specified by the Skaven. It causes 2D6 damage per round, ignoring non-magical armour. Magical armour reduces the damage rolled by its normal value. The spell will have no effect if cast against targets that rats would be unable to gnaw through, such as solid stone. Living targets may make an **I** test to avoid being caught by it. The spell ends when the caster dispels it, is killed or moves beyond 48 yards of the object it was cast on.

* Level 4 *

AVATAR OF THE HORNED RAT

Spell Level: 4
Magic Points: 15
Range: Personal
Duration: Instantaneous
Ingredients: None

There are stories of Grey Seers with huge horns who leap into the midst of battles and skewer their enemies. This spell may be the source of those stories. On casting, huge horns sprout from the Seer's head and his body grows in size by roughly 50%. The spirit of the Horned Rat flows into him. The Seer is lost in a mad frenzy and tears at all about him, friend or foe alike – such distinctions no longer have any meaning for him. He gains +3 Strength, +3 Toughness, +3 Attacks and 3D6 extra Wounds, and is subject to *frenzy*. He is also immune to any psychological effects and will not stop until slain.

The transformation places a strain on the Skaven's body that it is unable to sustain, and consequently there is a cumulative 5% chance each turn that the Skaven's heart will burst. When this happens, the supernatural frenzy will keep the Seer alive and fighting for another D6 rounds, after which he collapses in a dead heap on the ground.

THE CHITTERING

Spell Level: 4
Magic Points: 18
Range: 20 yards
Duration: 1D6 hours
Ingredients: None

Most Skaven magic corrupts the body; this spell corrupts the mind. When cast, the Seer spreads a web of insanity around him, warping the minds of all within 100 yards. Every humanoid within range must take a **WP** test or succumb to the spell's influence. Victims degenerate into a mindless horde, instinctively aiding all Skaven and the Seer in particular. They gather around the caster to protect them, follow simple instructions, and attack anyone unaffected by the magic, using hands and teeth. Victims also lose the power of speech, communicating with gestures and the rat-like chittering noises that give this spell its name. When the spell runs out, is dispelled or the Seer is killed, they return to their normal state over 1D10 turns.

CURSE OF THE HORNED ONE

Spell Level: 4
Magic Points: 16
Range: Touch
Duration: Instantaneous
Ingredients: None

This spell allows a Grey Seer to mutate a victim into the form of a Skaven for 48 hours. During this time, the victim is totally under the influence of the Grey Seer and will do whatever they are told (except for directly killing themselves). The victim must take a *magic* test at -20 to resist the transformation. If that is failed, a Toughness test must be made to survive the transformation unharmed. If failed, then the pain of the process causes 1D6 Wounds (with no modifiers for armour or Toughness), with criticals resolved on the *Sudden Death* table (**WFRP**, p125). *Remove Curse* and *Dispel Magic* both give the victim a chance to return to their normal race early by making a *magic* test.

✢ THE WAAAGH! ✢

The magical power of the Orcs is unlike any other form, in that it draws on the energy of the Orcs themselves. Their spells need no particular magical ingredients, but the shaman must be surrounded by greenskins and have a good supply of whatever they require to enter their trance-state (mushrooms, spider venom, Snotlings or so on).



* Level 1 *

'EADBUTT

Spell Level: 1
Magic Points: 3
Range: 72 yards
Duration: Instantaneous
Ingredients: None

The shaman smashes an enemy's face with an *'Eadbutt* of pure energy. Both roll a D6 and add their magic level (zero if the victim is not a wizard or cleric) to the result. If the enemy's total is lower than the shaman's, he loses 1D6 Wounds, irrespective of Toughness or armour. If the shaman loses, or the result is a draw, there is no effect.

MORK WANTS YA!

Spell Level: 1
Magic Points: 5
Range: 48 yards
Duration: 1D6+1 rounds
Ingredients: None

A gigantic green claw descends from a pulsing hole in the sky just above the target's head, grabbing and lifting the victim high into the air at a rate of four yards every round. The victim may try to escape once each round by testing against Strength, and if successful they will plunge to the ground, taking falling damage as usual (**WFRP**, p75). The claw then vanishes back into the hole, which closesbehind it. If the victim fails to escape before the spell ends, then the claw drops them as it disappears. Very rarely people have been drawn into the hole, and never seen again.

* Level 2 *

'ERE WE GO!

Spell Level: 2
Magic Points: 6
Range: 72 yards
Duration: 1 round
Ingredients: None

The shaman calls upon the Orc gods Gork and Mork to make a group of Orcs or Goblins within 72 yards of him extra tough for one round. The affected group gains +1 **T** and will be able to use all their attacks before opponents have any chance to strike. The Orcs and Goblins return to normal at the start of the next round. The spell is often used when charging an enemy camp or battle-formation.

GAZE OF MORK

Spell Level: 2
Magic Points: 8
Range: 48 yards
Duration: Instantaneous
Ingredients: None

A 48-yard-long destructive blast of seething magical energy shoots out of the shaman's bloodshot eyes, causing all in its path to suffer a **S** 6 hit. The blast is only stopped by solid objects with a **T** of 6 or greater. It will pass straight through anything less sturdy, causing a **S** 6 hit on the object, but the Strength of the beam is reduced by that item's **T**. Typical Toughnesses for objects are listed in **WFRP**, p77.

* Level 3 *

'ARD AS NAILS

Spell Level: 3
Magic Points: 8
Range: 48 yards
Duration: 1D6 turns
Ingredients: None

The power of the Waaagh! flows out from the shaman and into any one Orc of his choosing. For the next round only, any damage inflicted on them is ignored. After that, the target's **T** score is increased by 2 and Wounds by 1D6 (which can take the Orc above its normal maximum). For the duration of the spell, the Orc also gains +10 to **WS** and +1 to **S**, suffers *hatred* against all combat opponents and can ignore any critical effects caused by pain, winding and so on. However, having limbs lopped off or organs destroyed will have the usual effect.

FISTS OF GORK

Spell Level: 3
Magic Points: 10
Range: Personal
Duration: 1 round
Ingredients: None

The shaman glows bright green as the power of the Orc god Gork surges through his body, enabling him to rip apart any enemies within hand-to-hand combat range. The shaman gets 1D6 attacks next round, all of which automatically hit at **S** 6. If he rolls a 6 for the number of hits, he can roll an extra D6 hits and add these to the total. If he rolls a further 6 he can roll again and add the score to the total, and so on until a number less than 6 is rolled.

* Level 4 *

DA KRUNCH

Spell Level: 4
Magic Points: 10
Range: 48 yards
Duration: Instantaneous
Ingredients: None

A pulsating green hole opens in the air, and the almighty foot of the Orc god Gork stomps down to squish the enemy. The foot is effectively 6 yards long and 4 yards wide. Anyone underneath it as it descends is allowed a roll against half their Initiative to avoid being trodden on. Anyone caught under the foot suffers a single S10 hit.

WAAAAAAGH!

Spell Level: 4
Magic Points: 12
Range: 72 yards
Duration: 1D6 rounds
Ingredients: None

The power of the Waaagh! surges from the shaman in an unstoppable flood of magical energy.

All Orcs and Goblins within 72 yards of the shaman add +10 to their **WS** and can reroll any **Ld** tests for the next 1D6 rounds. Also all wizards and other spellcasters within 72 yards of the shaman when the spell is cast, including those supposedly on the same side as him, must roll equal or less than their magic level on a D6 or suffer 1D6 Wounds, irrespective of Toughness or armour.



CHAPTER 21



FAMILIARS

That night, as the moon was setting, Strick arose from his bed, found his dagger and, taking care to duck below the low beams of the old cottage, left his room and crept down the stairs. Earlier that evening he had noted how much they creaked, but the Silence spell he had learned in Nuln took care of that.

As he had hoped, the earthen floor of the room downstairs was littered with the corpses of Frau Bernstein's cats. Strick nodded in satisfaction: the poison he had added to their food had been as potent as the apothecary had claimed. There were eight of the beasts in here. With the snares outside, that should be –

A scuttling behind the wall startled him, and he swung round. His hand hit the back of a chair and the dagger fell to the floor with a clatter. Strick cursed as he stooped to pick it up. A rat, or a squirrel perhaps. Nothing to worry about, he told himself. Something darted across the corner of his vision and disappeared. Scratching sounds came from inside the wall. Just a rat.

There were footsteps above him, and he could see the light of a lantern. Frau Bernstein came to the top of the stairway, wrapped in a night-coat. "Josef? What are you doing?" She climbed down the stairs, the age in her joints slowing every step, and stopped at the lowest. "Whatever have you done to my poor cats?"

"I have killed them, every one, Frau Bernstein," said Strick.

"Why did you do such a thing?"

"Because I did not know which was your familiar spirit, and so I took no chances. Last night, you asked why I had come back after twenty years. Now I can tell you. I –"

"You've come to kill me, is that it? The student now more powerful than the teacher? How very... conventional." Frau Bernstein yawned, her empty gums glistening. "Very well. Try. I have my protection."

"All your pets are dead, old woman, and your power with them," said Strick.

"But Josef," said Frau Bernstein, "sometimes a cat is only a cat."

As she did a fat rat ran from the shadows, claws scritting across the floor, fur gleaming like bronze in the low light. It distracted Strick. How could a rat grow so fat in a house filled with cats, he asked himself, and his heart caught in realization. The little beast stopped at the far side of the room and turned to face him, its eyes glowing. Tiny sparks of energy flickered from the ends of its fur. Strick stared at it, and then back at Frau Bernstein, whose smile was wise and confident. This was not going to be as easy as he had originally thought.

TO POSSESS A FAMILIAR HAS LONG BEEN A desire of wizards. Early on, as wizards grew in power and experience, so grew their need for helpers in their work. While apprentices could prove useful, their trustworthiness was not guaranteed. Many wizards saw how druid priests could command unswerving loyalty and gain advantages from their spirit animals (**WFRP**, pp206-207), and craved that power – the ability to create and bind familiars of their own.

In the last few decades, spellcasters have made significant advances in this area: rediscovering rituals based on ancient knowledge and augmenting them with continued experimentation. It is now possible for wizards to create familiars of their own, though these are less spiritual, more corporeal and less flexible in the uses to which they can be put than their Druidic counterparts.

Familiars are divided into four categories – Assistant, Power, Spell and Warrior familiars. Within each category, the origins and physical forms of familiars will differ depending on type of magic drawn upon to create the familiar. Different spellcasters use different rituals to form and bind their familiars. The specific rituals needed to create and bind a familiar is as follows:

Type of wizard	Ritual spell	Page
Battle Magic	*Conjure Servitor*	179
Elementalist	*Bind Elemental Slave*	202
Alchemist	*Distil Homunculus*	209
Necromancer	*Shape Servant of Bone*	228

The spells involved in this process are incredibly complex, taking up pages and pages of text and diagrams. It is not possible to learn them as a normal spell can be learned. A wizard wishing to perform one of these rituals must have access to a scroll or book containing the information. How easy this information is to get hold of is entirely up to the GM. It could be made available by a college in return for services or for a sufficient price. Alternatively, such knowledge may be controlled, suppressed or even outlawed by the authorities to appease religious factions who consider creating or experimenting with life to be an abomination.

Despite the fact that the rituals cannot be learned in the normal way, EPs must be paid as usual (**WFRP**, p136) the first time the spell is used. This represents the unique rituals and concepts that must be mastered in order to follow the complex instructions contained in the grimoire.

FAMILIAR FORMS

Familiars may be any shape that their maker wishes, within the limitations of the materials used in their construction. Many spellcasters choose to make their familiar a small humanoid figure, about a foot tall. Others choose an animal form, such as a cat or small dog: if done well this familiar will pass as a normal animal, which is useful if the wizard ever has to conceal their sorcerous nature. Creative wizards will sometimes use extremely odd and whimsical shapes such as grinning crescent moons with feet, large mouths on legs, or giant toads – however, no familiar can be more than one foot long and one foot tall. Alchemists tend to have the most creatively formed familiars, since they make them out of clay, which is readily available and easily manipulated. Whatever their shape, familiars cannot be given the power of speech, even by magical means.

NUMBERS OF FAMILIARS

Wizards never have more than one familiar. No one is quite sure why, but familiars are excessively jealous creatures who see others of their kind as rivals. (Some scholars have suggested that this is a result of the unstable and competitive personalities of the people who create them.) Most wizards who have done their research will know about these problems, but if a PC wizard decides to create a second familiar anyway, the following rules can be used.

Each day, both familiars must make a Cool check. If one or both fails, then at some point in the day it will become sufficiently angry with the other that it will attack it, even if this is not normally in its nature. A fight to the death will ensue. Passers-by may call the watch, or just stop to bet on the outcome. The winner of the fight will remain loyal to its master, but will sulk for D6 days, and refuse to do anything useful until it has got over its bad mood.

* TYPES OF FAMILIARS *

There are four types of familiars: Assistant, Power, Spell and Warrior. The abilities and characteristics of each type are listed below. The physical appearance of a familiar is not dictated by their type but rather is decided by the ritual used to create it, the personal choice of the wizard performing the incantation, and their ability in forming the raw materials into the form they want their familiar to take.

ASSISTANT FAMILIAR

The purpose of an assistant familiar is to perform mundane tasks for the wizard in the place of a human apprentice or lab assistant. Such familiars often possess dextrous, delicate hands or hand-like paws, a decent **Int** and a good understanding of its master's instructions. They are a particular favourite of alchemists and peaceable, solitary wizards of all varieties, as assistant familiars generally perform their tasks both efficiently and quietly.

An assistant familiar can be taught up to three non-magical, non-combat skills by its creator. Naturally these must be skills that the master already knows. It takes fifty hours for a familiar to learn each skill (quick learning by human standards, but familiars are made for such things). The wizard may spread out the teaching for as long as desired, though each lesson must last for at least one hour. Popular choices include *brewing*, *chemistry* and various crafts. Some wizards, being almost as fond of luxury as they are of magic, teach their familiars *cook*; while others, more cautious, make sure that the creature learns *heal wounds*.

Assistant familiars are often better at the skills they perform than their teacher – small paws, quick wits, and concentration count for a great deal. After all this is why they are created: as an extra, superior pair of hands. Once a familiar has learnt its three skills, these cannot be 'forgotten' so that new ones can be learnt in their stead.

Some skills will obviously be of limited usefulness. A familiar might learn *animal care*, for example, but few natural animals will tolerate being groomed and harnessed by a miniature supernatural entity. Similarly, any skill involving speech is of no use to a familiar.

While assistant familiars are thought of as the most self-reliant of their kind, they are in truth terrible fussers. If obliged to remain more than ten yards from their creators, they will scurry around, grooming compulsively, attempting to tidy up their surroundings – even in the middle of a wild forest in a thunderstorm – and forever looking out for their master. Upon returning, the familiar will scurry up, bow carefully, and indicate their 'accomplishments' with the clear expectation of praise. Left for too long, they will reduce their surroundings to geometrically precise sterility (even if this involves mixing up and hiding the wizard's carefully sorted piles of magical notes, or moving furniture and fixtures), groom themselves bald, and throw chittering snits at anyone and anything that disturbs them.

An assistant familiar will guard its master when asleep, but if it detects anything that might be a threat it will wake them rather than try to deal with the problem itself. It will tend to fill any quiet moments by tidying up the vicinity or performing other small, 'useful' tasks. It will obey the letter of any instructions, but any unexpected situations will cause it to worry immensely, and it is likely to wake its master, as tactfully as possible, for the most trivial of problems, such as a dripping gutter. The GM should make **WP** tests for the familiar to refrain from tidying up items, and **Cl** tests for them to ignore trivial annoyances and refrain from waking their master.

Many slovenly or unworldly magicians have created assistant familiars in the hopes of improving their domestic circumstances. This is usually a mistake. Although the familiar will remain faithful until death, it will eventually develop a kind of unstated, blatant disdain for its master's sloppiness, becoming even *more* compulsively tidy. Before long it will start sweeping away odd items that its master puts down for a second, and discernibly sniffing and sneering at its master and any of his friends who do not meet its perfectionist standards of neatness and elegance. Despite their inability to speak, older assistant familiars can express more with a sniff and a glance than many humans can say in a five-minute speech.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	10	10	4	3	5	50	1	70	10	50	45	40	30

‡ POWER FAMILIAR

Unlike assistant familiars, power familiars serve a more specific function – they can store some of their master's Magic Points, and give them back when needed.

A power familiar can store up to 10 MPs safely. If a wizard tries to store more in the familiar, the player must roll 1D10 and compare the result to the number of excess MPs. If the number rolled is equal or lower, the familiar explodes messily, giving one automatic hit to anyone within 2 yards, with a Strength equal to the excess number of points stored. All MPs given to the familiar are lost.

Vincent Black Lightning is trapped on the top floor of an abandoned warehouse, with both his legs broken after an unfortunate incident involving cultists of Khaine. Realizing that the survivors will be back with reinforcements before the night is out, Vincent starts storing MPs in his power familiar Timotus, readying himself to hold off his attackers. He attempts to store 14 points, and so the player rolls a D10 and gets a 2. Disaster! The familiar begins swelling grotesquely, and then explodes in a messy blast of magic and wet clay, inflicting an S4 hit on Vincent, who loses all 14 MPs and is knocked unconscious. Could his evening get any worse?

In order to pass MPs to a power familiar, the spellcaster must touch it. Adding each point takes ten seconds. As more points are added to the familiar, it begins to glow and crackle with magical energy. The more energy is added, the more active and prominent this becomes. A familiar containing more than 15 MPs flickers so brightly that it is painful to look at, and will do D3 Wounds to anyone who attempts to touch it, apart from its master. Anyone with *magic sense* can tell how many MPs another spellcaster's power familiar contains on a successful **Int** test. These MPs can be passed back from the familiar to its master simply through physical contact. A spellcaster with a charged familiar can use his own MPs, the familiar's MPs, or a mixture of the two when casting a spell. Spellcasters who have had a quiet day, not casting many spells, will often put some MPs into their familiar before going to bed so that they will have more available the next day.

When the familiar is not giving or receiving MPs, it must stay within 10 yards of its master (unless it has been ordered to go further, and has made a successful **WP** check). A power familiar finding itself a greater distance away will pine and grow fretful, crying and weeping like a small child that has lost its mother. Its stored MPs will drain away at the rate of one every five minutes until it is reunited with its creator. It will make no attempt to get back to its master, but will call their name pitifully (this is the only word it can speak.)

Power familiars tend to be shy and retiring creatures who stick close to their master, and will hide behind him or clamber up his arm and sit on his shoulder at the slightest hint of danger. A power familiar will guard its master when asleep, and wake him if it perceives a threat. It is a very nervous creature, and anything that looks or sounds threatening (a dog barking outside, a friend coming to wake the spellcaster) will require it to make a **Cl** test. On a failed roll, the familiar will wake its master in an absolute panic.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	2	3	5	40	1	40	10	40	20	70	10

ǂ SPELL FAMILIARS

Spell familiars can cast spells for their master. They can be taught up to three spells and will cast them on their master's behalf when they are told to, by the master or someone it trusts (**Fel** roll) as long as it is within 10 yards of the spellcaster at the time – who does not have to be conscious. The Magic Points for casting the spell come from the wizard, not from the familiar, who has no MPs of its own. The order of the spells depends on the **I** of the familiar and spellcaster. The spell works in the normal way and the MPs are deducted as usual, but having a familiar means that the spellcaster can, in effect, cast two spells in the same round. If there are insufficient MPs left for the second spell, it cannot be cast. Spells cast at the wizard or a familiar that affect a group count the wizard and familiar as one person for the purposes of targeting.

Whether a familiar is casting spells or not, it must always stay within 10 yards of its master (unless it has been ordered to go further, and has made a successful **WP** check). A spell familiar finding itself more than this distance away will attempt to get back to its master at all costs. It will use any spells it has to get past anyone or anything in its way. The MPs for these spells will come from the familiar's master, which may be a problem for the master if they are involved in casting another spell at the time. This is the only time a spell familiar can cast spells when more than 10 yards from its creator.

A spell familiar will guard its master when asleep, and wake him if it perceives a threat. Alternatively, the wizard may give the familiar an order to cast a certain spell if it thinks there is a threat – such as *Fire Ball*. But the familiar must make a successful **Int** test to recognize a threat when it sees one. Any enemy approaching it with feigned friendliness will fool it on a successful **Fel** test. Spell familiars are affectionate and curious creatures, who thrive on being petted and talked to – they will happily sit on their master's shoulder and pay attention to any conversations the wizard is having, though they don't understand most of what is said, and can't repeat anything anyway. Mages who are insufficiently affectionate towards their spell familiar will find that it sulks and pulls faces at them when they're not looking, to the amusement of anyone watching.

In order to teach a spell to a familiar, the wizard must know the spell himself. Teaching takes only 24 hours, which can be spread over as many days as the player wishes, but the character must spend EPs for the familiar as if the wizard was learning the spell a second time. However, the first spell that the familiar learns can be taught as part of the process of creating or summoning the magical spirit, and costs no EPs.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	20	20	2	3	7	40	1	40	10	60	30	50	40

ǂ WARRIOR FAMILIARS

Warrior familiars are small creatures who will fight for and defend the spellcaster in combat, allowing their master to concentrate on casting spells. They are surprisingly strong and agile for their size, and can do serious amounts of damage to enemy forces, especially if attacking unexpectedly. They are usually armed with small swords or spears (whose combat modifiers are included in the characteristics given below). They must stay within 10 yards of their master at all times. A warrior familiar finding itself more than this distance away (unless it has been specifically ordered to do so by its master, and made a successful **WP** test) will fight mindlessly to return to its master's side, attacking friend and foe indiscriminately.

When not fighting, a warrior familiar will guard the spellcaster, often sitting on its master's shoulder by day and by his head at night. The spellcaster may teach the familiar who its friends are, usually by allowing the familiar to sniff the friend's hand. Warrior familiars will allow a recognized friend within two yards of its master, but if anyone else comes within that range, no matter how well-meaning, the warrior familiar will attack unless its master tells it not to. If the master is asleep, unconscious, or otherwise prevented from communicating with the familiar, it will attack friend and foe alike unless it makes an **Int** test – and warrior familiars are not incredibly bright.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	10	4	4	10	60	2	60	60	20	70	30	10

ǂ CONTROLLING FAMILIARS

Familiars are able to follow simple orders from their master, though they cannot talk back. They will always do what their master commands, if it is within their ability and they are within 10 yards of him. Simple instructions are best. Familiars are not terribly bright, and anything more complex than "watch that man", "stay behind me" or "fetch me that book" are likely to be misunderstood. Complex orders will require an **Int** test on the part of the familiar, and a long series of instructions may require a series of rolls. Familiars have a short memory for complex instructions (although they never forget a face).

As a result, the familiar must take an **Int** test in order to successfully carry out each instruction after the first, no matter how simple. For example, a long series of instructions such as "go into the next room, put this bottle of ink in the drawer, put the candle out and bring me the big green book on the desk", would require three **Int** rolls. A failure of one roll will mean that one part of the instructions was not followed (e.g. the candle was not put out). A failure on all the rolls may lead to disaster; perhaps the familiar pours the ink in the drawer, puts the candle in the bottle and spends some time trying to bring the desk with the big green book on it.

If a familiar is ordered to do something that involves it going more than 10 yards away from its creator, it must make a successful **WP** test. If this is failed, it will sit down 10 yards from its master, sulk, look nervous and maybe whine a bit. The master can repeat the request five minutes later, but its next **WP** test will be at -10, the following

at -20, and so on. The same problems arise if the master attempts to leave the familiar behind. If the wizard moves more than 10 yards away, a **WP** test must be made, or the familiar will rush back to its master's side. Needless to say, many wizards find that their familiars can become rather embarrassing.

Because familiars are magical automata, they have no need of sleep and neither breathe nor eat. (Sometimes, however, idiosyncratic familiars will ape their master's habits, particularly potentially embarrassing ones such as belching, sneezing and so on.) However, because they are possessed of self-awareness, they are subject to psychological tests and can even develop insanities.



ROLE-PLAYING FAMILIARS

Familiars are created to serve their masters, and so their creator can specify many of their actions. However, there will often be times when instructions are open to interpretation, or when no specific order has been given. Under these circumstances, having a familiar around can become a source of light relief.

Familiar are NPCs, and should be played by the GM. Familiars may seem like a good thing to a wizard who has been trying to get hold of the necessary spell to create one for six years, but actually having one can be a liability. A GM who trusts the player to roleplay the familiar properly may allow them to control it as well as their character, but if a question arises as to what a familiar might be capable of doing in a given situation, the GM has the last word. Possible alternatives to this include giving the familiar to another player to role-play, letting all other players in the group except the one playing its master decide on its actions, or even having random suggestions for behaviour noted down on pieces of paper and pulled out of a hat.

Perhaps the best way to think of a familiar's personality is rather like that of an affectionate and loyal (but not very bright) monkey, or an easily distracted small child.

DEATH AND FAMILIARS

Since wizards lack the spiritual connection with their familiar that druids possess, the death of a familiar has no direct effect on the master. Thus many wizards treat their familiars as little more than useful but idiosyncratic tools. Their deaths may be regretted, but they are rarely mourned. Many wizards are protective of their familiars only because they are so difficult to make. While some wizards do care for and will mourn the loss of their familiar deeply, they are the exception rather than the rule.

Druids scorn the casual attitude that most wizards hold towards their familiar, believing that anyone who has created life should look after it as a parent would their child. The difference of opinion towards familiars between druids and other magic users has been the cause of countless acrimonious arguments.

DEATH OF THE MASTER

To say that the death of a master is traumatic for the familiar is an understatement. If their master dies, the familiar has not only lost their reason of living, but also their connection to life. Most familiars will follow their master to the grave, though each type of familiar will reacts differently to the bereavement. On the death of a master a familiar immediately loses 1 **W**, then one more each day following the master's death, until it reaches 0 **W**. At this point it will return to its constituent elements – crumbling to dust in the case of an alchemist's familiar.

Sometimes a familiar is able to retain its hold on life if can bond with a new master. Such shifting loyalties are rare and can only happen if the new master was a close friend or relative of the deceased and had spent much time in the presence of the familiar. Such a person would need to make a **Fel** test to attempt to befriend the familiar. A test may be made once a day – if the test is failed, the familiar loses 1 **W** as usual. If the test is successful, the familiar will transfer its loyalty to its new master. However, it will never regain any of the Wounds that it has lost in mourning – the familiar's **W** score will stay at the new, lower level.

WAYS OF MOURNING

Assistant familiars will react to the death of their masters with apparent calm, radiating a dignified grief. They will insist on tending and tidying up the body, often ensuring a swift and well-managed funeral. The familiar will starting losing one Wound per week, then fade and shrink away, eventually leaving nothing but a discrete pinch of dust on their master's grave or memorial. If they are prevented from organizing the funeral details in any way, they lose Wounds as usual, dying in a fit of scowling irritation. Potential new masters must wait D4 weeks before making a **Fel** test to bond with the familiar – they gain a bonus of +10 for each complete week they attend the grave with the familiar. If won over, the familiar will serve its new master to the best of its abilities, albeit with a perpetual air of restrained sorrow and a tendency to forever compare the new master unfavourably with the old one.

A power familiar will sit by its master's body, wailing and weeping. If the body is moved, it will follow, doing its best to stay with the body, sitting on the grave until it pines away. Nothing can stop this wasting process – a power familiar cannot bond with a new master.

A spell familiar will react to the death of its master with confusion and a general lack of understanding. It will try to revive their master, pulling at the body and whimpering like a lost dog. Being naturally affectionate, spell familiars are the most likely to bond with a new master. However, a spell familiar will only be able to cast spells if its new master is a spellcaster, since it relies on its master's MPs to cast spells. A non-spellcaster will have nothing more than a small servant who can't go more than 10 yards away. However, if such a spell familiar is given an energy jewel (**WFRP**, p185) or similar artefact, it will be able to cast the spells its previous master taught it.

A warrior familiar will go into a *frenzy* (see **WFRP**, p68), killing and killing until it is also killed. Nothing can prevent this or stop it once it begins.


R.G.
O.A.

CHAPTER 22



ARCANE SECRETS

Maria von Tasselheim knelt at the centre of the ring of black candles, their guttering light outlining her aquiline features in sharp shadow. Glancing once more at the pentagram, a tracery of silver on the floor of the cellar, the wizard looked at the open grimoire in front of her. Clearing her throat nervously, she began to intone the esoteric words that would summon her servitor Daemon.

Shattersoul was only a very minor Daemon of Tzeentch but in Maria's audiences with the spirit it had taught her much. As her servitor Daemon did not rank high in the hierarchy of hell, the protective charms required to keep Shattersoul in check were not difficult for one of Maria's abilities. However, Daemons of Tzeentch were notoriously cunning, quick to use any trick they could to turn the tables on their summoner.

As Maria chanted the words of the spell, the lines of the pentagram began to glow ice blue and a cloud of lurid pink smoke began to materialize within.

Despite her dealings with Daemons, Maria did not consider herself a servant of the Ruinous Powers, although every witch-hunter in Middenland would have her burnt at the stake if they ever discovered the true vocation of von Tasselheim the apothecary. As one of the Children of Teclis she saw it as her duty to learn as much as she could about the nature of Chaos, to protect the Empire from it. And what better source of information about Chaos was there than a Daemon?

There was a sharp rap at the door to the apothecary's shop above and the wizard paused, only part-way through the incantation. At this hour of the night, such a visitation could mean only one thing. But if she did not complete the ritual the consequences could be even more dire! It was safer to summon the spirit and banish it again than to leave the ritual incomplete.

Her heart pounding, Maria stumbled over the last few lines of the spell. The candlelight guttered and the shadows in the chamber seemed to swell, night-black tendrils pushing at the small circle of light. She knew that something was amiss when the glowing lines of the pentagram changed first from blue to pink and then to crimson, and the smoky billows became a blood-red mist.

'Shattersoul?' Maria asked, her voice suddenly small and quavering.

The mist began to coalesce as something tall and lithe started to materialize within the pentagram. And then it was there, vapour rising from its scaly flanks, elongated limbs and monstrous horned skull. The creature stared down at the trembling wizard with pupilless white orbs.

Hissing at the magical resistance of Maria's defences, the Bloodletter raised its smoky, jagged-edged, hell-forged blade and, its muscles rippling under its rough red hide, stepped out of the pentagram.

THE MAJORITY OF THIS BOOK IS INTENDED AS a work of reference for players and gamesmasters alike. This chapter, however, is intended only for the eyes of GMs. It contains pointers and suggestions to help bring the material from the rest of the book to life, to imbue it with that sense of wonder that can make magic so much more than just another way of frying bad guys.

SETTING THE MOOD

Magic is a strange and fickle force. Its inner workings are not properly understood by any of its users: not even the highest mages of the High Elves, although they would never admit it. Most importantly, it isn't science. It doesn't work the same way all the time and wizards don't always get out what they put in. Magic should always seem to be a mysterious and frightening power, no matter how much either the players or the characters know about it. Magic ought to be a little dangerous, a little unpredictable, occasionally spectacular and often terrifying.

It is very easy to lose sight of that in play. Game mechanics like spell lists and magic points can cloud your perception of what magic is and what it's supposed to be doing, and make it seem as if it ought to all work like clockwork. If that's the way that players feel about their magic-using characters' powers, then something's amiss.

The inhabitants of the Old World aren't wrong when they treat spellcasters with suspicion and distrust: having a wizard in your neighbourhood is a little like living next to a gunpowder factory – particularly if the wizard is engaged in magical research. Learning a new spell is not like buying a new sword, and casting it for the first time should be nerve-racking: was it learned properly? Did the wizard read the scroll-creator's handwriting properly? What errors crept into it? Are their ingredients pure? What adversary could have sabotaged the whole thing? And all these worries should be doubled the first time a wizard tries to cast a spell they have created themselves.

There are many tricks GMs can use to put the magic back into spellcasting, keeping it dark and interesting rather than predictable and dull. If players feel that they understand everything about magic, they will become blasé about it. This can easily lead to an 'arms race' in which the gamesmaster piles on bigger and badder bad guys and more and more gore until every session of the game sees the characters battling hordes of Undead sorcerers and Daemons. Instead of resorting to that, keep players unsure of what's going on, and even of their own abilities.

The best way to prevent complacency is to use names or labels as little as you can. This is especially important with spells. Always describe what happens in narrative terms rather than with game-terms or rules. Never tell them what spell an NPC is casting – if you do they'll know how to deal with it. "He casts a lightning bolt at you" is mundane; instead, try being more evocative: "He waves his arms and chants; this must be quite an effort for him, as sweat is running down his forehead, and he seems to be staring straight through you. You see threads of Celestial magic being drawn towards him, swirling around his form. Then he flings out his arm in your direction and you see lightning flickering from his fingers towards you." If the GM makes this kind of effort, the players may well, too.

Always describe the effects of a spell, or at most identify the spell component being held aloft; only give names and details if the PC is already so familiar with the spell that they instinctively know how to react to it. Even if the character does recognize the spell being cast, feel free to change the details of the ritual involved. Not everyone casts the same spell in the same way, and some wizards have built their reputation on their own variations of traditional spells. Colleges and cults across the Old World may cast the same spells in different ways; or may have rituals that look similar but produce very different effects.

The same is true of the creatures you throw at your party. If you've just invented a new form of Lesser Daemon, don't tell the players it's a Lesser Daemon – instead describe it in all its fanged and tentacled glory, have everyone make a Cool check, and let them draw their own conclusions. They might assume it's tougher than it really is and flee; alternatively, they could underestimate it as some paltry mutant, only to discover its true power once they attempt to fight it.

In role-playing, always remember that you have an unlimited special-effects budget. Never be embarrassed about using grandiloquent language in this sort of situation. On a related note, don't worry that your players will laugh at you for describing things graphically. They'll be far too keyed up about what could happen to their characters to laugh at anything. In the same way, if they are hit, don't just say that they've lost some Wounds. Make them feel the hot breath that has scalded them.

On the other hand, don't underestimate what a difference a small change can make. The unknown is frightening. If the characters are facing a hostile wizard, don't have him cast ordinary fireballs – let him cast ones that are blue and explode on impact. In rules terms they're exactly the same as the usual *Fire Ball* spell, but the players will be too busy trying to work out what this new magic is and how they can defend against it to realize that.

NON-PLAYER SPELL-USERS

Just as you shouldn't be afraid to be evocative, you shouldn't worry about improvising. Just as the PCs can create new spells, so can NPCs. As a result, you can allow them to suddenly do something unexpected, safe in the knowledge that (because the details aren't written down in their grimoire) the characters won't be able to do the same to your carefully crafted plot in the next session.

It's unfair to give NPCs more effective magic than the PCs unless they are supposed to outclass them. Make good

use of descriptive language, though. For example, you could have NPCs do things that don't directly affect the adventurers but which look spectacular or baffling. Unknown magical effects can be used to terrify PC mages precisely because they are unknown. In spite of their best efforts and all the **Int** rolls the players may ask for, all they will learn is how little they know. Make sure that any senior NPC mages are also baffled or worried. "I've never seen anything like it," says one. "I have," replies his fellow. "Remember the blast that levelled the college in Delberz fifty years ago? One of their mages was working on something very similar to this. How perturbing."

You don't even have to describe such strange new magical effects in great detail. It can be more creepy to give a few hints and comparisons and allow the players to fill in the details for themselves. Sometimes they'll get it wrong and scare themselves more than you intended. In these cases, feel free to let them.

In the case of 'natural' magical events (things that are not caused by anyone casting a spell but by the magical nature of the world) there is no reason to be limited by anything at all. The raw power of Dark magic and the way it is wielded by the emissaries of the dread gods themselves, for example, is awesome, and its effects need only be limited by your imagination.

CHARACTERS AND SPELLS

When it comes to the types of magic used by player-characters in your game, naturally the players should know how their characters' spells work, how they're cast and what their effects are. Nevertheless, try and keep a little mystery in the process. If they seem to be getting fixed in their ways, try to encourage them to vary the spells they use – invent a temporary shortage of a key ingredient or an edict from their college that the variant of the spell they favour has been found to have unspecified "side effects" and should not be used until a full investigation has been carried out. Encourage them to innovate, to find new uses for old spells, and to use magic outside combat, too.

Rosa the elementalist, in a fit of fury at the shameless corruption of nature that the despoiling Orcs have wreaked on her forest home, casts fireballs into their midst. They blaze white hot and tear through the air with a shrieking sound, lifting the despoilers into the air with the force of their impact.

Pyotr of Nuln works magic differently. He is a wandering illusionist who makes his living through magic shows. He casts fireballs up into the sky that soar gracefully, leaving behind a trail of golden sparks, and which explode with a sudden sharp clap and a brilliant blaze of many colours.

Remember that wizards don't come out of moulds. They are all individuals (some are very individual indeed), and all will use their magical abilities in different ways. Don't be afraid to vary your description of the effects of spells cast by player-characters as well as for those fired by NPCs. Something that can work well is to describe the special effects of the spell differently depending on the character's mood, or their physical surroundings, or the time of day. If you start doing this subtly it may take the player a while to catch on to what is happening. The rules effect may be the same, but that doesn't mean that the description has to be.

Greta, a hedge-wizard, has never told her travelling companions of her abilities because she knows what their attitude to magic is, and it's not a pleasant one. To hide her profession, she only casts spells when the effects can be put down to coincidence. She always hangs around at the back of a fight, appearing to be a coward, but really she is busily helping her companions by quietly casting spells such as Knock Down. *It is only when she begins to sneak off in the evenings to learn new spells from her Master that her partners become suspicious of her true nature.*

Encourage your PC wizards to think about their magic when developing their character. Find out how the character sees their abilities. Make them think about the magical side of themselves. Do they have an academic attitude towards magic? How hard have they struggled to master it? Is it easy for them? Have they been able to cast spells from childhood? If so, how did they feel about it then? If not, how did they feel when they started? Does magic leave them drained or exhilarated? Do they see it as something mystical or something pseudo-scientific? Thinking about these sorts of issues can lead to better roleplaying.

Make sure that wizard PCs have a clear feeling for what their magic does and does not do, and how it works. Because there isn't any magic in the real world, you can't assume the players will know the 'laws of magic' in the same way as they know the laws of physics. They may come to Warhammer with preconceptions about what magic can and cannot do based on other roleplaying games, books, films, or other sources.



MAGIC AND THE SETTING

The Warhammer world is permeated with magic – it is fundamental to the setting. Yet only a very small number of humans, only a few in every thousand, can use it. Make sure that you know what the attitude of ordinary people is to magic and to wizards in general. Ensure that the players know about it as well: their characters will have grown up in that same environment of fear and distrust of everything magical.

Attitudes to magic will vary across the Empire as well, from province to province and between town and country. Close to a college of magic the locals will probably be tolerant of spellcasters – or as tolerant as anyone in the Old World gets – but even in a reasonably large market-town, practising magic in public can cause a riot, possibly followed by a lynching.

In gameplay, bring out the range of different reactions NPCs might have to magic and spellcasters, from fear and loathing to greed and excitement. Stress the way that ordinary people do not know what wizards are capable of. They may believe that all wizards can turn lead to gold, or read people's minds. Normal people know nothing about spell lists. You can emphasise this by having an NPC start off scared and sceptical of a PC's magic, and then, once they believe in it, expecting it to be able to solve all their problems. Encourage the rest of the party to behave in the same way, and don't let the wizard get out of character about it. Encourage your magic-using characters to role-play answers to direct questions about magic: possibly with long, tedious descriptions of the minutiae of theory and practice; or more likely with trite, dismissive responses, such as: "You wouldn't understand, it's arcane," or: "I had to study for years before I grasped that one myself."

Compared to some other games, the range of spells in **Warhammer FRP** is generally low on telepathy, teleportation, shape-changing, resurrection and a whole host of other powers. It's also not geared towards spells that are specifically designed to be useful for adventurers. Think about it: most mages are scholars and have no idea of the needs of an adventuring party, and the few wizards who do go trekking across the Empire in search of glory by their nature don't have either the time or the resources to research new magic.

This is important to the feel of the game: if you want to design your own system of psionics for your **WFRP** campaign then before you start think carefully about how such a new set of powers is going to change the setting. The Warhammer world is a suspicious place, so people will be paranoid about mind-readers being able to see their innermost thoughts and secrets. There would be guilds and secret societies concerning themselves with this power. Witch-hunters would take an interest in it, and there will be a thriving trade in amulets and incantations supposed to protect against it, some of which might actually work.



If your players have the wrong ideas about magic, they're going to make the wrong assumptions when coming up against NPC wizards. If the PCs aren't spellcasters themselves then this is fine, because there is no way they could have a clear grasp of what wizards are capable of. But if there are any reasonably competent wizards in the party, they should have a fairly good idea of what types of things a hostile sorcerer could and could not do to them. You can still surprise them very easily, but when they are surprised they should be thinking, "Why didn't we think of that?" not, "That wasn't fair! That's not in the rules!"

Surprising your players is often a good idea. There's nothing that will get a bunch of characters more worried than an evil sorcerer with access to spells that no one's heard of. If the PCs think they've got the mad wizard Cordula cornered and she suddenly disappears with a flash and a bang, they're going to have some respect the next time she shows up, because they're not going to be sure what she can throw at them, or how quickly she can escape. And they're not going to be sure if she's going to appear in their midst one day with a similar flash and a bang. You, as GM, may know that her One-Use Emergency Teleport Jewel is now useless, but the players don't.

This could be considered 'cheating', but as long as the players are happy and involved in the story, ignoring or bending the rules to improve their enjoyment of the game is fine. The rules are only there to help adjudicate decisions, not to dictate how you should run a game.



NEW MAGIC IN CAMPAIGNS

Because this book contains so much new material, GMs may find it necessary to adapt their existing **Warhammer FRP** materials if they want to build it into an ongoing campaign. For the most part, this should be easy. Several of the new types of magic come from places or races outside the Empire; it is unlikely that PCs will have encountered them in their wanderings. New spells and magic items fit easily into a world where mages are trying to create new versions of such things all the time. New careers can be added to the game the same way. No character should know everything about a subject, particularly one as shrouded in secrecy as magic, and so someone who is given the opportunity to study a school of sorcery they'd previously never heard of should be intrigued, not jarred.

As for Colour magic, such power is the preserve of the Imperial Government, and those who can wield it are even rarer, better protected and more closely watched than the nobility. Such individuals are kept well away from adventuring rabble, and besides, most of the time when they're not engaged on military matters they will be contentedly holed up in a college, teaching and researching new arcane mysteries. Although PCs would know about the Colour Colleges and their role in the world, such things need only be introduced as actual game-elements as and when the GM thinks the campaign needs them.

Certain powerful individuals, however, may need to be adapted and updated. Where wizards are described in existing **WFRP** material, GMs should feel free to give them access to the new spells or career paths described in this book. The only proviso that need be added is that these types of magic are rare; only the most powerful spellcasters will ever gain access to them. Mighty city-levelling battles between powerful wizards should not become commonplace in your game, or really happen more than once.

The exception to all this is the way in which wizardly activities are restricted. Open use of magic, in a village inn or city square, will inevitably draw attention – and with attention comes scrutiny. Any official can demand to see a wizard's licence, including the Watch, representatives of state-sanctioned religions, other wizards, witch-hunters operating with proper jurisdiction, and nobles. Should a wizard be unable to produce a licence then imprisonment, trial and probably punishment will follow swiftly. It is only

fair to assume that, the first time a PC is so challenged, they will be able to produce the worn piece of parchment that their tutor once signed for them – but from that point on, it is fair game for thieves, plots or misfortune.

MAKING MAGIC THE FOCUS

There should be enough ideas in this book to let you add more depth, breadth and stature to the role of magic in any existing **Warhammer FRP** campaign, but there's also enough to let a gamesmaster create a really different set of adventures, taking magic as their main theme. A selection of potential plot elements is outlined here. These might form an aside to an existing scenario, or they could make the basis of a complete campaign.

The various Colleges of Magic in the Old World are great rivals, and the feuding, infighting and jockeying for political advantage between them can be intense. This is particularly true in Altdorf, where rising to the highest rank in an Imperial College is more a matter of diplomacy than seniority or talent with spells. Even within a single college, rivalries can grow intense and PCs can easily get drawn into these squabbles, either as allies or as hirelings of one of the factions – even if they don't have a single spellcaster in their group.

For a sample plot, the characters could be working for one of the colleges (searching for an obscure tome in a ruined tower in the wilderness, say) when they discover that several other colleges have sent agents, representatives or hirelings on the same quest. If everyone is being very secretive about it, the adventurers may assume that the other factions are Chaos cultists, only to discover too late that they've killed some agents of the Imperial College of illusionists and a high-ranking Gold wizard who had important connections in the Imperial court.

Another possibility is to have a campaign where all the PCs are able to use magic of one kind or another. Perhaps they are all members of a small, obscure college, who have trained together and are now going out on their journeyman year. One incentive for this would be if their master has been killed in mysterious circumstances, and the witch-hunters are convinced that the PC wizards are to blame. As the starting point for their adventures, the PCs will need to find the real culprit, gather enough evidence about the crime and then prove their case – which may be difficult while they're wandering the Empire without licences.

The flipside of that idea is to ask your players to create a group of characters who all have reasons to dislike or distrust rogue magic and those who use it. Witch-hunters and exorcists; disenfranchised apprentices; priests of Sigmar, Verena and Mórr; warriors whose families were destroyed by renegade mages; secretive agents of the Reiksguard who are following their own clandestine instructions: the list of possible character types is long. Such a group would have a central mission to hunt down and destroy those who misuse magic and ally with Chaos, but could combine it with enough differences of opinion to keep the game interesting on another level – imagine the discussions and arguments between PCs who want to stay within the laws of the Empire, PCs who want to stick to their temple's laws, and PCs who want to destroy the effects of the Dark powers at all costs.

Finally, the laws on licensing can provide all sorts of plot twists. Wizards – PCs and NPCs alike – may seek to hide their identity, so that other characters don't know of their profession. This can spur all kinds of ideas. Different parts of the Empire look on magic-use in different ways; a new duke or magistrate may suddenly impose stricter rules on the spellcasters in their dominion, or a change of mood in Altdorf may cause rewrites of the laws which govern the way wizards and their adversaries operate.

A final suggestion is to link the PCs to an undercover organization concerned with magic: a secret society or cult. This has all sorts of possibilities, including access to information and resources, excuses to create and reform parties and a rationale for many of the adventures that PCs usually just blunder into. But there is a downside, too. Members with any flair should soon start getting orders from a superior that conflict with their own interests, which may threaten their morals, and which may even put their lives in danger. Matters will be even more interesting if only one PC is a member. When being pulled in two directions, does the PC admit the connections to the rest of the group, risking the wrath of his superiors (not to mention the party), or does the PC start behaving strangely and hope the party is tolerant? Such complications can add interest even to the most straightforward characters.

Don't be afraid to introduce new elements: new types of magic; colleges that don't have a fixed location; cults within existing organizations; new research that throws everything your PCs know about magic upside-down; new laws on spellcasting; or even changes in the winds of Chaos that affect how everything magical works. Only you can know what will work best for your game: if you don't like an idea in this book, then make up something else.

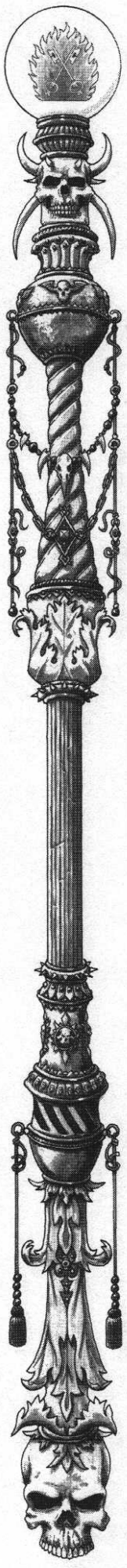


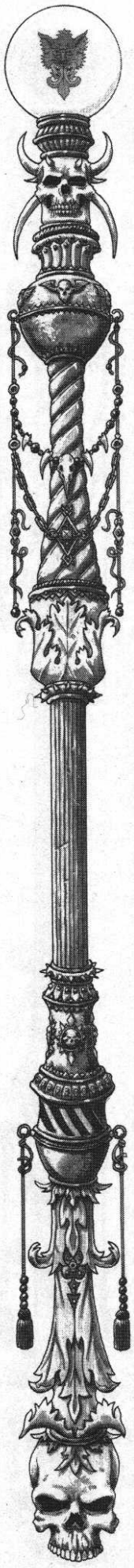
A FINAL WORD

The story of magic in the Old World really starts with Chaos and the sacrifice of the High Elves. The most pessimistic wizards believe it is a story that will soon come full-circle, and that next time it will take a far greater sacrifice to hold back Chaos – if, indeed, it can be held back at all.

Wizards will never be able to shake the taint of Chaos from their art. Even if they believe themselves immune to the effects of the dark gods, others will be far more cautious. The more potent and skilled the wizard, the more closely their steps will be dogged. They will become a target not only for rivals, but also for kidnappers, politicians, clerics and thieves who assume that they must have something valuable. And far more than that, they will be at risk from the inevitable, insidious threat of Chaos. The very essence of magic is born of Chaos; whether they admit it or not, that essence is a part of each and every wizard.

Magic is power. But it comes at a terrible price.





SPELL LIST

arranged by type

ALCHEMIST SPELLS

*** LEVEL 1**
Channelled Shock 208
Cool 208
Create Vacuum 209
Essence of Air 209
Freeze 209
Heat 209
Impervious Hand 209
Maintain Temperature 209
Pressure 209
*** LEVEL 3**
Distil Homunculus (ritual) 209

BATTLE MAGIC SPELLS

*** LEVEL 1**
Aura of Resistance WFRP, p155
Cause Animosity WFRP, p155
Cure Light Injury WFRP, p155
Detect Magic 175
Dispirit 175
Enthuse 175
Fire Ball WFRP, p155
Fleetfoot 175
Flight WFRP, p156
Hammerhand WFRP, p156
Ignite Missiles 175
Slippery Ground 175
Slowfoot 176
Steal Mind WFRP, p156
Strength of Combat WFRP, p156
Stunning Conclusion 176
Wilt Weapon 176
Wind Blast WFRP, p156
Zone of Firelessness 176
*** LEVEL 2**
Aura of Protection WFRP, p156
Break Weapon 176
Cause Frenzy WFRP, p157
Cause Hatred WFRP, p157
Cause Panic WFRP, p157
Flame Curse 176
Hold Flight WFRP, p157
Leg Breaking 176
Lightning Bolt WFRP, p157
Luck 177
Magical Might 177
Mental Duel 177
Mystic Mist WFRP, p157
Rally 177
Raze 177
Reproof of Cowardice 177
Smash WFRP, p157
Stampede 178
Steal Magical Power 178
Ward of Forbidding 178
Zone of Sanctuary WFRP, p158
Zone of Steadfastness WFRP, p158
*** LEVEL 3**
Animate Sword WFRP, p158
Arrow Storm 178
Cloak of Darkness 178
Conjure Servitor (ritual) 179
Corrode 179
Cause Cowardly Flight WFRP, p158
Cause Fear WFRP, p158
Cause Instability WFRP, p158
Curse of Arrow Attraction WFRP, p159
Dispel Aura WFRP, p159
Dispel Magic 179
Enfeeble 180
Magic Bridge WFRP, p159
Pit of Despair 180
Sense of the Green 180
Sharpen Weapon 180
Subvert Weapon 180
Transfer Aura WFRP, p159
*** LEVEL 4**
Accelerate Time 180
Aura of Invulnerability WFRP, p159
Blast WFRP, p159
Change of Allegiance WFRP, p160
Cure Severe Wound WFRP, p160
Drain Magic 182
Enchant Weapon WFRP, p160
Entanglement 182
Foetid Cloud 182
Reverse Spell 182
Stand Still WFRP, p160
Strength of Mind WFRP, p160
Wall of Fire 182
Zone of Magical Immunity 183
Zone of Missile Protection 183

CHAOS MAGIC

*** SPELLS OF NURGLE** 234
Stench of Nurgle 234
Miasma of Pestilence 234
Stream of Corruption 234
Plague Wind 234
*** SPELLS OF TZEENTCH** 234
Gift of Tzeentch 234
Pink Fire of Tzeentch 235
Transformation of Tzeentch 235
Tzeentch's Fire Storm 235
*** SPELLS OF SLAANESH** 235
Acquiescence 235
Pavane of Slaanesh 235
Beam of Slaanesh 235
Fleshy Curse 236

COLOUR MAGIC

AMBER MAGIC
*** LEVEL 4** 187
The Amber Trance 187
Awakening of the Wood 187
The Flock of Doom 187
The Flying Bower 188
Tangling Thorn 188
The Vengeful Hood 188
The Writhing Worm 188
*** LEVEL 5**
The Curse of Anraheir 188
Hunting Spear 188
The Savage Beast of Horros 189

AMETHYST MAGIC
*** LEVEL 4**
Telepathy 183
Iyrtu's Embrace 184
The Lesser Caress of Laniph 184
The Manacle of Caloe 184
Speed of Lykos 184
The Wild Kin of Zandox 184
*** LEVEL 5**
Amaranth 184
The Caress of Laniph 185
The Choking Foe 185
The Fate of Bjuna 185
The Purple Scythe 185
Purple Sun of Xereus 185

BRIGHT MAGIC
*** LEVEL 4**
Burning Head 197
Crimson Bands 197
Piercing Bolts of Burning 197
Scarlet Scimitar 197
Wings of Fire 197
*** LEVEL 5**
Conflagration of Doom 197
Flamestorm 198
Sanguine Swords 198

CELESTIAL MAGIC
*** LEVEL 4**
Azure Blades 192
The Cerulean Shield 192
Crystal Charioteer 192
Fortune 193
Portent 193
Swiftwing 193
*** LEVEL 5**
The Sapphire Arch 193
Storm of Shemtek 193

GOLD MAGIC
*** LEVEL 4**
Burnished Gauntlet 185
The Crucible 185
Fool's Gold 186
The Gilded Cage 186
Gleaming Arrow 186
Searing Doom 186
Short Change 186
*** LEVEL 5**
Fear of Aramar 186
Glittering Robe 187
The Golden Touch 187
Replication of Levorg 187

GREY MAGIC
*** LEVEL 4**
The Bridge of Shadows 195
The Crown of Taidron 195
The Dark Steed 195
The Grey Wings 196
The Horn of Andar 196
Radiance of Ptolos 196
Stormcall 196
*** LEVEL 5**
The Dance of Despair 196
The Pit of Tarnus 196
The Traitor of Tarn 197

LIGHT MAGIC
*** LEVEL 1**
Channel Energy 189
*** LEVEL 4**
Abulla's Snare 189
The Claw of Apek 189
The Hands of Karkora 189
Light of Battle 190
Net of Amyntok 190
*** LEVEL 5**
Crevasse 190
Deathly Shards 190
The Dwellers Below 190
Mace of Years 192
Shimmering Cloak 192

JADE MAGIC
*** LEVEL 4**
The Cloak of Dain 193
Drain Life 194
The Emerald Pool 194
Flesh of Stone 194
The Green Eye 194
Peace 194
*** LEVEL 5**
Earth Blood 194
The Jade Casket 195
The Spiral Stair 195

DAEMONOLOGIST SPELLS

*** LEVEL 1** 231
Blind Daemon WFRP, p162
Dispel Lesser Daemon WFRP, p162
Summon Daemonic Creature 231
Summon Guardian WFRP, p162

Summon Steed WFRP, p162
Zone of Daemonic Protection WFRP, p162
* LEVEL 2
Stop Daemonic Instability WFRP, p162
Summon Energy WFRP, p162
Summon Lesser Daemons WFRP, p163
Summon Magical Aid WFRP, p163
Zone of Daemonic Nullification WFRP, p163
* LEVEL 3 231
Hellride 231
Dispel Daemon Horde WFRP, p165
Spread Insanity WFRP, p165
Summon Daemon Horde WFRP, p165
Summon Daemonic Pack 231
Summon Great Power WFRP, p165
* LEVEL 4 232
Daemonic Amulet (ritual) 232
Daemonic Portal WFRP, p165
Dispel Greater Daemon WFRP, p165
Summon Greater Daemon WFRP, p166
Summon Total Power WFRP, p166

DARK MAGIC SPELLS

* LEVEL 1
Dark Hand of Destruction 232
Witch Flight 232
* LEVEL 2
Doombolt 232
Power of Chaos 232
* LEVEL 3
Blade Wind 233
Malediction of Nagash 233
Soul Drain 233
* LEVEL 4
Arnizipal's Black Horror 233
Death Spasm 233
The Transformation of Kadon 233

ELEMENTAL SPELLS

* LEVEL 1
Assault of Stones WFRP, p166
Blinding Flash WFRP, p166
Breathe Underwater WFRP, p166
Cloud of Smoke WFRP, p167
Create Spring 199
Find Mineral 199
Hand of Fire WFRP, p167
Magic Light WFRP, p167
Walk on Water WFRP, p167
Ward of Arrows 200
Wilt Vegetation 200
Zone of Hiding WFRP, p167
* LEVEL 2
Cause Fire WFRP, p167
Cause Rain WFRP, p168
Clap of Thunder WFRP, p168
Control Lightning 200
Extinguish Fire WFRP, p168
Heal Vegetation 200
Icy Ground 200
Move Object WFRP, p168
Part Water WFRP, p168
Plague of Lice 200
Resist Fire WFRP, p168
Sunburn 200
Wither Vegetation WFRP, p168
* LEVEL 3
Banish Elemental WFRP, p168
Become Ethereal WFRP, p169
Bind Elemental Slave (ritual) 202
Breath Fire WFRP, p169
Create Quicksand WFRP, p169
Crumble Stone WFRP, p169
Draw Down Lightning 202
Drop 203
Dust Storm WFRP, p169
Flame Sheet WFRP, p169
Foul Air WFRP, p170
Zone of Temperate Weather 203
* LEVEL 4
Animate Water WFRP, p170
Change Weather (ritual) 203
Create Vegetation 203
Dispel Elementals WFRP, p170
Hedge of Thorns WFRP, p170
Summon Elemental WFRP, p170
Summon Elemental Horde WFRP, p171
Summon Swarm WFRP, p171
Tunnel Through Stone WFRP, p171
Wall Shaker WFRP, p171

EARTH MAGIC
* LEVEL 4
Create Chasm 204
Erupt (ritual) 204
Walk Earthquake 204
Navigate Underground 204
* LEVEL 5
Ageing 204
Earthquake (ritual) 204
Field of Lava 205
Walls of Rock (ritual) 205

AIR MAGIC
* LEVEL 4
Extended Flight 205
Tornado 205
* LEVEL 5
Scourging Wind 205
Breath of Life 206

WATER MAGIC
* LEVEL 4 206
Create Geyser 206
Swell River 206
* LEVEL 5 206
Fountain of Life 206
Wave of Destruction 208

HIGH ELF MAGIC

Apotheosis 214
Banishment 214
Drain Magic 214
Deadlock 215
Glamour of Teclis 215
Hand of Glory 215

ICE MAGIC

* LEVEL 1
Chill Voice 210
Frost Blade 210
Sword of Ice 210
* LEVEL 2
Icy Ground 210
Frozen Skin 210
Snow 211
* LEVEL 3
Hail 211
Frostbite 211
* LEVEL 4
Shattering Doom 211
Wind of Ice 211

ILLUSIONIST SPELLS

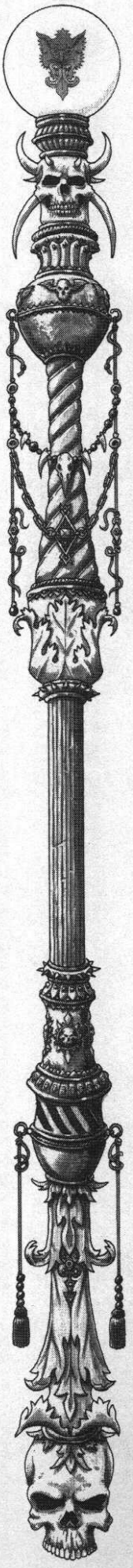
* LEVEL 1
Assume Illusionary Appearance WFRP, p172
Bewilder Foe WFRP, p172
Camouflage Area 198
Camouflage Illusion WFRP, p172
Cloak Activity WFRP, p172
Clone Image WFRP, p172
Glamour 198
Illusory Feature 198
Simple Deception 198
* LEVEL 2
Banish Illusion WFRP, p172
Confound Foe WFRP, p172
Ghostly Appearance WFRP, p172
Hallucinate WFRP, p173
Illusionary Buildings WFRP, p173
Illusionary Woods WFRP, p173
Lesser Eidolon 199
Throw Voice 199
* LEVEL 3
Illusionary Enemy WFRP, p173
Illusion of Mighty Appearance WFRP, p174
Universal Confusion WFRP, p174
Vanish WFRP, p174
* LEVEL 4
Complete Illusion 199
Destroy Illusion WFRP, p174
Illusionary Army WFRP, p174
Illusion of Darkness WFRP, p174
Teleport WFRP, p175

NECROMANTIC SPELLS

* LEVEL 1
Destory Undead WFRP, p176
Hand of Death WFRP, p176
Summon Shade 228
Summon Skeleton Champion WFRP, p176
Summon Skeletons WFRP, p176
Zone of Life WFRP, p176
* LEVEL 2
Control Undead WFRP, p176
Extend Control WFRP, p177
Hand of Dust WFRP, p177
Stop Instability WFRP, p177
Summon Skeleton Minor Hero WFRP, p177
Vanhel's Danse Macabre 228
* LEVEL 3
Annihilate Undead WFRP, p177
Life in Death WFRP, p177
Loyal Wight 230
Raise Dead WFRP, p178
Shape Servant of Bone (ritual) 228
Summon Guardian Spirit 230
Summon Skeleton Horde WFRP, p178
* LEVEL 4
Curse of Undeath WFRP, p178
Drain Life 230
Summon Skeleton Major Hero WFRP, p178
Total Control WFRP, p178
Transformation of the Liche 231
Wind of Death WFRP, p178

PETTY MAGIC

Blot 172
Butterfingers 172
Cunning Hand 172
Cure Boils 172
Curse WFRP, p153
Danger Sense 172
Dark Sight 172
Find 172
Flight of Amar 173
Gift of Tongues WFRP, p153
Glowing Light WFRP, p153
Knock Down 173
Magic Alarm WFRP, p153
Magic Flame WFRP, p153
Magic Lock WFRP, p153
Marsh Lights WFRP, p153
Mend 173
Open WFRP, p153
Petty Animal Healing 173
Petty Beastfriend 173
Petty Healing 173
Produce Small Creature WFRP, p154
Protect from Rain WFRP, p154
Rat Poison 173
Read Out 174
Reinforce Door WFRP, p154
Remove Curse WFRP, p154
Repel Small Creature 174



Sharp Eyes 174
Sleep WFRP, p154
Sounds WFRP, p155
Stealth 174
Weaken Poison 174
Zone of Cold WFRP, p155
Zone of Friendliness 174
Zone of Silence WFRP, p155
Zone of Tastiness 174
Zone of Warmth WFRP, p155
Zone of Windlessness 174

RUNES

THUNGNI'S RUNES

*** LEVEL 1 RUNES**

Rune of Accuracy 215
Rune of Battle 215
Rune of Burning 216
Rune of Cutting 216
Rune of Enemy Detection 216
Rune of Fire 216
Rune of Forging 216
Rune of Luck 216
Rune of Parrying 217
Rune of Penetrating 217
Rune of Restoration 217
Rune of Shielding 217
Rune of Speed 217
Rune of Stone 217
Rune of Striking 217
Rune of Warding 217
Rune of Warning 218

*** LEVEL 2 RUNES**

Rune of Alarm 218
Rune of Blasting 218
Rune of Breaking 218
Rune of Cleaving 218
Rune of Communication 218
Rune of Disclosure 218
Rune of Fortitude 218
Rune of Fortune 220
Rune of the Furnace 220
Rune of Fury 220
Rune of Illusion 220
Rune of Locking 220
Rune of Opening 220
Rune of Resistance 220
Rune of Sanctuary 220
Rune of Slowness 220
Rune of Spellbreaking 221
Rune of Stalwart 221
Rune of Transformation 221
Rune of Valiant 221

*** LEVEL 3 RUNES**

Rune of Courage 221
Curse Rune 221
Rune of Disguise 221
Rune of Fate 222
Rune of Fear 222
Grudge Rune 222
Rune of Healing 222
Rune of Immolation 222
Rune of Iron 223
Rune of Kadrin 223
Rune of Might 223
Rune of Passage 223
Rune of Plenty 223
Rune of Seeking 223
Rune of Smiting 224
Rune of Spell Eating 224

*** MASTER RUNE LIST**

Master Rune of Adamant 224
Alaric the Mad's Master Rune 224
Master Rune of Banishment 224
Master Rune of Daemon Slaying 224
Master Rune of Balance 224
Master Rune of Defence 224
Master Rune of Dismay 225
Master Rune of Dragon Slaying 225
Master Rune of Flight 225
Master Rune of Gromril 225
Master Rune of Groth One-Eye 225
Master Rune of Kingship 225
Master Rune of Misfortune 225
Skalf Blackhammer's master Rune 225
Master Rune of Skewering 225
Snorri Spangelheim's Master Rune 226
Master Rune of Spellbinding 226
Master Rune of Spite 226
Master Rune of Steel 226
Master Rune of Stromni Redbeard 226
Master Rune of Swiftness 226
Master Rune of Taunting 226
Master Rune of Valaya 226

KLAUSER'S RUNES

Spell Rune 227
Protection Rune 227
Armour Rune 227
Cutting and Smashing Rune 227
Rune of Swiftness 227
Rune of Renewal 227
Flight Rune 227
Rune of Return 227
Great Death Rune 227
Lesser Death Rune 227
Minor Death Rune 227

SKAVEN SPELLS

*** LEVEL 1** 236
Screech 236
Shadow's Companion 236
Vermintide 236
Warp Lightning 236
*** LEVEL 2** 237
Brittle Bone 237
Infecting Gaze 237
Shrivel Tongue 237
Scorch 237
*** LEVEL 3** 237
Plague's Source 237
Gnaw 238
*** LEVEL 4** 238
Avatar of the Horned Rat 238
The Chittering 238
Curse of the Horned One 238

THE WAAAGH!

*** LEVEL 1** 238
'Eadbutt 238
Mork Wants Ya! 239
*** LEVEL 2** 239
'Ere We Go! 239
Gaze of Mork 239
*** LEVEL 3** 239
'Ard as Nails 239
Fists of Gork 239
*** LEVEL 4** 239
Da Krunch 239
Waaaaaagh! 239

WOOD ELF MAGIC

*** LEVEL 1 TREE SONGS**

Anger of the Woods 211
Find Plant 212
Splinter Weapon 212
Whispering Leaves 212

*** LEVEL 2 TREE SONGS**

Bridge of Vines 212
Splinter Missile 212
Verdant Tracking 212

*** LEVEL 3 TREE SONGS**

Carpet of Mould 213
Vital Surge 213
Treeform 213

*** LEVEL 4 TREE SONGS**

False Dryad 213
Heart of the Tree 213
Haunted Forest 214
Shape the Growing Plant 214

SPELL LIST

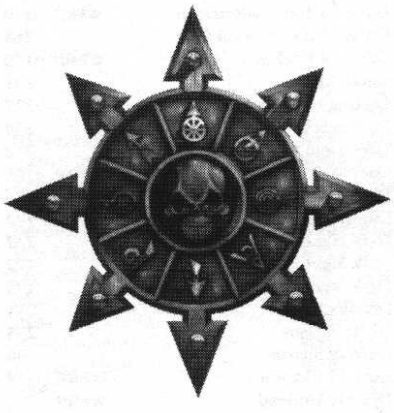
in alphabetical order

Abulla's Snare 189
Accelerate Time 180
Acquiescence 235
Ageing 204
Alaric the Mad's Master Rune 224
Amaranth 184
Amber Trance, The 187
Anger of the Woods 211
Animate Sword WFRP, p158
Animate Water WFRP, p170
Annihilate Undead WFRP, p177
Apotheosis 214
'Ard as Nails 239
Armour Rune 227
Arnizipal's Black Horror 233
Arrow Storm 178
Assault of Stones WFRP, p166
Assume Illusionary Appearance WFRP, p172
Aura of Invulnerability WFRP, p159
Aura of Protection WFRP, p156
Aura of Resistance WFRP, p155
Avatar of the Horned Rat 238
Awakening of the Wood 187
Azure Blades 192
Banish Elemental WFRP, p168
Banish Illusion WFRP, p172
Banishment 214
Beam of Slaanesh 235
Become Ethereal WFRP, p169
Bewilder Foe WFRP, p172
Bind Elemental Slave (ritual) 202
Blade Wind 233
Blast WFRP, p159
Blind Daemon WFRP, p162
Blinding Flash WFRP, p166
Blot 172

Break Weapon 176
Breath Fire WFRP, p169
Breath of Life 206
Breathe Underwater WFRP, p166
Bridge of Shadows, The 195
Bridge of Vines 212
Brittle Bone 237
Burning Head 197
Burnished Gauntlet 185
Butterfingers 172
Camouflage Illusion WFRP, p172
Camouflage Area 198
Caress of Laniph, The 185
Carpet of Mould 213
Cause Animosity WFRP, p155
Cause Cowardly Flight WFRP, p158
Cause Fear WFRP, p158
Cause Fire WFRP, p167
Cause Frenzy WFRP, p157
Cause Hatred WFRP, p157
Cause Instability WFRP, p158
Cause Panic WFRP, p157
Cause Rain WFRP, p168
Cerulean Shield, The 192
Change of Allegiance WFRP, p160
Change Weather (Ritual) 203
Channel Energy 189
Channelled Shock 208
Chill Voice 210
Chittering, The 238
Choking Foe, The 185
Clap of Thunder WFRP, p168
Claw of Apek, The 189
Cloak Activity WFRP, p172
Cloak of Dain, The 193
Cloak of Darkness 178
Clone Image WFRP, p172
Cloud of Smoke WFRP, p167
Complete Illusion 199
Conflagration of Doom 197
Confound Foe WFRP, p172
Conjure Servitor (ritual) 179
Control Lightning 200
Control Undead WFRP, p176
Cool 208
Corrode 179
Create Chasm 204
Create Geyser 206
Create Quicksand WFRP, p169
Create Spring 199
Create Vacuum 209
Create Vegetation 203
Crevasse 190
Crimson Bands 197
Crown of Taidron, The 195
Crucible, The 185
Crumble Stone WFRP, p169
Crystal Charioteer 192
Cunning Hand 172
Cure Boils 172
Cure Light Injury WFRP, p155
Cure Severe Wound WFRP, p160
Curse WFRP, p153
Curse of Anraheir, The 188
Curse of Arrow Attraction WFRP, p159
Curse of the Horned One 238
Curse of Undeath WFRP, p178
Curse Rune 221
Cutting and Smashing Rune 227
Da Krunch 239
Daemonic Amulet (ritual) 232
Daemonic Portal WFRP, p165
Dance of Despair, The 196
Danger Sense 172
Dark Hand of Destruction 232
Dark Sight 172
Dark Steed, The 195
Deadlock 215
Death Spasm 233
Deathly Shards 190
Destory Illusion WFRP, p174
Destory Undead WFRP, p176
Detect Magic 175
Dispel Aura WFRP, p159
Dispel Daemon Horde WFRP, p165
Dispel Elementals WFRP, p170
Dispel Greater Daemon WFRP, p165
Dispel Lesser Daemon WFRP, p162
Dispel Magic 179
Dispirit 175
Distil Homunculus (ritual) 209
Doombolt 232
Drain Life 194
Drain Life 230
Drain Magic 182
Drain Magic 214
Draw Down Lightning 202
Drop 203
Dust Storm WFRP, p169
Dwellers Below, The 190
'Eadbutt 238
Earth Blood 194
Earthquake (ritual) 204
Emerald Pool, The 194
Enchant Weapon WFRP, p160
Enfeeble 180
Entanglement 182
Enthuse 175
'Ere We Go! 239
Erupt (ritual) 204
Essence of Air 209
Extend Control WFRP, p177
Extended Flight 205
Extinguish Fire WFRP, p168
False Dryad 213
Fate of Bjuna, The 185
Fear of Aramar 186
Field of Lava 205
Find 172
Find Mineral 199
Find Plant 212
Fire Ball WFRP, p155
Fists of Gork 239
Flame Curse 176
Flame Sheet WFRP, p169
Flamestorm 198
Fleetfoot 175
Flesh of Stone 194
Fleshy Curse 236
Flight WFRP, p156
Flight of Amar 173
Flight Rune 227
Flock of Doom, The 187
Flying Bower, The 188
Foetid Cloud 182
Fool's Gold 186
Fortune 193
Foul Air WFRP, p170
Fountain of Life 206
Freeze 209
Frost Blade 210
Frostbite 211
Frozen Skin 210
Gaze of Mork 239
Ghostly Appearance WFRP, p172
Gift of Tongues WFRP, p153
Gift of Tzeentch 234
Gilded Cage, The 186
Glamour 198
Glamour of Teclis 215
Gleaming Arrow 186
Glittering Robe 187
Glowing Light WFRP, p153
Gnaw 238
Golden Touch, The 187
Great Death Rune 227
Green Eye, The 194
Grey Wings, The 196
Grudge Rune 222
Hail 211
Hallucinate WFRP, p173
Hammerhand WFRP, p156
Hand of Death WFRP, p176
Hand of Dust WFRP, p177
Hand of Fire WFRP, p167
Hand of Glory 215
Hands of Karkora, The 189
Haunted Forest 214
Heal Vegetation 200
Heart of the Tree 213
Heat 209
Hedge of Thorns WFRP, p170
Hellride 231
Hold Flight WFRP, p157
Horn of Andar, The 196
Hunting Spear 188
Icy Ground (elementalist) 200
Icy Ground (Ice magic) 210
Ignite Missiles 175
Illusionary Buildings WFRP, p173
Illusion of Darkness WFRP, p174
Illusion of Mighty Appearance WFRP, p174
Illusionary Army WFRP, p174
Illusionary Enemy WFRP, p173
Illusionary Woods WFRP, p173
Illusory Feature 198
Impervious Hand 209
Infecting Gaze 237
Iyrtu's Embrace 184
Jade Casket, The 195
Knock Down 173
Leg Breaking 176
Lesser Caress of Laniph, The 184
Lesser Death Rune 227
Lesser Eidolon 199
Life in Death WFRP, p177
Light of Battle 190
Lightning Bolt WFRP, p157
Loyal Wight 230
Luck 177
Mace of Years 192
Magic Alarm WFRP, p153
Magic Bridge WFRP, p159
Magic Flame WFRP, p153
Magic Light WFRP, p167
Magic Lock WFRP, p153
Magical Might 177
Maintain Temperature 209
Malediction of Nagash 233
Manacle of Caloe, The 184
Marsh Lights WFRP, p153
Master Rune List 224
Master Rune of Adamant 224
Master Rune of Balance 224
Master Rune of Banishment 224
Master Rune of Daemon Slaying 224
Master Rune of Defence 224
Master Rune of Dismay 225
Master Rune of Dragon Slaying 225
Master Rune of Flight 225
Master Rune of Gromril 225
Master Rune of Groth One-Eye 225
Master Rune of Kingship 225
Master Rune of Misfortune 225
Master Rune of Skewering 225
Master Rune of Spellbinding 226
Master Rune of Spite 226
Master Rune of Steel 226
Master Rune of Stromni Redbeard 226
Master Rune of Swiftness 226
Master Rune of Taunting 226
Master Rune of Valaya 226
Mend 173
Mental Duel 177
Miasma of Pestilence 234
Minor Death Rune 227
Mork Wants Ya! 239
Move Object WFRP, p168
Mystic Mist WFRP, p157
Navigate Underground 204
Net of Amyntok 190
Open WFRP, p153
Part Water WFRP, p168
Pavane of Slaanesh 235
Peace 194
Petty Animal Healing 173

Petty Beastfriend 173
Petty Healing 173
Piercing Bolts of Burning 197
Pink Fire of Tzeentch 235
Pit of Despair 180
Pit of Tarnus, The 196
Plague of Lice 200
Plague Wind 234
Plague's Source 237
Portent 193
Power of Chaos 232
Pressure 209
Produce Small Creature **WFRP**, p154
Protect from Rain **WFRP**, p154
Protection Rune 227
Purple Scythe, The 185
Purple Sun of Xereus 185
Radiance of Ptolos 196
Raise Dead **WFRP, p178**
Rally 177
Rat Poison 173
Raze 177
Read Out 174
Reinforce Door **WFRP**, p154
Remove Curse **WFRP**, p154
Repel Small Creature 174
Replication of Levorg 187
Reproof of Cowardice 177
Resist Fire **WFRP, p168**
Reverse Spell 182
Rune of Accuracy 215
Rune of Alarm 218
Rune of Battle 215
Rune of Blasting 218
Rune of Breaking 218
Rune of Burning 216
Rune of Cleaving 218
Rune of Communication 218
Rune of Courage 221
Rune of Cutting 216
Rune of Disclosure 218
Rune of Disguise 221
Rune of Enemy Detection 216
Rune of Fate 222
Rune of Fear 222
Rune of Fire 216
Rune of Forging 216
Rune of Fortitude 218
Rune of Fortune 220
Rune of Fury 220
Rune of Healing 222
Rune of Illusion 220
Rune of Immolation 222
Rune of Iron 223
Rune of Kadrin 223
Rune of Locking 220
Rune of Luck 216
Rune of Might 223
Rune of Opening 220
Rune of Parrying 217
Rune of Passage 223
Rune of Penetrating 217
Rune of Plenty 223
Rune of Renewal 227
Rune of Resistance 220
Rune of Restoration 217
Rune of Return 227
Rune of Sanctuary 220
Rune of Seeking 223
Rune of Shielding 217
Rune of Slowness 220
Rune of Smiting 224
Rune of Speed 217
Rune of Spell Eating 224
Rune of Spellbreaking 221
Rune of Stalwart 221
Rune of Stone 217
Rune of Striking 217
Rune of Swiftness 227
Rune of the Furnace 220
Rune of Transformation 221
Rune of Valiant 221
Rune of Warding 217
Rune of Warning 218
Sanguine Swords 198
Sapphire Arch, The 193
Savage Beast of Horros, The 189
Scarlet Scimitar 197
Scorch 237
Scourging Wind 205
Screech 236
Searing Doom 186
Sense of the Green 180
Shadow's Companion 236
Shape Servant of Bone (ritual) 228
Shape the Growing Plant 214
Sharp Eyes 174
Sharpen Weapon 180
Shattering Doom 211
Shimmering Cloak 192
Short Change 186
Shrivel Tongue 237
Simple deception 198
Skalf Blackhammer's Master Rune 225
Sleep **WFRP**, p154
Slippery Ground 175
Slowfoot 176
Smash **WFRP**, p157
Snorri Spangelheim's Master Rune 226
Snow 211
Soul Drain 233
Sounds **WFRP**, p155
Speed of Lykos 184
Spell Rune 227
Spiral Stair, The 195
Splinter Missile 212
Splinter Weapon 212
Spread Insanity **WFRP**, p165
Stampede 178
Stand Still **WFRP**, p160
Steal Magical Power 178
Steal Mind **WFRP**, p156
Stealth 174
Stench of Nurgle 234
Stop Daemonic Instability **WFRP**, p162
Stop Instability **WFRP**, p177
Storm of Shemtek 193
Stormcall 196
Stream of Corruption 234
Strength of Combat **WFRP**, p156
Strength of Mind **WFRP**, p160
Stunning Conclusion 176
Subvert Weapon 180
Summon Daemon Horde **WFRP**, p165
Summon Daemonic Creature 231
Summon Daemonic Pack 231
Summon Elemental **WFRP**, p170
Summon Elemental Horde **WFRP**, p171
Summon Energy **WFRP**, p162
Summon Great Power **WFRP**, p165
Summon Greater Daemon **WFRP**, p166
Summon Guardian **WFRP**, p162
Summon Guardian Spirit 230
Summon Lesser Daemons **WFRP**, p163
Summon Magical Aid **WFRP**, p163
Summon Shade 228
Summon Skeleton Champion **WFRP**, p176
Summon Skeleton Horde **WFRP**, p178
Summon Skeleton Major Hero **WFRP**, p178
Summon Skeleton Minor Hero **WFRP**, p177
Summon Skeletons **WFRP**, p176
Summon Steed **WFRP**, p162
Summon Swarm **WFRP**, p171
Summon Total Power **WFRP**, p166
Sunburn 200
Swell River 206
Swiftwing 193
Sword of Ice 210
Tangling Thorn 188
Telepathy 183
Teleport **WFRP**, p175
Throw Voice 199
Tornado 205
Total Control **WFRP**, p178
Traitor of Tarn, The 197
Transfer Aura **WFRP**, p159
Transformation of Kadon, The 233
Transformation of the Liche 231
Transformation of Tzeentch 235
Treeform 213
Tunnel Through Stone **WFRP**, p171
Tzeentch's Fire Storm 235
Universal Confusion **WFRP**, p174
Vanhel's Danse Macabre 228
Vanish **WFRP**, p174
Vengeful Hood, The 188
Verdant Tracking 212
Vermintide 236
Vital Surge 213
Waaaaaagh! 239
Walk Earthquake 204
Walk on Water **WFRP**, p167
Wall of Fire 182
Wall Shaker **WFRP**, p171
Walls of Rock (ritual) 205
Ward of Arrows 200
Ward of Forbidding 178
Warp Lightning 236
Wave of Destruction 208
Weaken Poison 174
Whispering Leaves 212
Wild Kin of Zandox, The 184
Wilt Vegetation 200
Wilt Weapon 176
Wind Blast **WFRP**, p156
Wind of Death **WFRP**, p178
Wind of Ice 211
Wings of Fire 197
Witch Flight 232
Wither Vegetation **WFRP**, p168
Writhing Worm, The 188
Zone of Cold **WFRP**, p155
Zone of Daemonic Nullification **WFRP**, p163
Zone of Daemonic Protection **WFRP**, p162
Zone of Firelessness 176
Zone of Friendliness 174
Zone of Hiding **WFRP**, p167
Zone of Life **WFRP**, p176
Zone of Magical Immunity 183
Zone of Missile Protection 183
Zone of Sanctuary **WFRP**, p158
Zone of Silence **WFRP**, p155
Zone of Steadfastness **WFRP**, p158
Zone of Tastiness 174
Zone of Temperate Weather 203
Zone of Warmth **WFRP**, p155
Zone of Windlessness 174

finis



MAGIC IS A DARK POWER, FORGED BY SORCERORS FROM THE WINDS OF CHAOS. *Many use magic, from the scholars of the rich and powerful Colleges of Magic in Altdorf, the Elven high magicians of Ulthuan and the runesmiths of the Dwarfs, to the lowliest self-taught hedge-wizard or most secretive illusionist spy. None are its master; all feel the weight of its fearful shadow.*

The rewards of magic are tempting – to tap into the endless strength of the four elements, turn lead to gold, or harness the stars themselves and bend them to your will – but the risks are high. The people of the Old World dread sorcery; and its links to dark beliefs, forbidden cults, necromancy and daemonology make its users a target for witch-hunters and exorcists, who seek out unlicensed spell-casters and burn them at the stake.

Realms of Sorcery, the long-awaited magic supplement for Warhammer Fantasy Roleplay, is a complete guide to the magic of the Old World. The book includes in-depth background on magic in the Warhammer world, new careers for human and non-human magicians, higher levels of experience for existing careers and information on the magic of the Orcs, Skaven and Chaos worshippers. There are hundreds of new spells and magic items as well as rules for creating new ones, plus details on the Colleges of Magic, runes, familiars, new magical creatures, and expanded rules for many aspects of wizardry.

Let Realms of Sorcery plunge your Warhammer FRP game into unimagined dimensions!

Realms of Sorcery
Writers: Ken and Jo Walton
Stock code: HOG207S
ISBN 1 899749 13 6
Designed in Great Britain
Printed in the United States

HOGSHEAD PUBLISHING
GAMES WORKSHOP®

Published by Hogshead Publishing Ltd under licence from Games Workshop Ltd.
Copyright © 2001 Games Workshop Ltd. All rights reserved. Warhammer is a registered trademark and Warhammer Fantasy Roleplay and Realms of Sorcery are trademarks of Games Workshop Ltd, and are used with permission.

9 781899 749133