

WARHAMMER®

# FANTASY ROLEPLAY



WINDS OF MAGIC  
ADVANCED MAGIC AND WIZARDRY







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# WINDS OF MAGIC

## EXPANDED MAGIC BACKGROUND, RESOURCES, AND RULES

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## NEW RULES

In addition to a wealth of new information and background material on the Old World and the role of magic in the Warhammer setting, *Winds of Magic* includes some new and expanded rules on magic use, wizards, and Chaos. Players and GMs should familiarise themselves with these new rules before using them in play.

### ADVANCED MAGIC RULES

Includes additional rules for miscasts, alternate power sources, more information about wizards' staffs, new rules for scrolls and special magic items, and more. The advanced magic rules can be found in Chapter 5, starting on page 33 of this book.

### CORRUPTION & MUTATION

Chaos can leave its taint on whatever it touches, its corrupting presence eventually leading to madness, mutation, or worse. Rules for corruption, mutation, and other foul manifestations of Chaos can be found in Chapter 3 of the *Book of Change*.

### DARK MAGIC

A wizard may be tempted to learn proscribed magic, or turn to dark sorcery in his quest for power. The Dark Magic talent allows wizards to learn dangerous new spells, as described on page 38 of this book.

### MARKS OF CHAOS

The Ruinous Powers may bequeath a special boon upon one of their followers, a Mark of Chaos. These marks and their effects are discussed in pages 10 & 20 of the *Book of Change*.

## USING THE MATERIALS INCLUDED WITH WINDS OF MAGIC

In addition to this book, *Winds of Magic* includes a variety of new cards, sheets, and components for the Game Master and his players. Some of these resources supplement the content found in the *Warhammer Fantasy Roleplay* Core Set.

### NEW CARDS

The location, item, and talent cards can be added to the other cards of those types and used as needed. The insanity and miscast cards should be shuffled into their respective decks. *Winds of Magic* also includes more than 80 new spells for aspiring wizards, across all eight Colleges of Magic.

### NEW CAREERS

*Winds of Magic* introduces ten new careers to enhance and expand your game, including several new advanced careers.

### PUNCHBOARD

The punchboard components should be carefully removed from the frames. The pieces can be added to your existing supply of tokens and standups from *Warhammer Fantasy Roleplay*.

### CORRUPTION TOKENS

*Winds of Magic* introduces new corruption tokens, used to track the long-term debilitating effects of Chaos. See Chapter 3 of the *Book of Change* for more information about acquiring and using corruption tokens.



## BEASTFORM CARDS

Amber Wizards have the ability to assume the form of a wild animal with their magic. When an Amber Wizard casts the proper *Beastform* spell, he places the corresponding card on his character sheet. The card displays the form's physical characteristics and trained skills, as well as the form's damage, defence, and soak ratings. See page 38 of this book for more details.

GREY WOLF	STRENGTH	4	0	4	4	4	4	4	4
	Toughness	4	0	2	2	2	2	2	2
	Agility	4	1	1	1	1	1	1	1
	Attributes	St	Ag	Ag	Ag	Ag	Ag	Ag	Ag
	Coordination	Ag	St	St	St	St	St	St	St
	Intimidate	St	St	St	St	St	St	St	St
	Resistance	St	St	St	St	St	St	St	St
	Skills	Ag	Ag	Ag	Ag	Ag	Ag	Ag	Ag
	Stealth	Ag	Ag	Ag	Ag	Ag	Ag	Ag	Ag
	Weapons Skill	St	St	St	St	St	St	St	St

## MUTATION CARDS

The deck of mutation cards introduces a new element of risk and peril to the Old World. When a character suffers too much corruption, he may acquire a physical mutation, represented by a card from this deck. See Chapter 3 of the *Book of Change* for more information about mutation cards.



## MARK OF TZEENTCH CARDS

When the Changer of Ways wishes to favour a loyal follower, he bestows a Mark of Tzeentch. This special Mark has its own card with the abilities listed on it. This card is discussed on page 20 of the *Book of Change*.



## SET ICON

The cards and sheets included with *Winds of Magic* are noted with a special set icon. This allows you to quickly identify the supplement materials when sorting, adding, or removing cards from your game experience.







## CHAPTER ONE

# THE ROOTS OF MAGIC

What appears on the following pages is an excerpt from *The Inconvenient Truths* by Ehrwig von Dankien, a once respected and affluent professor of Arcane History at Altdorf University.

His publication was met with mixed reviews – sneers and open mocking by some, revulsion and condemnation by others. Regardless, this seemingly innocuous treatise sent shockwaves through both the academic and arcane communities with its assertions and speculations regarding the history and fundamental roots of magic in the Old World.

The Colleges of Magic, normally victims of their own plodding bureaucracies and inefficiencies, reacted swiftly. They destroyed as many copies of the text as possible and took measures to make sure Ehrwig von Dankien would not produce another such work.

However, despite the College's best efforts, a few copies of the work remain. The original manuscript was written in the oft-inscrutable Classical dialect, and the pages extremely brittle. Despite the potential danger the writings pose, the information has been translated here for your perusal.

Read on, with caution.

*Excerpt from a private letter from Light Wizard Ingrid Krause to Supreme Patriarch Balthasar Gelt*

*Von Dankien has overstepped the mark! The jungle vapours have clearly addled his mind. He readily admits in that damned book of his the controversies these discoveries will cause.*

*My agents have apprehended him, and he is safe in the dungeons of the Hierophants. The university has been informed that he is taking an indefinite sabbatical. I have gathered a team to silence the printing press; an 'accidental' fire should do the trick. I also have my contacts tracking down each book that was sold.*

*I agree with you that the Colleges should finance no more such expeditions to Lustria. However, we should closely monitor private enterprises to the New World – should any such adventurers return from the continent with any artefacts from the temple-cities among their loot, we must be the first to acquire them, by any means necessary.*

*Your humble servant,  
Hierophant Ingrid Krause*



## PART THE FIRST: IN WHICH, TO LUSTRIA, WE JOURNEY

The teachings of Teclis let slip that there existed an elder race more adept in magic than even the high elves. The race had prospered then languished in the continent of Lustria, whose jungles have yet to be mapped by our explorers. This crumbled civilisation held secrets waiting to be plucked like ripe fruit from a withered tree.

I had long been fascinated by the artefacts that adventurers were bringing back from the New World, in particular the peculiar script of the Lustrian culture. I spent a seven-year sabbatical deciphering the glyphs of the Lustrian civilisation, and became the Empire's foremost expert in this almost impenetrable language of an extinct race. Thus I was a perfect candidate to head an expedition to Lustria, funded by the Colleges of Magic, to search the abandoned jungle ruins for lost knowledge.

Our ship, Sigmar's Crown, set sail from Altdorf in the spring of 2519. I will not bore my readers with an account of the expedition's long voyage to Lustria. Tales of adventure are the domain of populist chapbooks rather than serious academic works. Needless to say, the journey across the Great Ocean and the subsequent trek through the nightmarish jungles were fraught with peril. It took several months to reach our destination: the ruins of the abandoned temple-city Pahuax off the Cactus Coast.

## PART THE SECOND: UPON A RUIN OF STONE

The city was deserted; a ruin of stone. The structures were wondrous, constructed long ago from giant blocks of granite. We penetrated deep into the central temple, a vast pyramidal structure, its inner walls carved with images of long-forgotten gods. I lost both my scribes to cunning traps, and was thus forced to transcribe the reams of glyphs that decorated the walls of the inner sanctum myself, a lengthy process not helped by the fact that the natives emerged from the jungle and insisted on attacking us. They were peculiar reptilians with humanoid characteristics.

The larger of the breed were outclassed by our handguns and portable cannon, but the smaller types proved deadly at ambush. After two weeks of work, when our blackpowder and provisions ran low, I was dragged from the temple by the captain of my bodyguard. Alas I had copied down only a fraction of the glyphs. We fought our way back to Sigmar's Crown, and six months after leaving the Empire's shores, the remnants of the expedition returned to Altdorf.

Back in the safety of my study, I translated the glyphs I had recorded. However, once I became aware of the nature of the knowledge I had unearthed, I contemplated throwing my translations into the Reik, and myself too, taking my discoveries to a watery grave. But I had sworn by the goddess Verena to bring back the lore of the ancients. Upon my return to the Old World, I withheld much of the information I had gathered in Lustria.

## PART THE THIRD: THE FEAR OF KNOWLEDGE

I gave the Colleges of Magic only the bare bones, for I feared that they would suppress the full story. I have tried to keep the knowledge to myself. However, each night I dream of the sharp blade of

Verena's sword resting on my exposed neck, a sign that the goddess demands I release the truth. Thus, with reluctance, I have decided to publish this knowledge and illuminate an ignorant Empire.

Even my partial translation of a single wall of glyphs from a single temple chamber catapulted contemporary understanding of the prehistory of magic far beyond what Teclis had taught us. The glyphs related a legend that was venerable even when the ancient pyramid that housed them was constructed.

According to my translations, the pyramid's builders believed that a race of ancient god-like beings (the Kha'kai'khanx, literally 'Revered Old Ones') arrived on this world many millennia in the past. I myself saw hideous statues and murals throughout the temple that may have depicted these deities – vile images resembling nightmarish entities with maws of grinning fangs. More than one weak-minded soldier was driven mad just by looking at their blasphemous forms.

## PART THE FOURTH: MUSINGS OF ELDRITCH ORIGINS

I was unable to ascertain the origin of these Old Ones, though the glyphs spoke that they had travelled from worlds within worlds beyond this sphere of reality. Yet our own cosmology states that there are only three realities in existence: the mortal world, the transcendent realms of the Gods, and the Realm of Chaos ruled by the unspeakable Dark Gods. These ancient glyphs tell otherwise.

According to the temple-scripts, the Old Ones found this world a dead, cold place, inhabited only by crude beings and fearsome dragon-beasts. With a thought they shaped the continents, flattening peaks, raising mountains, and creating oceans and islands as a child might play in the sand. Using their immense magical powers, they drew the sun closer to the world, melting the ice sheets, and forcing dragons to creep underground to escape the fierce rays.

The Old Ones did not act alone but created minions, which the temple-texts name slann, imbuing them with a fraction of their power. The glyphs proclaimed the magical abilities of the slann. They could shift the very crust of the earth with a muttered incantation, move mountains with a nod of the head, or drown entire valleys underwater by shedding a single tear. They enjoyed a mastery over nature that even the high elves can only dream of possessing.

## PART THE FIFTH: OF MINIONS & FOLLOWERS

The glyphs also related how the Old Ones formed lesser minions, crafting them using their magic as a sculptor might form a figure from clay or marble. They created lizardmen who served as workers and warriors. The expedition had already encountered the descendants of this race. Many of our men had perished from their obsidian-tipped cudgels and poisoned arrows.

Among the smaller lizardmen, the slann bred shamans and granted them a portion of their magical powers. These shamans were sometimes used as living receptacles by their masters. The spirits of the slann could temporarily disincorporate and inhabit the shamans, using them as their eyes, ears, and mouthpieces from afar.

I saw no physical evidence of the slann, but depictions on the temple walls showed these ugly, bloated, toad-like creatures lording over ranks of lizardmen prostrate before them. I pray to Sigmar that these monsters no longer exist.



The slann raised the temple-cities dotted around Lustria, using both the brute strength of the lizardmen and their own powers to levitate the granite blocks into place. I could not discern the date of the construction of Pahuax. However, a stele in the temple atrium indicated that the city was sited on a nexus of power, and was constructed as part of a network of temple-cities that tapped into alignments of geomantic energy that augmented the Old Ones' magic. Even I could sense the power coursing through each huge stone block of the pyramid.

## PART THE SIXTH: WHITHER HAVE THEY GONE?

What happened to these master-creatures? Why do they not lord over the world today? The glyph texts came to an abrupt end. The final record speaks of discord and lament. It tells of malefic horrors lurking in the aethyr between this reality and the myriad existences over which the Old Ones ruled. These monstrous entities, born of anger, lust, madness and decay, scratched at a great portal in the northernmost hinterlands of the world that the Old Ones used to travel to their other realms.

They were hungry to enter our reality. The glyphs tell of the corruption of the source of the Old Ones' magical powers, which seemed to be the very aethyr itself. Then nothing. Hundreds of square feet of wall were left blank as though the carvers of the glyphs expected to fill every remaining space with a record of future events that were fated never to occur. I felt it my solemn duty to add one last addendum to these ancient, unfinished histories, and carved neatly on the wall: *'By the Grace of Sigmar, in the eighteenth year of the reign of his supreme majesty, the Emperor Karl Franz, Ehrwig von Dankien was here.'*

## PART THE SEVENTH: ANCIENT TRADITIONS

The most venerable elven histories and dwarf traditions may contain a clue concerning the Old Ones' fate. It is recorded that about six and a half thousand years ago, Chaos came as though from nowhere, screaming from the extremities of the world. Chaos had not blighted this world before that time. Dwarf legends relate how the world was ripped asunder by howling, untamed winds of many colours that twisted the flesh of mortals. The dwarfs hid safely in their caverns, and the elves were protected by their wards, but, alas, frail humanity was touched by Chaos and the sickening race of beastmen was spawned.

This aethyric storm heralded a tide of daemons from the north that would have eclipsed all lands in madness had not the great enemy been beaten back by the dwarf Ancestor Gods in the Old World, and by the mighty heroes of the ancient elves in Ulthuan. No doubt, the men who had survived the initial disaster fought and defeated these nascent legions of Chaos too, though we have no record of their valiant battles. However, we can be sure that the heroic deeds of our ancestors saved this world from domination by madness and despair.

I possess a mouldering high elf tome, rescued from a barrow in the Hagercrybs, which tells of a ritual performed by the greatest elven mages to suck the uncontrollable winds from the world, thus draining the daemonic hordes of the source of their vitality. The elves drove the weakened fiends back to their chaotic realms at the ends of the earth, but at tragic cost, for the mages were trapped within the vortex they had conjured, doomed to remain there for eternity.

## PART THE EIGHTH: AN UNCOMFORTABLE CONCLUSION

I will now hazard a supposition. Was this incursion of Chaos, recorded by remembrancers at the dawn of history, associated with the collapse of the Old One civilisation, whose ruins in Lustria bear silent witness to its fall? What was this gate that the temple-city mural texts referred to?

The Pahuax glyphs mention Chaos only as an external force attempting to break into this world. Was the gate not only a portal allowing the Old Ones entry to this world, but also a barrier against the horrors that dwelt in the aethyr beyond? I hypothesise that the unreal entities that smashed apart the portal and overwhelmed the Old Ones' civilisation were the same daemons that almost destroyed the elves, dwarfs, and men over six millennia ago.

Based on this evidence, my conclusions concerning the origins of magic make grim reading. Our own histories claim that the high elves were the first to master the eight Winds of Magic, but say nothing about the origins of magic itself.

Yet the Lustrian texts say that it was the Old Ones who brought magic into the world, and that its origins lie within the aethyr. These beings tried to control this arcane power, but the same energy they used seems to have fed the primal daemons of Chaos that burst into this world through the Old Ones' ruined portal. Perhaps with the collapse of this gateway, the raw stuff of magic poured into the world – pure, uncontrolled Chaos.

## PART THE NINTH: DAMNATION

Philosophers of magic have assumed that Dark Magic, the raw essence of Chaos, is some sort of aberrant matter, formed when the eight Winds of Magic stagnate and corrupt. Yet this new evidence implies that instead Dark Magic is the true origin of the Winds of Magic, that perhaps the eight Winds came into being as *Dhar* spilled from the breached portal of the Old Ones into this world, degrading and separating perhaps as a consequence of the high elves' ritual.

Are our wizards therefore playing with the very stuff of Chaos? This damning revelation gives ammunition to those naysayers among the Sigmarite clergy who have always opposed the Colleges of Magic, and who secretly yearn for the disestablishment of the Magical Orders.

My analysis of the glyphs from Pahuax brought to light an even more terrible truth, one that will rock the very foundation of our culture, and challenge orthodox theories concerning the origins of mankind. This truth, I shall reveal in the next chapter...

## THE MOST INCONVENIENT OF TRUTHS

The text ends abruptly here, hinting at more information, but offering none. At least not in the copy of the book from which this translation was generated.

Rumours circulate that there are no fewer than four versions of the next chapter – each purporting to be the fulfilment of the unanswered question hinted at in Ehrwig von Dankien's troubling work. However, given the treacherous nature of this text, it seems unlikely the veracity of such claims will ever be verified.





## CHAPTER TWO

# THE GREAT COLLEGES

When an apprentice graduates and becomes an Acolyte, and as that Acolyte learns and grows, he will have many questions answered for him. Much of what seemed like unfathomable mysteries a few years before will become knowledge as common to him as the colour of his robes. That which confused him before will now become as second nature.

But, in turn, those questions will be replaced by others, just as confounding, just as fantastic. And it is his hope that one day, as before, he may master these truths. And he should achieve the wisdom to realise that in turn, these questions will be replaced by yet more enigmas. And on, and on.

### WHY ME?

It is undoubtedly extremely dangerous, and it is feared by almost everyone in the Old World. Its misuse can lead to unimaginable harm and unfathomable corruption. And yet its practitioners are elevated above the common person, given privileges and respect. Surely the capacity to wield the Winds of Magic is both a sacred blessing and a damning curse.

A wizard is bound to ask himself why he has such a talent. In what way is he special? Has he done something that has earned him such a reward? Is he destined to do such a thing? Or is this a manifestation of pure, dumb, luck. Is some power somewhere keeping a special eye on him? Will it ever reveal itself? Is service to the Empire and to the College truly the only thing expected of him?

Those who can see the Winds of Magic, who join the Colleges do not choose to do so; they are chosen. It is hard to say which fickle hand plucks them from the obscure and mundane and makes them special, but, it must be for a reason. One part of roleplaying a wizard in WFRP could be to find out precisely what that reason might be.

### WHY MAGIC?

Assailed on all sides by bloodthirsty armies and undermined from within by corrupt citizens and scheming mutants, the Empire stays the greatest of the Old World civilisations. And it holds the continent's greatest practitioners of magic. This can be no coincidence. The Emperors and their marshals have come to believe that the use of these powerful forces offers at least some hope of protection against its unremitting foes.







**N**ow listen, this is a very important lesson that every wizard should learn. It warns of the dangers of magical use. The wizard is like a goblet, if you will. He is a golden goblet, or should that be a wizard of the Gold College is a golden goblet? Is a wizard of the Jade College a jade goblet? And what of a wizard of the Grey College? What is a grey goblet anyway?

*But, I digress, for now let us assume that a wizard is like a pewter mug. With a handle, naturally. Is that relevant? I don't recall. But in any case the silver chalice of wizardhood is like amber. No, that's not right. All wizards are a pile of cups and the point is, the more you fill one up, the more you spill if things go wrong, and the more mess there is to clean up afterwards, for we are a load of mugs.*



But the greatest threat to the Empire is rooted in these same magical energies. The Dark Gods themselves seem to be made from the very stuff of magic. And even the wizards who wield the power cannot call themselves safe from its corruption. Common sense, tradition, and even the adherents of Sigmar himself say to beware of this dark power.

Is magic truly a tool for the defense of the Empire? Do the Colleges hold the key to the Empire's salvation? Or does the very magic wielded by even the meanest Acolyte hold the seeds of the Empire's eventual destruction?

## WHY ALTDORF?

Why is the hub of magical activity, experimentation and progress for the entire Old World, located exactly in one of its most populous cities? Do the Colleges need the common folk around? Of course not. They would much rather go about their business without the staring in the streets, and the apprentices getting beaten up by thugs, and the occasional stoning or burning. Why not build Colleges far from the madding commoners in locations steeped in the appropriate wind?

Well, for sure there were ancient settlements on the site of Altdorf many years ago. It is known that dwarf fortresses were nearby and elven towers had been built there over the previous millennia. Rumours around Altdorf go so far as to hint that the Celestial College

is built upon an ancient elven tower. It is academical consensus that during the War of Vengeance, battles were fought over this very scrap of land.

Certainly, too, any Jade Wizard will point out that many a leyline converges upon the Jade College in the city. And it is well known, the Wind of Light which is drawn to the city and which powers the machinations of the Light College cannot be matched in intensity anywhere within a thousand miles. It is said that the Amethyst wind collects not just about the graveyards and historical catacombs of Altdorf, but also around forgotten battlefields and burial mounds much more ancient. Perhaps other Colleges have good and apparently secret reasons to base themselves here.

What mysterious agency and strange portents did influence the very founding of the settlement back in the mists of time, and what subtle predetermination has been guiding the city's development through the millennia? By the time of Teclis, Altdorf was the natural location to base the Colleges, for obvious, non-magical reasons. But it seems remarkably coincidental that the place is so suited to their location from a magical perspective, too. Are the Colleges here just because Altdorf was here first, or is Altdorf itself only here because one day it would become the home of Imperial magic?

## VISTING THE COLLEGES

The Colleges are hidden to various degrees from the eyes of the untalented and even to those that can see, they give the air of grand aloof edifices cut off from any interaction with the common folk. But, as institutions, the Colleges have surprisingly regular contact with the outside world.

After all, though they are lofty thinkers in high metaphorical towers, wizards have more or less the same needs as any other people. They must be fed and watered just as so many draft horses. That is the mundane truth.

### THE COLLEGES & THE OUTSIDE WORLD

The Colleges hide their interactions with the outside world to varying degrees. In general, the more it relies on the outside world, the more a College does to blur its relationships.

Many local grocers and tradesmen support the Colleges, supplying them with innumerable goods and services, although many do not even realise they are doing so.

A quality vintner might not realise that the Bretonnian wine he delivers regularly to a sleepy livery stable actually finds its way onto the high table of the Gold College. Or an innocent sausage maker would never dream that the blood sausage he supplies to the scriveners at the back of the Amethyst College is regularly used in some of that order's most powerful rituals.

And so too, in this way, are the Colleges often visited by professionals and adventurers. A clerk requiring a signature upon a title deed might find himself at Frau von Miggins' pie shop meeting with a wizard, little knowing he is already within the College of the Celestial Order itself. Or a gang of sell-swords might return from agreeing a contract with the proprietor of a corner delicatessen, never suspecting they have been in and out of the College of Light and met with a Master Wizard.

On the other hand, when it suits them, the Colleges make it clear where the goods and services they purchase end up. Every year the Colleges spend hundreds of gold coins on general upkeep and sup-





plies, a good proportion of which goes to locals. So even though they are feared and not trusted, those who earn their livelihood in support of the Colleges are not so foolish enough to jeopardise such a thing.

## MAKING AN IMPRESSION

When a College wishes to make just such an impression on a visitor, it presents itself with all the trappings and mystery one would expect from a magical order. Important guests can be greeted with shimmering magical pools of light that they step through to appear suddenly beneath the vaulted ceilings of the College halls. Those that might need to be intimidated get to wander through endless dank, echoing tunnels before emerging at the dusty, book-lined office of their contact.

Certainly some Colleges are friendlier to visitors than others. The Gold College is pleased to encourage wealthy patrons and often puts on a show of greeting its guests in golden halls amid conspicuous finery. The Celestial College admits those willing to pay dearly

for predictions and auguries. The College allows these few privileged guests through its illusory defences revealing the true nature of the buildings beyond.

And the Colleges have other business with outsiders, adventurers, and those who can be trusted to be discreet. They often seek likely agents to run errands and do jobs that are not suited to apprentices or wizards. Though naturally they keep these things in-house if they can. If someone proves he can be trusted with such missions, and keeps his involvement quiet, and shows some discretion, then he can find regular employment with a College. Though the more he knows of a College's dealings, and the deeper he is involved with unsavoury activity, then the more severe the wizards' wrath should he cross them.

And there is a certain amount of intermural activity between the various Colleges. Often a wizard will need to seek knowledge or advice on matters outside his own sphere. The Colleges are usually keen to help other Colleges, knowing that they can only benefit when such aid is reciprocated. But they are rarely inclined to help too much, as they are always aware that their own area of expertise needs to be protected.

### *Thought, Volume II*

*From the introduction to The Twenty-Three Postulates on Magical*

*This second volume, reader, should find you more acquainted with the secrets of our orders, the Colleges of Altdorf, and with somewhat less than seventeen and a half postulates to go.*

*That which you were taught in your apprenticeship you should know by now was only an image of the truth, a mere silhouette of true knowledge. Now you have begun to see through the ritual and metaphor, to think beyond the symbolism. You have enough practical experience manipulating your magical Wind that you should now be able to think beyond the abstractions of procedure and convention. And magic should now be so instinctive that your actions become your very spell, and your thoughts become your very act.*

*It is as if that which you did as an apprentice was only a game, only a pretence of the real thing, only a small role in the scheme of the world, and now you begin truly to learn what real power the Aethyr may supply, and what truly its dangers might be.*

*But do not be seduced that this greater understanding leads to greater safety. You must be ever vigilant of corrupting influences and insidious practices. For the more power a wizard channels, the more he potentially opens himself to attacks upon his mind: the subtle machinations of unfathomable forces and the violent unleashing of raw, untameable power. It is a daunting thing.*

*The wizard must always protect himself with impeccable ritual and inscrutable demeanour when faced with the forces of darkness. But, too, must he arm himself with knowledge. No sentinel can spot that which he cannot see, and no warrior can slay that which he cannot fight. So too, no wizard can defend himself against the evil that assails him without knowing that evil. And he cannot know it without naming it.*

*No doubt you would have heard rumours of the terrible foe that preys upon our orders, wild fancies spoken in ignorance by apprentices, half-truths surmised and guessed at by your fellow Acolytes, and whispers overheard among your elders. And no doubt you will be expecting that entity to be named herein. And so, this name, I give you here, as it is known by some ... Izeentch, the inscrutable Changer of Ways.*

*Against this, wizard, I wish you all the fortune you can muster.*



## POINTS OF INTEREST

As well as the Colleges, there are a number of locations within the great city of Altdorf and beyond that wizards frequent or that have a special magical nature. Although undoubtedly centred on Altdorf, there are a good number of sites throughout the Empire that the Colleges make use of, from wells of magical power to institutions, way-houses and sanctuaries, sacred sites and traditional stomping grounds.

### THE UNIVERSITY

The University of Altdorf is one of the most important sites in the Old World for mundane knowledge and education. Its sprawling campus dominates a whole district of the city, crammed with students and masters. And its ancient practices and traditions put the magical Colleges to shame. In many ways the College structure is modelled on the university, for when the Colleges were created that was the familiar learning establishment.

The university looks down its nose at the academic standards of the Colleges, but reluctantly respects its magical virtues. There is a good amount of to-ing and fro-ing between a College and the university, and their needs are complementary. The university is often in need of magical advice or practical help and is generally the least fearful of magic of all the Empire's mundane institutions. And the knowledge and expertise of the university is frequently called upon by the more inquisitive apprentices and wizards.

The university is attended by all types from idle nobles, diligent middle class youths and even some lucky and inspired folk from poorer backgrounds. It also accommodates many interested magic apprentices who attend for a more rounded and mundane education.



### THE GREAT LIBRARY

Neighbouring the university, and often considered just a part of that institution, the Great Library is an awe inspiring depository of the Reikland's knowledge. It is not well-known (and why should it be to the illiterate masses?) that the library is a public institution that anyone can visit for a small fee. You can't actually take the books out, however.

The library is a fantastic resource for apprentice and wizard alike. The mundane sciences and lores hold much truth about the nature of things, and the nature of magic. Accounts and stories from throughout the history of the Reikland contain many clues for potential research. Despite magical tomes being frowned upon and mostly illegal before the time of Teclis, countless old books of allegory and analogy, old wives' tales and folklore hold important hidden knowledge.

Apprentices and wizards regularly use the great library and at any time a number will be studying in the airy, circular reading hall, or one of the dusty, labyrinthine annexes. The library has an arrangement with the Colleges whereby wizards can use the facilities for free. This results in many a student from the university entering the library dressed up in colourful robes, wearing strange hats, and adorned with charms. Sometimes the play even works.

### THE IMPERIAL PALACE

The Imperial Palace, as the hub of Imperial activity, is remarkably tolerant of wizards. Many Imperial counsellors take advice from one or more Colleges in the running of the Empire. And wizards' influence spreads to facets of Imperial rule far removed from where they might be most expected. The common people may not trust wizards, but those who rule them often do.

A particularly charismatic or diplomatic wizard might find himself appointed to palace duties, where he is expected to aid the Empire and further the ambitions of his College, equally. Many wizards of different stripes inevitably meet and clash within the palace's marble halls. They wheedle for more influence while trying to put down their rivals.

Some nobles and advisors consider that the influence of the Colleges has gone too far. They do all they can to curb this, believing that such reliance is dangerous to the very survival of the Empire. After all, it continued well enough for two thousand years. The last two hundred years, when the Colleges have carved out their unique position in the Empire and the palace, has not exactly seen an improvement in the general state of affairs.

### MEZZO'S

Giovanni Mezzo is one of the finest Tilean chefs in the Empire, and his banqueting house in Altdorf, in the shadow of the Imperial Palace, is infamous throughout the Reikland. Over the years the establishment has become known as a magical haunt and high-ranking wizards from many of the Colleges eat here often.

Mezzo's has become one of the more popular neutral grounds for wizards of different Colleges to meet and to trade business, news and gossip, and even magical techniques, away from any sort of official scrutiny. Because of this, the Grey College keeps a special eye on the place. Some wizards even suspect that Mezzo himself is a Grey Wizard.



If someone has business with an important wizard, especially business of a dubiously legal or particularly delicate nature, then the chances are that they will meet at Mezzo's rather than the College. One advantage of this is that the parties can meet in private amid the darkened rooms and secluded snugs, and the other is that they get excellent food.

## THE CATACOMBS

The catacombs of Altdorf comprise labyrinthine tunnels lined with skulls and bones of long-dead Altdorfers that run for miles under a significant portion of the older parts of the city. No one knows how long Altdorfers were burying their dead in this way, but it must have been for many hundreds of years. Nowadays the practice has fallen out of fashion but the legacy remains.

Because of the nature of these tunnels, the Amethyst Wind pools around the passages in prodigious concentration and so the place is often visited by spiriter. It is supposedly common knowledge that the College of the Amethyst Order has many secret passages that lead to every corner of the catacombs. It is also common knowledge that the network is visited by any number of other creatures attracted by the morbid remains.

The Catacombs are also home to a number of forsaken types that find safety and shelter in parts of the network. The place is an ideal lair for mutants escaping persecution. Gangs of footpads and cultists make their home down there, too.

## THE UNITY

Amongst the wizards of the Colleges of Magic there is a gossip of a secret group of College wizards whose mission is to discover the magical secrets that would allow a wizard to tame more than a single wind. Known as The Unity, it is thought its members believe that by changing their techniques in subtle ways they can overcome the limitations of Teclisian theory, and that they search for forgotten rituals and ancient knowledge from across the world.

They say the Unity meets in secret in a number of locations throughout Altdorf, and even beyond, where they reveal the progress of their research and compare notes. The wizards see their goal as the highest aspiration of human wizardry and manage to not let the petty rivalries of the Colleges get in the way of their potentially ground-breaking experiments.

The wizards of the Colleges whisper rumours about the Unity and their great purpose, but it is not even clear whether the organisation actually exists. The witch hunters believe they are simply a front for a Tzeentch cult, an easy way to corrupt open-minded wizards. What is clear is that membership of such a group risks many hours of painful torture, followed by a lingering and agonising death.

## THE TOWER OF VANE

The tower of Vane is a spectacular sight, rising from the Grey Mountains far above Ubersreik; it can be seen for many miles around. It appears almost as a needle, tall and virtually featureless, formed from the stark rocky landscape, and crowned by a glass dome. The place is a centre of Celestial divination away from the confusing signs of Altdorf, a lofty peak where the Celestial Wizards can survey the portents in splendid isolation, surrounded in the dominant wind of Azyr.



*The thing they call the Unity? It cannot exist. It just could not. Imagine a secret society of wizards, all working directly against the fundamental principles of the Colleges.*

*The wisdom that Teclis brought us, thrown back in his face, in the name of some magical chimaera of ultimate power. The idea is entirely preposterous, and I would not waste my time, or that of my Acolytes in attempting to get to the bottom of such ludicrous rumours.*



The tower is situated off the beaten track and receives hardly any visitors except for Celestial Wizards from all across the Old World and their retinues. It is difficult to reach and situated in an area infamous for goblin raiding parties. Needless to say, getting assigned a place at the tower is an exciting, but dangerous, prospect for a budding Celestial Wizard.

Because of the nature of prediction, the relative difficulty of long range forecasts and the suddenness with which the portents can change, the Celestial College makes sure a variety of delivery methods are available to bring any important news back to Altdorf as quickly as possible, from messengers and trained birds to magic spells. The messengers are led by an Acolyte of the Celestial College to make sure any missive is properly respected.

## THE GOLDEN BULL

In the swanky Neustadt district of Kemperbad the Golden Bull appears as a genteel inn or gentlemen's club, and the clientèle would seem to support this notion, save for a few ostentatiously-dressed, golden-robed patrons.

The inn is a place for the rich businessmen of Kemperbad to meet and learn from the Gold College. What they learn exactly, is kept strictly behind those closed oak doors. Nobody talks about it to strangers, and the members are a tightly knit bunch. According to some, they would reveal the nature of events there on pain of death. Needless to say the aspiring merchants of Kemperbad want nothing more than to be admitted into such an exclusive club, and regard insiders with bitter jealousy.

A number of alchemists have moved permanently to Kemperbad, and great plans are afoot. Some are already saying that the secret to transmutation has been discovered. If that could be believed it would explain Kemperbad's great wealth, but the notion raises many more questions than it answers. Some say it is just a scheme and a lie by the Gold College to get as much money as they can



from gullible and greedy merchants. Verifying these claims is obviously difficult – one would have to ask a Gold Wizard to disclose secrets tightly guarded by his Order.

## THE REIKWALD CIRCLE

Deep within the Reikwald forest lie seven concentric circles of standing stones. The outermost has a diameter of more than a mile and is made up of little more than head-sized rocks, many now displaced or submerged beneath the earth. As the middle approaches, the stones get bigger, until at the very centre is a huge black cuboid lump of granite.

Beastman clans incessantly encroach upon the circle, attracted to it almost instinctively. They periodically desecrate one, or a series, of the stones. Yet they never form settlements there, or hold the area for long. Wood elves have returned to this part of the Reikwald and they consider the stones their own. But so too do the Jade wizards, who claim that the circles are older even than the elves. Even high elves have visited the site recently. Whatever the truth of the matter, the area is important to the Jade Wizards as it sits atop an unusually dense confluence of ley lines and holds great power.

Rumours circle within the College that the area is visited, either by beings summoned there through the Aethyr, or by mysterious flying creatures. A story goes that one of the creatures fell from the sky, and its body is being fought over by the various camps.

## THE CLOAK

The Cloak is a small shadowy group within the Grey College that offers its protection to any who can afford it. If a moneyed personage thinks his life is threatened by magical (or worse) forces, he might also learn about the secretive order of wizards that can keep him from danger. Very few others even get to hear of this band of magical bodyguards and its existence is considered little more than

rumour even among the other Colleges. But a number of wealthy nobles and merchants from across the Reikland and beyond pay handsomely for the protection of the Cloak.

But for such excellent security each client of the Cloak must pay with more than money. In order to guarantee their safety, the Cloak in turn demands to know the secrets and private dealings of its clients. And by this method the Cloak, and therefore the Grey College, gains ever more knowledge and influence.

Because of the nature of the organisation, and the smoke and mirrors required to perform its function, even wizards of the Cloak are not always aware of other wizards of the Cloak and those who might be under its protection. Rumours abound about the Cloak within the Grey College itself. Some think Gavius Klugge to be an officer within its ranks, but that is almost certainly untrue.

What is sure, though, is that information gleaned from the activities of the group finds its way into the highest echelons of the Grey College and offers important information that helps shape the dealings of the College.

What is also clear is that the Cloak is actually an effective and competent group that can deliver on what it promises. Members take their duties seriously and will lay down their life to protect a client because of their loyalty to their colleagues and because, however shrouded in mystery and intrigue, the reputation of the College is at stake.

## THE GATHERING

In the western Reikland in the scrubby hillside not too far off the track to Axe Bite Pass, is a stretch of high wilderness known to the Amber College as the Gathering. It is known to the hardened locals as a place of feral creatures and wolf men, especially around the time of the solstices.

The area is sacred to the Amber Brotherhood. Many of them travel there from all across the Old World to meet with their colleagues and discuss the finer points of magical theory while giving vent to their animalistic urges.

Many knights and soldiers have ventured here to rid the land of the monsters, though nothing impressive has ever been killed and carried back as a trophy. Some do return with stories of a strange magical land and weird duels, in which they pit their prowess against the magical creatures. And when, eventually they are defeated, they are returned to the world with barely more than a scratch.

## THE FIRE SNAKE

The evening before Hexenstag the people of Altdorf hold a procession that passes through the charred and blasted warren of streets around the Bright College, taking in the blackened plaza and splintered ruins around the orders hidden location. At the head of the procession citizens pull a massive metal wagon on which is set a roaring bonfire. And thousands join in behind it, carrying torches and lanterns.

Received wisdom is that the tradition has been going forever, but actually it is a relatively new event, only a couple of hundred years old. It is secretly orchestrated by the College of Fire and is a complex technique for gathering together magnificent quantities of Aqshy in order to power a ritual that is performed over Hexenstag.

*Do we keep an eye on the Emperor? Yes, that is why we shroud him in our cloak. Does he know we do this? No, his court has many eyes and ears under our shroud. This cloak means we have access all over the Imperial Palace and all the palaces of the Reikland, though we never need go there. We have information about the highest ranks of nobility and we have knowledge of the Emperor's activities and most intimate details. We find it very useful indeed.*

*Oh, you mean protect the Emperor! Yes, of course, we do that, too.*



Ironically, the boisterous atmosphere of the procession, the ready fire, and the approaching Hexenstag means that the burning of suspected witches and warlocks is quite a common occurrence over the course of the procession.

## THE SILVER HOUSE

The Silver House is a shambling, rambling, half-timbered building not far from the temple of Morr in Altdorf. It gets its name because the shrouded workers there offer one silver coin for every body brought to it. The silver house and the silver gained from it has a reputation for bad luck and even evil and so respectable citizens would never dream of bringing their deceased loved ones there. But for the very poor, and perhaps others too, the promise of free silver is too tempting.

In fact the place is run by the Amethyst College. The Morrites know of the practice and while they do not necessarily condone it, they have come to an arrangement with the College, considering it better to have this sort of practice out in the open, relatively speaking. The College uses the bodies in research and teaching and even as a source of Amethyst power.

The people do not know who runs the house. They usually assume it is something to do with the cult of Morr. The Amethyst College spreads rumours to this effect. Other rumours talk of necromancers and even a well-known pie seller. It is difficult to say how the people would react if they knew this sort of thing was powering spiriters' spells.

## REGARDING MAGICK

Magick is the written language of the Colleges. It is the symbolic representation of the very stuff of the Aethyr. It takes many years to learn all its subtle nuances and it is said, even reading it can drive you mad, if you do not fully comprehend it. The study of Magick is an end unto itself among some wizards and the more one can understand the language the more one can understand magic itself.

Undoubtedly the script is related to that of the elves and the runes of Magick are remarkably similar to the runes of the ancient elven language known as Eltharin. Except that there are some symbols of Eltharin that are never used in Magick. This concerns the Imperial Colleges greatly and no one has come up with a satisfactory explanation for this.

The language was taught to the first College wizards by Teclis and has been used ever since. Over the years each College has customised and revised the use of the language in subtle ways to suit its particular wind and its expression. In that way any College wizard will be able to tell what College a writer of Magick is from, and to a certain extent, when it was written. Some experts can even pinpoint under which master or patriarch the writer would have studied.

Magick represents the manipulation of the Winds of Magic in a highly abstract and metaphorical way, much further removed than say the relationship between a letter and its sound or a word and its meaning. It is hard for the untalented to even comprehend.

*How many wizards are there? Who knows.*

*It is a popular saying among wizards that they are not just one in a thousand, they are one in a thousand thousand thousand. And even though we are indeed rare, we are certainly less rare than that.*

*It is difficult to say how many people born in the Empire have the talent to become a wizard, and of course many fewer than this actually find a College to teach them, and even fewer graduate to become Acolytes. In fact, Colleges do not even like to admit how many members they have. I am sure it would lead to petty inter-College rivalries.*

*What I can say for sure, to elucidate the reader, is that the Grey College definitely has more members than the Celestial College, but fewer than the Bright College. Or was it the other way round?*





## CHAPTER THREE

# COLLEGE HIERARCHY

The hierarchy of the Colleges of Magic is an imprecise one, and exceptions can be found all over the Colleges. But even so, the main structure and overall feel of the hierarchy are remarkably similar from College to College, ranging from the strict bureaucratic and highly structured gold College to the wild and informal Amber Brotherhood.

The early Collegians were no doubt influenced in their thinking by the established structures of the official Imperial Cults. Over the two-hundred years or so since their founding, the College strata have evolved formally and informally but the fundamental underlying structure is still apparent.

Apprentices are described in the *Tome of Mysteries* (from the *Warhammer Fantasy Roleplay Core Set*) on page 11.

### ACOLYTES

Only once an apprentice graduates to full membership of his College is he allowed to call himself by the name officially afforded to that College (eg. Hierophant, Illusionist, etc). Collectively, these are known as Acolytes. An Acolyte should begin to see a bigger picture. He should look beyond the confines of his College and out onto the streets of Altdorf and beyond her city walls, out across the Reikland and the entire Empire.

For an Acolyte, the world is his oyster. He has been blessed with talent and good fortune. He has been taught discipline and techniques to help defend against the dangers inherent in magical practice. He has been trained to deal with the unexpected. He is ready to go out into the world and see what adventure he can find.

### PROVING ONESELF

An Acolyte has essentially proven himself in the eyes of his College. He is granted privileges and rank by the College. He will get to wear a bigger hat and adorn his robes with gaudier symbols. He will be shown a respect by the wizards of the College that is not shown to apprentices. An Acolyte could get the impression his elders and betters might not think him entirely incompetent any more.

Many Acolytes stay at their College and keep up their diligent study, and some find very respectable employment in a noble household or under a higher ranking wizard. But some, anxious to be free of the suffocating lifestyle of their apprenticeship, become adventurers. That is, they join a band of mercenaries or similar force and amuse themselves earning coin in often dubious, and sometimes illegal, ways. Despite the bad reputation of wizards among the common folk, they are much in demand for the specific skills that they bring to an adventuring band. And sometimes, the ease with which they can be used as a scapegoat.



## TYPICAL COLLEGE TRAINING & RANKS

### PATRIARCH

The lead Wizard Lord from within the College governs the order and acts as liaison with the Emperor. As such, the Patriarch wields more political clout, but still relies upon his mastery of Lore as he did as a Wizard Lord.

### WIZARD LORD

The Wizard Lord is one of the most powerful wizards of his Order, and can act on behalf of the Order's Interest. *Access to Rank 5 spells*

### BATTLE WIZARD

Battle Wizards take the Order's teachings and their understanding of the Lore and apply it to combat and warfare in order to serve the Empire.

At this juncture, Wizards choose how they wish to continue their studies and apply the Lore in practice.  
*Access to Rank 4 spells*

### MASTER WIZARD

Master Wizards take the Order's teachings and use it to examine and explore the Lore, train others, and provide direction for the Order.

### WIZARD

The candidate has taken the affinity and applied it regularly, and starts to research and learn on his own. Officially recognised as a Wizard. *Access to Rank 3 spells*

### ACOLYTE

The former apprentice has proven an affinity and knowledge his chosen path, and is now recognised as an applied student of the Lore. *Access to Rank 2 spells*

### APPRENTICE

The aspiring candidate shows affinity and learning toward a certain Lore, and is taught the basics of practical application with spells.  
*Access to Rank 1 spells*

This simple diagram shows the general structure of organisation and ranking within the Colleges of Magic. While each College uses different means to evaluate when a practitioner is ready to move from one rank to the next, most Colleges have several distinct tiers which influence the responsibilities, expected behavior, and magical practices deemed appropriate for a member of that rank.

The graduated triangle behind the ranks indicates a general guideline of a College's composition. The broad base of the triangle represents the fact that there are more apprentices

and members of the lower ranks, where the light colour represents an access to the weakest, simplest magics based on that particular Lore.

As the triangle narrows toward the top, fewer and fewer wizards of that calibre ascend to such prominence within a single college, while the colour darkens, showing those that do have access to more powerful magicks. The Patriarch rests at the top point of the triangle, the single Wizard Lord who has achieved the right to rule and direct the affairs of the College, as well as represent the College in the Emperor's court.

This is not a very respectable way to earn a living, and these people are looked down upon from most walks of life, but the Colleges tolerate adventuring to a degree because they see it as an excellent opportunity to hone a wide variety of skills. In addition Colleges are certainly not above regularly employing the services of adventuring bands themselves and they are more likely to trust a band containing a wizard of their College.

Despite such wandering and adventuring the Acolyte is always considered a College member first and foremost and is expected to behave accordingly. If he comes by a situation that he believes the College should take an interest in, then it will be his duty to report

back and receive instructions. When he returns to formal College life, he is expected to bring some of the benefits of his wider experience back with him.

## WIZARDS

For an Acolyte to prove he is ready to enter the next tier of his College he will need to show that he can think for himself and work under his own initiative. He will likely have succeeded in several missions on behalf of the College or brought them back some valuable artefact or information. Or he may have made an important discovery in the study of magic. He will undoubtedly have impressed senior wizards that he can be an asset to the College in the



future. Once he is accepted he will then be able to officially call himself a 'Wizard,' and he will have the respect of his peers and the envy of his erstwhile fellow Acolytes.

The College will entrust a new Wizard with information he was not allowed before. He will be given College secrets and freedom of access to previously restricted areas. The secrets he learns he must guard with his life. He will also be shown more powerful and dangerous magical techniques.

### EXPANDING POWERS & RESPONSIBILITIES

A Wizard is able to call upon apprentices virtually at his whim to run errands and do jobs. If the mission is particularly difficult or involves the apprentice being away from the College for an extended period, then he will need to get the approval of a Master Wizard.

A Wizard is a valuable asset to the College and one his masters will not wish to squander. But even so, he will largely be trusted to serve the College in his own way. If that means locking himself up in a laboratory and spending all his time with strange experiments, that will be tolerated. Or if it means going on a quest to the far flung reaches of the Old World or even beyond, then his decision will be respected. If it means hanging out with a bunch of sell-swords down at the local tavern, then that too is acceptable.

A Wizard is a respected figure in society, at least amongst the middle classes and nobility. Despite a history of mistrust, he is increasingly a figure of esteem. The College is able to use this prestige to raise money for their cause. Taking in third sons with no magical talent at all may provide a steady source of income through patronage (while the son, lacking magical talent, will serve well as a steward or servant on the College grounds).

Likewise, giving the court of a minor noble the magical seal of approval can prove lucrative for a College by having contacts with resources available who owe the Colleges a favour. Some Wizards dedicate their career to raising money for their College in this way, and are amply rewarded in return.

### RESEARCH & SPECIAL PROJECTS

If a Wizard has a project he is especially keen on he can apply to the College for support and funding. The College will consider the benefits of such a project in regard to the wealth and prestige it may bring, or the magical knowledge it may uncover. This might be as simple as a trip to a library in Marienburg or as grand as an expedition to find the fabled lost temple cities of the southlands. The Wizard can call on other Wizards and ranks to aid him in his quest, and if the College deems it, they must comply.

Similarly, if the College decides that a Wizard is required on a particular task, then he will have no choice but to agree. The College must be obeyed, and to the powers that be, refusing an order to accompany a boring merchant on his weekly trip to Nuln may as well be as serious as stripping naked and singing the praises of the dark gods, in the centre of Altdorf, perhaps not quite as serious.

## BATTLE WIZARDS

The way a Wizard spends his time and the lifestyle he is attracted to will go a long way to deciding whether he becomes a Master Wizard or a Battle Wizard. The Battle Wizard is strongly connected to the Imperial armies, and is the essential reason the Colleges are tolerated by the Emperor: to support his armies.

## THYRUS GORMANN

The patriarch of the Bright College is the brash and forthright Thyrus Gormann, a giant of a man, with a magnificent copper beard and noble, aquiline nose. His scarlet robes shift and flicker like flame, bronze thuribles of hot coals hang from his belt, and his tall, thrice-conicaled hat shivers with tongues of fire.

His symbols of office are the Book of the Golden Key, and the fiery Bright Sword. His eyes glow red when his volcanic temper is tested, though he also has a quick humour, and bears no enmity towards Balthasar Gelt, who recently bested him to seize the position of Supreme Patriarch.

Although Patriarch Gormann is certain to be a challenger again when the next Duel is held, he does not put personal ambition before his duty to the Empire, and maintains a frequent presence at the Imperial court as Karl Franz's oldest and most trusted advisor.

Before they officially become Battle Wizards and are given real responsibility in an Imperial army a Wizard will be tested on a smaller scale, joining companies on minor missions, explorations, expeditions or patrols. A wizard looking to becoming a Battle Wizard will have joined military expeditions and perhaps been appointed to serve at far flung Imperial outposts.

The sort of mission a Wizard is sent on should suit his College. A Bright Wizard might join a force on a punishment raid where bandit villages need to be razed to the ground, a Grey Wizard might accompany a scouting group on a night time surveillance, a Jade Wizard could join a unit that must travel secretly through hostile terrain.

These sorties might not even be with the Imperial army, a Wizard could be seconded to an Elector Count's forces, or even a minor noble's retinue, or the defence force of a city. For an easy life and good food not far from Altdorf, the Kemperbad city guard is a highly sought-after posting.


## MASTER WIZARDS

The Wizards who show more cerebral talent are not sent anywhere. They usually stay at the College and become Master Wizards. If a Wizard is interested in the finer points of magical theory and in investigating new techniques then this course is for him. A Master Wizard is usually more interested in discovering a new ritual than using it in anger.

This is the sort of wizard that gives the Colleges a reputation for the otherworldly and esoteric, the dry and dusty wizards that the nobility find so tedious and the authorities so unfathomable. If a wizard is more involved in the theoretical side of magic, rather than the practical, or more interested in gaining political power within the College than by earning it on the battlefield, then he will look towards this path.

A prospective Master Wizard will sometimes embark on a grand tour of the southern Old World. The wizard will travel to Nuln, Miragliano, Remas and Luccini to learn from the finest minds amidst the classical grandeur of Tilea. This opens a wizard's mind to new





techniques and perspectives and helps to round out his experiences. These tours are very fashionable for the wealthiest wizards and hold them in good stead when they return to take up a more prominent role in the running of the College.

Whereas a Battle Wizard will earn his ascension to Wizard Lord by great feats and stirring victories upon the battlefield, a Master Wizard will usually achieve such a status by advances in spellcraft or political machinations.

## ADVENTURING & THE COLLEGES

In very broad terms, there are essentially two types of College wizard: one that stays at the College to study and one that goes out with the Imperial army to fight. But many wizards fall between those two camps. They do get to fight and test their mettle and their powers in mortal danger, and they do spend time at the College and elsewhere learning and honing their techniques.

But these wizards are rarely seconded to the Imperial armies, and they are rarely locked up in College towers in earnest study. These are wizards that cannot seem to leave their days as a wandering Acolyte behind, and who continue to live this lifestyle as erratic and perilous as it is.

These wizards are used by the Colleges to undertake assignments that would be beyond the scope of the conventional wizard. They go on missions that could be considered dangerous, or illegal, or that require a certain amount of expertise, or derring-do. They will be marked out by their knowledge and technique, but also by an affinity for danger, mixed with a disdain of authority.

A wizard of this sort will usually be spotted during his Acolyte years by senior wizards, and they will keep a keen interest in his development. The Colleges are careful to keep a special eye on him because that is typically the sort of wizard who might go renegade and turn to the dark gods.

But equally, the College knows if he keeps to the right track, and is given good guidance, and the right sort of employment, he can emerge as a powerful and invaluable agent of the College.


## OTHER CAREERS FOR WIZARDS

It may seem like every wizard leads a very typical sort of life. They join the College as a young apprentice and stay in the College grounds throughout most of the apprenticeship. They make their way slowly but inevitably through the ranks, ever dedicated to advancing their careers. And if they survive they become a Battle Wizard or a Master Wizard. This is certainly true in many cases but the structure of the College system is not so prohibitive as it might seem and there are always exceptions.

Sometimes potential wizards come to recognise their powers relatively late in life, after following other careers. They can apply to the most suitable College to take them in and teach them how to control their new-found talent. Wizards will assess them, and if they are found to be untainted by their untutored use of magic, and free of the influence of the Dark Gods, then they could indeed be admitted to the College, and treated as any other apprentice.

## WIZARD PROTÉGÉS

The idea of an apprenticeship for most wizards is that they serve the College. They serve the greater good for an extended period until they can prove they are mature enough and competent enough to join the College proper. The view of an apprentice outside the Colleges, amidst tradesmen and craftsmen is more of



*Having reached the rank of a mighty Wizard Lord of the College of Shadows I feel eminently qualified to address the young apprentices that stand before me now. It seems like only 53 years ago that I first entered the College buildings, apprehensive and unsure of what was to become of me. I never dreamt I would become the Patriarch of the Grey College, and my dreams came true: I never became the Patriarch of the Grey College.*

*But, even so, I have progressed through the ranks of this institution on merit, and it gladdens me to see before me now many others who will one day rise to such an exalted status, notwithstanding those of you who will perish mindlessly at the hands of ignorant peasants, and those of you who might turn to the Dark Gods, and get burned at the stake by witch hunters, and those of you who might be killed upon the battlefield, or down a sewer, or at the hands of a rival wizard, or simply contract some foul and deadly disease.*

*Heed my advice. Use your skills wisely, and do not abuse them. Treat your gifts and others with respect, and be neither too reckless nor too conservative in your approach to life. And have a good grasp of where all the exits are located.*





a one on one relationship, whereby a single craftsman teaches his apprentice everything he can, and in return the apprentice fetches and carries for the term of his service.

This is mirrored on occasion in the Colleges. Sometimes a Wizard will notice an aspiring apprentice with undoubted talent and take him under his wing and give him personal attention and tuition. The apprentice has little say in the matter. He will be guided by his mentor throughout his apprenticeship.

Largely this will mean cleaning his room and paraphernalia and running errands and doing all the dogsbody work, at least for the first couple of years. Then, if he proves diligent and loyal, he will be given the benefit of his mentor's experience and expertise. Because of the personal attention, the apprentice will, if he has the talent, advance much more quickly than his peers. All the while the protégé should obey his mentor unquestioningly.

The bond between an apprentice and his mentor will be strong, and continue long after the apprenticeship is officially over. The apprentice will still be expected to work for his mentor once he becomes an Acolyte. But this obligation should be more than outweighed by the opportunities the arrangement affords. Only when the apprentice finally becomes a Wizard will they view each other more as equals, but even then they will likely be key allies in College politicking. A mentor will usually only choose one protégé during his entire College career.

## EXEAT WIZARDS

There are also a number of wizards who although they pass their apprenticeship well enough and have undoubted magical talent find themselves drawn to a more worldly calling, making a life for themselves away from the College. They may tire of the strict hierarchy or become overwhelmed by the intense magical experiences. Or they may simply see a value in learning new things and leading a different sort of life, at least for a while.

These are known as exeat wizards. This does not describe a wizard who leaves the College for a while on College business or one who is given the freedom to adventure while reporting back to his College regularly. This is more to describe wizards who pursue different careers for an extended period.

Often an exeat wizard will find himself in academia or turn to religion, using the sort of skills and knowledge that stood him in good stead as an apprentice. But more likely, put off by the formal constraints of the College, he will seek a more adventurous lifestyle. His experiences as a wizard might lead him to dedicate his life to hunting down renegade wizards, or he may hone his martial prowess as a mercenary to complement his magical powers.

### COLLEGE STANCE ON EXEAT WIZARDS

The Colleges are tolerant of their alumni leaving the immediate College fold because it helps spread the influence of the College into places it would not normally carry and it brings a wider pool of expertise to call upon. To this end, once convinced that the exeat wizard is making the right choice, the College wishes him to be as successful as possible. However, it is made very clear to anyone pursuing this sort of life that they are eternally indebted to the College and they can show no other institution or group any loyalty above that of the College.

Sometimes the masters of the College will strongly suggest to a wizard that he needs to give up the Collegiate life and pursue some other career. They will do this if they see he is suffering from too much strain. It benefits no one should a wizard lose his sanity or turn to the dark gods. A wizard would do well to heed such advice immediately, although most are not lucky enough to get such a considerate warning.

### A WATCHFUL EYE

Because of the possibility of wizards going renegade, exeat wizards are watched much more carefully than other College wizards. And, because of their place in society, they are often called upon to do the College favours. This can range from supplying the College with free produce, to undertaking dangerous quests on their behalf, or spying within whatever circles they currently move in.

In any case, it is often that an exeat wizard despite his best efforts will find he cannot fit back into mundane life, and after a time, he returns to the College to continue his magical studies. These returning wizards are welcomed back well enough, although inevitably they drop considerably in the College pecking order.

The Colleges have a network of eyes and ears, especially throughout Altdorf and the Reikland, but across all of the Empire and reaching into the furthest corners of the Old World. Often these are just normal people who owe an allegiance to one of the Colleges, but sometimes these are exeat wizards who hide any sign of their magical talent from the public, and continue their life as mundane citizens while supporting their College as best they can.



My thoughts regarding various different types of wizards? Certainly, I can spare a few minutes to boil down my decades of experience into a few cluttered paragraphs you'll probably end up ignoring anyway.

The Battle Wizards are nurtured for a reason. They are what give the College system its entire reason to be. They are the thing that gives us any value in the eyes of some of the most influential people at the palace.

So you can understand why we as institutions must bring through the most talented and intelligent among us, why we must see to it that they are protected and given a chance to flourish. We must keep them from danger and hone their skills, teach them secrets and in turn learn from them.

And the demand for Battle Wizards is why, if you will indulge my frankness, we must bring through a good number of expendable hot-heads, too.

Regarding master wizards, they control the magic. They have the final say. While Battle Wizards roam the Old World, defending the Empire, the Master Wizards stay in Altdorf, the seat of power, and explore the mysteries of the craft.

In theory the greatest minds should rise naturally to the higher echelons of the Colleges. The structure of our institutions should ensure this. But even in such a perfect meritocracy as we have, sometimes things need a push in the right direction. And who can push the hardest?

The best Master Wizards, perhaps, spend their time in deep study, away in their towers. These, the true masters of their craft do not always find time to make sure they are appreciated among their peers. And so what are we left with to head the Colleges? We are left with those too craven to join the armies, and too lazy to study hard.

Then there are wizard proteges. The choice of a protege is one that you should take seriously indeed. For this choice says more about you than it does about your protege. Of course you should choose an apprentice who has shown remarkable talent and a single mindedness, but perhaps, not too much.

For prodigious talent is also the most precarious. Think how it will reflect upon you should your protege turn to the Dark Gods.

And single mindedness is also dangerously willful. Think how it will reflect upon you if your protege should show disobedience before your peers.

But then, think too, how it will reflect upon you if your protege brings no attention to himself whatsoever.

Take my advice, look after your apprentices well and perhaps they will look after you. I should know as I speak from great experience. I've had almost as many proteges as the rest of the College put together.

There is also the unique case of what some have come to refer to as "exeat" wizards. Though there are only a few exeat wizards, they certainly take a lot of looking after. We keep a careful eye on them, to make sure they have not left the College under nefarious influence. We need to know they go about their business in a conventional and sane manner.

And in any case, who would want to make such a move. After learning the secrets of magic, and being taught how to control incredible forces, why would anyone wish to go back to fishmongering or hunting or roadwardening? It makes no sense to me.

If I were in charge, the first test of a potential exeat wizard's sanity would be the simple question, 'Do you wish to become an exeat wizard?'





## CHAPTER FOUR

# EXOTIC MAGIC DISCIPLINES

The information found on the following pages is taken from *An Esoteric Primer For Apprentices of the Fourth Grade*, by Master Wizard Emmanuel Vaunt. It is a staple in Acolyte reading for those who show promise in their Order and may have the talent, dedication, and aptitude required for higher ranks within the College.

### AN ESOTERIC PRIMER

Most apprentices, cloistered among the lofty towers of the Colleges of Magic, assume that the principles of Teclisian magic are the only form of spellcraft that manifests in the world. Sadly, this assumption is incorrect, although I stress that the Teclisian form is the most noble, and a great source of envy for foreign magicians who lack such education.

Within this chapter, I will discuss the inferior magical practises of lesser realms. “Why concern ourselves with such debased lore?” I hear you ask. A good question! Unfortunately, the wizard of the Empire, when he wanders far and wide on Imperial or College endeavours, will eventually come face to face with such peculiar conjurers. They will try to ambush him with cheap tricks, and to best him at his own game. But should he possess a thorough knowledge of their cunning wiles, he will be sufficiently prepared to defeat them in any arcane duel.

Thus read on, dear apprentice, and be illuminated concerning the different magicks you may experience should duty compel you to cross the borders of our beloved Empire.

### THE HIGH MAGIC OF ULTHUAN

I shall first discuss the art of Ulthuan, upon which our Imperial system is based, introduced over two centuries ago by the high elf mage Teclis. The shining isle of the high elves is said to be steeped in magic. Its skies, touched by the island’s towering mountain peaks, shift and swirl with brilliant colours as the Winds of Magic writhe among the heavens, so strong that they manifest even to those without magical sight.

In the Empire, those rare individuals born with the gift of magic are reviled by the common man, and castigated by our priesthood. In contrast, many high elves are gifted with magical powers, and the mages of Ulthuan are elevated among their own kind, for the elf race believes that magic is a blessing bestowed by the gods.

I am intrigued how the elves intertwine religion and spellcraft. High elf mages refer to their less potent spells as Blessings of Isha, a chief goddess of Ulthuan, and even the smallest conjuration seems to incorporate a high degree of ritual and ceremony, and emotive



supplication to the elven gods. What a contrast to our own magical philosophy, which relies on pure intellect and reason, unshackled by such crude superstition.

## SAPHERY & THE TOWER OF HOETH

One region in Ulthuan is famed above all others for the prowess of its mages: Saphery. Here stands a great white tower, housing priceless magical lore accumulated over millennia, dedicated to Hoeth, elven god of wisdom. The keepers of this bastion of knowledge claim to be the most powerful spellcasters the world has ever known; Teclis himself is their High Loremaster. Only high elves of the highest calibre and purest motive are welcome to enter the illustrious libraries of the Tower of Hoeth.

An order of warrior-ascetics, known as Sword Masters, study martial lore at the tower, and hone their fighting skills to perfection. Should any hostile intruders somehow penetrate the dizzying illusions that guard the place, they will face certain death at the blades of these elite warriors. The Sword Masters act as bodyguards for those mages whose studies or obligations lead them to venture outside the tower, and they are often dispatched on important missions abroad by Teclis himself.

The Tower of Hoeth stretches half a mile into the sky, and acts as a beacon to those elves that seek enlightenment in the ways of magic. I once met such an individual attending the Emperor's court at Altdorf. She boasted that as a youth, studying in the White Tower, she became quickly proficient in all eight Winds of Magic – a vainglorious exaggeration, for it takes a wizard of the Colleges of Magic a lifetime to master only one. I told her of my own studies concerning the more subtle nuances of *Hysh*, and she retorted that novices at the White Tower perfected such 'paltry enchantments' by the end of their first equinox, utilising them to ease the burden of everyday life so that they had more time to explore 'real' magic.

## ON HIGH ELVES & HIGH MAGIC

I forced myself to remain in her company long enough to hear her views on *Qhaysh*, or High Magic, a lore unique to the spellcasters of her race. She told me that she had spent many decades perfecting this art at the Tower of Hoeth. It involved channelling all eight Winds into magic's most potent form – she gave the analogy of a prism refracting the colours of the rainbow into a ray of brilliant light. She claimed that whereas each of the eight Winds grants a spellcaster control over only one aspect of nature, High Magic bestows control over the essence of magic itself.

I asked for a demonstration of her powers, but she retorted, icily, that such potent magic could not be used for idle amusement. The elves, she said, were keepers of this ancient lore, using it only in the direst circumstances. She made some disparaging comments about Dragon Mages, fiery-tempered practitioners of *Aqshy*, who tame dragons to be their mounts and are apparently as blatant in their use of fire magic as our own pyromancers. I detected the briefest flicker of fear in her otherwise dispassionate eyes. Perhaps even high elves fear the terrible results of such reckless spell use – madness and daemonic attack.

Having never seen High Magic used in anger, I have had to rely on accounts describing Teclis' actions during the Great War Against Chaos, although, of course we have to understand that chroniclers have a propensity to exaggerate historical events. Teclis, and two fellow mages, Yrtle (who perished in the conflict) and Finreir, wielded their magic in aid of Magnus the Pious and the Empire. Chroniclers speak of them manifesting great wonders:

## OF TECLIS

At the onset of the Great War Against Chaos in 2301, Malekith allied with the Ruinous Powers to overwhelm Ulthuan, and would have succeeded had not Teclis and his twin brother Tyrion rescued the Everqueen from the clutches of Chaos. The twins subsequently routed the Witch King at the Battle of Finuval Plain.

With Ulthuan safe, Teclis answered a plea from Magnus the Pious, beleaguered by Chaos hordes. He sailed to the Empire and helped Magnus thwart the Chaos invasion. In 2304, Teclis founded the Colleges of Magic, and spent twenty-five years teaching the Empire's wizards how to properly control the Winds of Magic.

Upon his return to Ulthuan, Teclis became High Loremaster in the Tower of Hoeth, where he remains to this day, exploring the deepest mysteries of arcana.

melting flesh and steel as they unleashed searing flames of pure white against the Chaotic legions, and enveloping our forces with shimmering energy that protected the men of the Empire from the spikes, blades and claws of their foes. It is said that at a single utterance from Teclis, the Winds of Magic died, and the sorcerers of Chaos were left gesticulating in futility as their magic power drained from their fingertips.

## APPLICATIONS OF HIGH MAGIC

High Magic is potent in war it seems, but it is apparently also a great creative and restorative power. I have heard that high elf mages perform seasonal rituals to ensure that the verdant pastures and fields of golden crops in Ulthuan's settled lowlands never feel the icy bite of winter. As a consequence, high elf farmers produce two harvests each year, and hunger and disease are all but unknown to them.





There are tales of high elf mystics using Qhaysh to cure mortal wounds, as well as to banish dread from troubled minds. High Magic is anathema to daemons and the undead, and can be used to overwhelm evil mortals with the weight of their own bitterness and spite. I have read of the shrine of Vault, elven god of smiths, towering from the steaming crater of Ulthuan's fiercest volcano, known as Vault's Anvil.

Here, a priestly caste of master craftsmen, ritually blinded in emulation of their sightless god (yet another indication of the folly of elf religion) harness High Magic to forge mighty arcane items, binding Qhaysh in potent runes. Although their talent is said to be a fraction of that harnessed by the great elven smiths of old, when a new high elf prince ascends to power, he is proud to be gifted with a magic weapon forged at Vault's Anvil.

## THE VORTEX & WAYSTONES

Dotting Ulthuan are elegant menhirs known as waystones, apparently constructed to channel the Winds of Magic towards a magical vortex at the centre of the kingdom. The high elf mages apparently utilise Qhaysh to protect these standing stones and the vortex with powerful wards. Elven legend relates that the greatest of Ulthuan's mages have been trapped within this vortex since the dawn of that kingdom's recorded history, doomed to maintain it for eternity. High elf mages claim that this vortex leeches dark magic from the world, and that their ongoing rituals prevent the Realm of Chaos from swallowing all existence. How typical of a dying civilisation to inflate its importance to the world.

A thousand years before our Empire was founded, an usurper, Malekith, tried to destroy the vortex out of spite, and destroyed half the kingdom in the process, before fleeing into exile with his armies of followers to the harsh lands of Naggaroth, the northern continent of the New World. Thus the high elf mages must also maintain spells and wards to keep the island from sinking. Were Ulthuan to fall into the waves, the raw winds of Dark Magic will rage from the north, and sear reality as fire consumes dry parchment. At least,

this is what the elves say. Everyone knows that it is the resolute armies of the Empire, allied with the battle wizards of the eight Colleges, which keep the menace of Chaos at bay.

According to high elf histories, a few thousand years before the foundation of our Empire, colonists from Ulthuan settled much of the Old World. They discovered that certain places attracted arcane power, and raised waystones to becalm the turbulent magical winds that gathered there.

Many strange ruins lay hidden deep within the Empire's forests – could these be the remnants of the waystones? This might explain why Ulthuan has developed a sudden interest in the affairs of the Empire, and why the high elves have begun to visit our land. Do they desire to reclaim their lost heritage? Perhaps the Colleges of Magic should explore these ruins for their own academic benefit.

Spurious myths assert that the elves learned their magic from an even older race that inhabited the jungles of Lustria. I doubt this claim. From all reports, Lustria is a savage continent, populated by primitive lizard-creatures that, though they walk like men, exhibit none of their intelligence. Quite how such a backward, cold-blooded race could have taught the high elves anything, I cannot fathom.

## THE SORCERESSES OF NAGGAROTH

*Dhar*, or Dark Magic, is created when the raw essence of the Winds of Magic combine in a violent, black maelstrom. Only the damned and power-hungry dare risking their souls to use this power. Malekith's mother, Morathi, was the first elf to master Dark Magic, making pacts with daemonic forces to learn how to use this terrible lore. She corrupted many of the mages of Saphery and taught them this evil gift. After five millennia, the strife between the elves of Ulthuan and Naggaroth continues, and dark elf spellcasters have honed their mastery of Dark Magic into a cruel art form.

The most ruthless dark elf spellcasters are the Sisters of the Dark Convent. An ancient prophecy speaks of Malekith's death at the hands of a sorcerer, and male magic users are often shunned and persecuted as a result. The sorceresses of Naggaroth fuel their rituals with bloody sacrifices to their cruel gods. Heedless of the cost to their sanity, they cast their spells with reckless abandon, barely controlling the roiling black mist that snakes around them.

*Dhar* is the spite and envy of the dark elves given form. The sorceresses delight in excruciating the minds of their enemies with a single utterance, or flensing their flesh with jagged bolts of pure night. They can rip out a man's soul from afar, bottling it as a screaming trophy, or open a rift to a hellish realm beneath their victim's feet, sending him screaming into the hungry shadows.

We are lucky indeed that the vastness of the Great Ocean lies between the Empire and the lands of this vile and contemptible race.

## THE MAGIC OF ATHEL LOREN

Let us now move closer to home, and examine the miraculous forest of Athel Loren, domain of the secretive wood elves. The realm of the King and Queen of the Wood has otherworldly qualities. There are many folk tales concerning that terrifying forest. All of them warn against trespassing beneath its dark boughs. I do not know of anyone who has entered the forest and returned, but I have





seen with my own eyes the crude megaliths guarding the tree-line, skulls of orcs, dwarfs and humans staring from niches carved into the stones.

Concerning the spellcraft of the forest's denizens, it has been almost impossible to gather first-hand knowledge detailing the ways of the wood elves. They seldom emerge from their leafy sanctuary, and when they do, they are even more reticent than their high elf cousins. I was fortunate to discover the existence of memoirs written by an eccentric dwarf adventurer, Balzor Threebeard, who had saved a banished wood elf, Cadarn of the Cold Eye, from orcs while exploring the Reikwald.

Their hatred of greenskins united them in an unlikely friendship. Balzor's recollections of his many conversations with his trusted wood elf comrade are tedious in the extreme, but bursting with detail concerning wood elf society. It cost me a fortune in gold and several kegs of beer before I could prise the book from the hands of the dwarf trader who brought it to my attention.

### MAGIC DRAWN FROM NATURE ITSELF

From what I could ascertain, the wood elves are as accomplished at magic as the elves of Ulthuan, but rather than manipulating the Winds of Magic, their power involves invoking the energy inherent within the nature of Athel Loren. Wood elf mages are known as spellsingers, or spellweavers, and it seems that the females are more potent than the males, the most powerful spellcasters being the Handmaidens of Ariel, Queen of Athel Loren and avatar of Isha, goddess of renewal and rebirth (presumably the same goddess esteemed by high elf mages). We are fortunate that our civilised society does not encourage such subjugation of the male, though my female readers may heartily disagree.

The spellsingers commune with the forest, and beseech it to grant them power. Of course, nature is a fickle mistress, and so spellsingers must sometimes cajole or even trick the forest to acquiesce to their demands.

This is only conjecture, but perhaps the best time to cross wits with a spellsinger might be at midwinter, when the power of nature is at its lowest ebb, or maybe when the mage is far from his beloved trees. Would his power grow weaker the further he is from Athel Loren, or can he request magical aid from any forest? I cannot tell, and do not wish to test my hypothesis, for the apparent powers that a spellsinger wields are potent indeed.

### PRIMAL ENERGIES UNLEASHED

The mages of the wildwoods weave webs of deceit, tricking the unwary mind. They can strip their victims of their wits, spreading fear and confusion with glammers. They can instil their warriors with the primal savagery of the Lord of the Wild Hunt, Kurnous, bent on the destruction of their enemies. However, they can also use the regenerative power of nature to knit wounds and heal disease. They have the power of life as well as death.

Some wood elf mages are particularly close to the forest. Known as shapers, or treesingers, they act as emissaries between the forest spirits and the wood elves, dedicated to achieving balance between their own race and the forest. Their intimate knowledge of Athel Loren means that they can learn the secrets of the ever-shifting woodland paths, allowing them to seemingly disappear at will, reappearing instantaneously in a different part of the forest.



They can rouse the trees to wakefulness with their ethereal songs, making the forest attack intruders. Many stories relate how the trees themselves come to life to protect Athel Loren, how forest spirits lash at intruders with their thorny branches, and swarms of tiny sprite-like creatures prick and tear with teeth like spiteful nettle stings. The treesingers can even reshape the forest, crafting elegant artistry from the living wood, and fashioning the treetop halls where the wood elves reside, shrouded in illusion to avoid prying eyes.

My advice, dear reader, is to leave the domain of Athel Loren well alone. We have no quarrel with its enigmatic inhabitants, and they rarely, if ever, venture from that forest. We have little knowledge of the extent of their mysterious powers, and perhaps it is best to leave it that way.

## DWARF RUNE MAGIC

Dwarfs despise magic and are quick to demonstrate their disdain. I have suffered many a conversation with a dwarf who has disparaged my vocation, usually along the following lines:

*"Why 'ave you 'uman folk begun copyin' elgi ways? 'Ast thou gone soft int' 'ead? I tell thee, back in Sigmar's time, and fer a long time since, you used nowt but good old-fashioned iron to see off foemen, and there's no need for owt else today, by my reckoning."*

Of course, my elderly longbeard friend had forgotten that Sigmar wielded Ghal Maraz, the warhammer of power forged by the ancient art of the dwarf runesmiths. Dwarfs do not like to admit it, but they do manipulate magic, though in a more subtle way than an elfen mage. Their runesmiths are expert craftsmen, and know how to trap arcane power in runes inscribed on the items they forge. Their artefacts may not share the same aesthetic beauty as an item of high elf manufacture, for dwarfs are a practical race, but the runic powers they contain are often more potent than any object forged at the Anvil of Vaul.



The secrets of runecraft are guarded by the members of the Guild of Runesmiths. They sometimes craft weapons of immense power as gifts for their allies, for dwarfs value and reward loyalty and friendship, but they never divulge their methods of manufacture.

## THE HISTORY OF RUNECRAFT

I can only guess at the philosophy behind runecraft – it is not simply the shape of a magic rune that imparts it with power; otherwise any lowly smith could copy the process. Other factors must be involved, such as the time of the rune's creation, where it was engraved, the tools used, and perhaps even the prayers uttered, for the forges of runesmiths are often associated with temples of the dwarf gods.

Indeed, the Guild of Runesmiths traces its origins to Grungni, Ancestor God of Mining, Master of the Forge, and Lord of the Runes. The first of their kind was Morgrim, according to dwarf legend, son of Grungni, and, as his descendants, runesmiths are accorded great reverence in dwarf society.

Dwarfs use runes in all manner of ways. A miner might have weak runes carved on his spade to make it dig faster, or on his lamp to make it burn longer. A farmer might have them engraved on his plough to bring fertility or above his cattle shed to protect his herd from hoof-rot. Runes are most commonly used in war, and most dwarfs go into battle with runic weapons and armour that give them a slight edge in combat.

Even the great war machines of brass and steam manufactured by the dwarf Engineer's Guild are inscribed with runes to improve their accuracy and reliability. The most potent runes are called Master Runes, and are the preserve of dwarf kings and heroes, for it takes time and expense for a runesmith to engrave such power into a blade or helmet.

The greatest runic items are forged on Anvils of Doom, the most ancient and potent of dwarf heirlooms, passed down through generations from runesmith to apprentice. These anvils hold such marvellous power that they are sometimes brought out against the

## DARK RUMOURS OF DARK LANDS

An obscure legend tells of a kingdom of blasted wastes, across the Great Skull Land far to the east, where the ground erupts in fire and poisonous clouds shroud the sky. A race of twisted dwarfs is said to rule here with lash and iron, forging daemonic machines with the blood and sweat of a legion of slaves.

The sorcerer-priests of this nightmare kingdom are said to sacrifice to a bull-headed god in return for forbidden knowledge and the power to harness the darkest magical arts... Thank Sigmar that this horrific land exists only in far-fetched myth!

enemies of the dwarfs, and if a runesmith strikes them in the correct manner, he can call on the dwarf gods to manifest their powers on the battlefield.

## RUNES, TRADITION & LAW

Dwarf society holds law and tradition above all else, and it is no surprise that runesmiths are bound by certain rules when crafting a runic item. The Rule of Three states that no item can bear the strain of more than three runes. The Rule of Form restricts certain runes to certain types of item, and the Rule of Pride means that no runesmith can allow himself to plagiarise the work of another or even copy a runic item he has crafted before. Thus all runic items are unique and precious, and there is considerable competition between runesmiths to improve their craft.

Because this exacting profession involves centuries of dedicated practise by only the very best craftsmen, membership of the Runesmith's Guild belongs only to a privileged few. They choose their apprentices with great discrimination, to the extent that some would prefer to take their secrets to the grave than pass them on to an unworthy successor.

A number of powerful runes have been lost this way, but many more have been lost to ravaging greenskins during the slow eclipse of the dwarf empire. One of a runesmith's duties is to recover lost runes, and this may take him on dangerous quests far from his home forge.

## MAGICAL PRACTICES IN OTHER HUMAN REALMS

As we all know, before the coming of Teclis, throughout the Empire, magic was practised in secret by ostracised individuals half-crazed by the powers they tried to wield. Today, magic is likewise used by erratic spellcasters in other human realms, who have not had the fortune of tutelage under the Teclesian principles.

Among your fellow apprentices, you may notice a Bretonnian baron's son, the daughter of a Tilean merchant prince, or perhaps the child of a rich boyar from Kislev. The Colleges will not turn away able foreign students, though often as not only the wealthy can afford to send their talented offspring away. As to the fate of the vast majority of spellcasters from foreign climes who are not fortunate enough to end up at Altdorf, read on.



## THE DAMSELS OF BRETONNIA

As soon as a child exhibits strange powers, before it is killed by superstitious peasants, the Fay Enchantress, representative of the divine Lady of the Lake, will pay it a midnight visit. At least that is the common explanation for the sudden disappearance of such prodigious children. They are thought to be spirited away to a mystical otherworld, and are mourned as dead by their relations. However, years later, girls thus taken often return as mysteriously as they left. Boys never come back.

These 'damsels' or 'prophetesses' never speak of their experiences, but their time away changes them irrevocably, and grants them powers which they use for the benefit of Bretonnia, healing the sick and needy, protecting valorous knights in battle, or commanding the earth and waters sacred to the Lady of the Lake to devastate those who seek to harm the land. Damsels are much sought after by dukes and barons for their wise counsel, as their wisdom belies their apparent youth, and they can detect falsehood lurking in a man's heart, however sly he may be.

The common folk adore and worship the damsels as though they were the living embodiments of the Lady of the Lake. However, they are in terror of foreign men and women who openly display magical powers, believing that they are not humans but changelings, whose souls have been stolen at birth by malignant daemons.

This fear sometimes manifests as a hysterical lynch mob. Bretonnian peasants hold all elves in fearful awe as wizards of great power, and do all they can to placate them with 'valuable' offerings (usually curiously-shaped turnips or other worthless vegetables).

The nobility, or at least those among them who have some education, do not share these ridiculous beliefs, or at the very least pretend not to do so.

## ICE MAGIC OF KISLEV

Perhaps it is because of their proximity to the dread Chaos Wastes, where fell sorcerers abound, that Kislevites have long acknowledged that magic is vital to the protection of their land. The wintry steppes of Kislev are ruled by a sorceress, known as the Ice Queen, the most powerful of a coterie of Ice Witches. The first Ice Witch was Miska, a shamaness from the Gospodar tribe, who united the tribes and rose to rule them, becoming the first Khan-Queen.

These wizards have complete control over the Lore of Ice, and, among many other abilities, can unleash deadly blizzards, lacerate their enemies' flesh with a storm of hail, and freeze the air into a glacial wall. They can shrug off the bite of the coldest winter, and can kill with an icy kiss, sucking the warmth from their victims. The most dangerous allow themselves to be possessed by the ravenous spirits of the tundra, briefly becoming vicious, shrieking killers, as implacable as winter itself.

According to the traditions of the Imperial Colleges of Magic, by rights we should fear and despise these Ice Witches, for they practice magic beyond the laws set down by Teclis. Yet the queen of Kislev is an implacable foe of Chaos and a steadfast ally of the Emperor, and Kislev's spellcasters are tolerated in the Empire.

Some scholars postulate that Ice Magic does not stem from the Winds of Magic, but emanates from the land of Kislev itself, its power derived from the howling tundra to protect the realm from Chaos. The Kislevites regard their land as a sacred spiritual power; can Ice Magic therefore be regarded as true magic, or is it a form of

## THE ICE QUEEN

Tzarina Katarin is a direct descendant of the Gospodar Khan-Queens, and many say that her complete mastery of the Lore of Ice proves that she is a reincarnation of Miska herself. She is revered by her subjects, ruling aloof from her glittering Bokha Palace in the city of Kislev. It is said that upon her accession in 2517, she conjured a new wing half a mile long as her personal quarters. She sits upon a throne of ice, in her chill council chamber of hoarfrost, overawing foreign envoys with her wintry demeanour. She is much courted by ambassadors from the Empire, for her land is all that shields the Emperor's northern provinces from the wrath of the marauder tribes that roam the Chaos Wastes.

shamanistic elementalism? The Ice Witches are famously reticent to outsiders, and so we can only guess at the exact source of their formidable powers.

## OTHER REALMS OF THE OLD WORLD

As elsewhere in the Old World, the peasantry of the human realms of Tilea, Estalia, and the Border Princes are wary of magic users. Because these lands lack a centralised government, and do not have organisations similar to the Colleges of Magic or the witch hunters to control the use of spellcraft, the wizards of these regions are in a similar state that those in the Empire were in before Teclis's arrival.

Many spellcasters are mere hedge-wizards, using their powers for the good or evil of the community they live in, but in mortal danger of corruption by Chaos. Wizards from rich backgrounds may be lucky enough to be sent to the Empire for magical tutelage by their parents, but because this is not mandatory many simply try to master their powers by themselves, perhaps acquiring grimoires proscribed in the Empire, and tempted by dark powers to succumb to daemonology or necromancy.

In contrast to the ignorant peasants, who often persecute spellcasters (even those tutored in the Colleges of Magic), the merchant-princes of Tilea and the petty kings of Estalia consider the presence of a wizard in their entourage as a mark of prestige, and a useful protection against assassins sent by overambitious rivals. Wizards who have studied at one of the Colleges of Magic are favoured over local thaumaturgists, as they have less of a tendency to spontaneously combust while trying to read a courtier's mind or incinerate a would-be usurper.

These rulers pay well for this privilege, and members of the Gold Order are quickest to offer their services to them. However, the crafty Tilean Merchant-Princes prefer to employ wizards of the Celestial Order or adepts of the Lore of Shadow, whereas the fiery, flamboyant Estalian rulers seek out wizards of the Bright Order.

The lawless Border Princes can be a haven for renegade spellcasters. Some principedoms welcome the intimidating presence of a magic user in his court. Indeed, a few territories are ruled by warlocks who maintain control using their awful power. However, other rulers might kill trespassing wizards out of hand, fearing the double-edged powers they wield.





## MAGIC IN EXOTIC LANDS

Not much can be said about the wizardry of far-off lands such as Araby and Cathay. Those few traders who have visited these legendary realms tell of great wonders, but the honest scholar can in no way corroborate their tall tales. We do know that in Araby there are many sorcerers who wield strange powers. They are said to summon spirits of the sands known as genies, and enslave them to their will, capturing them in lamps or bottles.

At the Battle of El Haikk in 1451, where the knights of the Empire and Bretonnia jointly destroyed the power of the despot of Araby, Sultan Jaffar, it is recorded that Arabyan sorcerers raised such desert elementals to destroy their enemies. Other marvels have been reported too: I have spoken to a merchant who once sailed to the city of Martek, where he claimed to have witnessed a man soaring over the rooftops on an enchanted carpet.

Further away, in Cathay, there are stories of mystics dwelling in cities of jade who, like our own astromancers, scour the heavens for mystical signs, and of warrior monks who can kill with a single touch. The Emperor of Cathay is said to be a dragon in the form of a man – we can only guess what potent magicks such a being can control at its whim.

## OF HEDGE WIZARDS

Unfortunately, there are still spellcasters in the Empire who are unsanctioned by the Colleges of Magic. The corrupt practitioners of necromancy and Chaos magic (which I will describe later) are usually highly educated scholars, or very rarely rogue College wizards, who have strayed from the proper path in their desire for knowledge. However, there is a distinct class of sorcerer among the

ill-educated peasantry. They are disparagingly known as ‘hedge wizards’, perhaps because they are forced to live at the boundaries of rural society.

Hedge wizards are men and women who have been born with an innate ability to manipulate the Winds of Magic, but who have not, for some reason, been sent to receive proper tuition at the Colleges of Magic. Perhaps their rustic parents were ignorant of their duty to hand them over to the Colleges. Or perhaps they were influenced by misplaced sentimentality to keep their prodigious progeny home, rather than sending them to the cloistered halls of the Colleges.

### INEPTITUDE & ITS RAMIFICATIONS

Because they have received no formal arcane training, hedge wizards possess incomplete control over their powers. Each generally has an affinity for one of the Winds of Magic, though their mastery of that lore is clumsy and fraught with danger.

They may know a few home-grown spells, perhaps passed down from an older hedge wizard who adopts them after their inevitable ostracisation from the community, but usually their abilities manifest unconsciously, often when they experience a state of heightened emotion or stress.

For example, plants might wither or creatures sicken and die near hedge wizards attuned to *Shyish*; those with an affinity for *Ghyran* or *Ghur* can communicate with plants or animals; those attuned to *Chamon* might possess a magnetic touch or the ability to bend iron bars with a caress; hedge-wizards shrouded by *Ulg* might make a living as bunko artists, or even petty thieves, while those touched by *Azyr* pose as seers or astrologers. Hedge wizards who use *Hys* are least feared by their fellow rustics, for they use their magical talents to heal and comfort.

### A CAUTIONARY TALE

However, they are also the most dangerous of their kind, for their community often tolerates them, and hides them from the witch hunters, until a mishap opens a rift to the Chaos Realms with devastating results.

### REGARDING VOLANS

During the Great War Against Chaos, a mysterious stranger appeared in Altdorf to offer his innate magical abilities in service to Teclis and the Empire.

Unique amongst his fellow human wizards, Volans could perceive the Winds of Magic in their purest form, and had no trace of taint about him, for he had never been tempted to use his gift until taught how to safely weave spells by his elven master. He humbly acknowledged that no human could wield all eight Winds of Magic, and bowed before Teclis's wisdom.

Volans excelled himself in the battles against Chaos, and became first Patriarch of the Order of Light, and selected as Supreme Patriarch over his peers. He was instrumental in the organisation of the Colleges of Magic. His golden staff, pulsing with magic power, has been passed down to successive Supreme Patriarchs, who are expected to emulate his learning and integrity.



Recently, in a village near Bögenhafen, I heard of a young girl who caused fires to burst spontaneously whenever her temper flared, and who accidentally burnt to ashes the unfortunate young fellow who caught her eye and enflamed her heart. The witch hunters found her, but she proved to be immune to their pyre. Luckily for her, a pyromancer intervened and she is now his apprentice at the Bright College.

She is one of the fortunate few. Many hedge wizards fail to survive into dotage – if they are not lynched by neighbours terrified of their powers, they are executed by witch hunters. And a good thing too, for the hedge wizards' use of uncontrolled magic places them at the mercy of corruption by the Ruinous Powers, and makes them prime targets for daemonic possession.

The Colleges of Magic do their utmost to scour the Empire for these lost souls. We must remember that, were it not for Magnus the Pious sanctioning the foundation of the Colleges of Magic, we too would suffer their predicament today, reviled by society and possessing a frail understanding of our powers. We must remember that Volans himself was regarded as a mere hedge wizard before he became a pupil of Teclis.

Sometimes individual hedge wizards are found in time, and apprenticed under the wise tutelage of the Colleges, but often these wretches are too far gone – demented by magical powers they can barely control, or corrupted by dark forces. Without the moral guidance of the Colleges of Magic, these peasant spellcasters may be tempted to dabble with *Dhar* magic, which inevitably results in the damnation of their souls. Such pathetic specimens are fit only for the flames of the Templars of Sigmar.

## NECROMANTIC MAGIC

Throughout the Old World, there are those whose lust for power leads them to explore the basest of arcane lore. These are the necromancers, and they are universally hated and feared, for they have chosen to delve into the secrets of death itself, corrupting the natural process of creation and destruction in order to stay Morr's scythe and control the unliving. They are doubly despised by all sane individuals, for not only do they rebel against nature by manipulating the evil power of *Dhar*, but they blaspheme against Morr by disturbing the eternal rest of the dead and commanding ghosts to do their bidding.

It is interesting that only humans seem to follow the path of necromancy. Keenly aware of their own short lifespan, a few depraved people seek immortality through the study of this forbidden lore. Driven by terror of death itself, they seek out proscribed tomes, such as the *Liber Mortis* or one of the *Nine Books of Nagash*, spending years perfecting their morbid art through obsessive study and experimentation.

### FOLLOWING THE PATH OF THE DAMNED

Some seek out fellow necromancers as mentors, not an easy task when these disgusting sorcerers are forced to hide in the shadows for fear of discovery and destruction. Many necromancers dwell in forgotten places in the wilderness, where their vile experiments will not be disturbed, though some live secretly in cities, emerging at night to rifle the graveyards for corpses; the Priests of Morr are kept busy protecting the sleep of the dead from such degenerates.

Many would-be necromancers, in their desperation for illicit knowledge, seek out vampires to teach them the ways of undeath, perhaps travelling to the forsaken province of Sylvania where these dread lords of the night hold sway. But they must trade their freedom for the knowledge they seek, becoming little more than thralls of their blood-sucking masters.

Necromancers are attracted to places where Dark Magic pools, for they can tap into this congealed essence to raise the dead to life and halt their own gradual decay, though it is ironic that in doing so they begin to resemble the very corpses that fascinate them: their pale skin clings to their bones, and their faces become gaunt, with hollow eyes and rictus grins. The stench of the grave follows in their wake.

### SEEKING DARK MAGIC

Dark Magic is attracted to places where the basest of emotions have been scorched into the fabric of reality by terrible suffering: on battlefields ancient hatreds are remembered; in plague pits, horror and fear cloak the ground; in abandoned graveyards, the mourning of forgotten spirits is borne by chill winds.

Those with magical sight can perceive the choking shadows that cling and feed upon the negative energy of these places. It elicits sickening terror in the hearts of the sane, but brings joy to the withered soul of the necromancer, who can mould this black mass of magical power, and channel it into spells to raise rotting corpses, shambling skeletons, and worse.

The Priests of Morr range across the Old World, their blessings cleansing such areas and dispersing the Dark Magic gathered there, but theirs is a losing battle, for mayhem, disease, and grief despoil the lands with every passing month.

Where the eight Winds of Magic blow free in the air, Dark Magic is heavy, and sinks to the ground, and after many centuries can congeal into a solid malignant mass, which corrupts all it touches like a tumour. This black substance, streaked with lurid green, glows with unearthly energy. It mutates the living and can cause the dead to walk. Known as warpstone, it is a substance much sought after by necromancers for their experiments. Chunks of

### THE TERROR OF THE LICHEMASTER

Perhaps the most famous necromancer was Heinrich Kemmler, the Lichemaster, who, thirty years ago, raised the corpse of a powerful Chaos Champion, Krell, from his barrow high in the Grey Mountains.

The Lichemaster, at the head of a massive horde of undead led by Krell, swept down upon Bretonnia, massacring entire villages whose dead rose to join Kemmler's shambling legions. The Lichemaster's plans to dominate Bretonnia were confounded at the Battle of la Maisontaal Abbey, where valiant monks, devoted to the god of life and nature, held up the undead force long enough for an army of Bretonnian knights to arrive and deliver a devastating flank attack.

Kemmler fled back to the Grey Mountains, and nothing has been heard of him since. Or so the story goes...



warpstone have sometimes been known to fall from the sky – indeed the city of Mordheim, in Ostermark, was destroyed by such a meteor in 1999.

Many necromancers are content to hide within their secret libraries and laboratories, quietly pursuing their obsession with unlife. Yet a few are possessed with megalomaniac madness, and raise great armies of corpses to destroy the living, hoping to rule the world as eternal masters of death. Throughout the Empire's history, such maniacs have posed a great threat to our civilisation, and it is for this reason that the witch hunters and the battle wizards of the Colleges of Magic combine their might to eradicate necromancy wherever it lurks.

## CHAOS MAGIC

The pursuit of Dark Magic offers a path to swift power. However, do not be tempted to take this road, for you must sacrifice your sanity and bequeath your soul to the Ruinous Powers. Though you might command tremendous power, reshaping reality to your desires, you will forever be enslaved by the Dark Gods, your mortal body theirs to mould at their pleasure or to bequeath to a daemon who will cloak his spirit with your flesh.

You will be forced to live in hiding, or to flee to the bitter lands of the north to escape the witch hunters' pyre. Death will offer no respite from your torments, for your soul will be a plaything of the Ruinous Powers, never to experience the peace of Morr.

The witch hunters claim that every town and city in the Empire harbours a coven of Chaos cultists, plotting to unleash hell with blood-soaked rites. Sometimes these cults are led by those who seek power and influence by invoking Chaos magic gleaned from proscribed texts. The worst of their kind summon daemons in the mistaken belief that they can control these servants of the Ruinous Powers. However, their mastery of the dark arts is nothing compared to the energies commanded by the sorcerers of the Chaos Wastes. Those born with the gift to bend raw magic to their will are exalted by the barbarian tribes of the frozen north.

### WHEN MORRSLIEB IS HIGH

Two moons encircle the heavens, silver Mannslieb, beloved of the god of the sea, and the smaller Morrslieb, the Dark Moon, beloved of the god of death. Mannslieb's orbit is predictable, governing the seasons and the tides, but Morrslieb is erratic, waxing when Chaos is in the ascendant.

When strife ravages the lands, some see a mocking grin upon its face. Babes born under Morrslieb's smile are often hideously mutated, or become feared for their weird powers. Over two centuries ago, Morrslieb eclipsed its twin, an omen that heralded the Great War Against Chaos.

Empire folk fear Witching Night, the first night of the new year, and the Night of Mysteries, exactly six months later, when both moons are full. At these times, beastmen roam abroad under Morrslieb's sickly light, the power of sorcerers grows strong, and the unblessed dead stir in their graves. Only the very foolish or very wicked would dare leave the safety of their home on such a night.

## ERGRIMM VAN HORSTMANN

In 2457, Egrimm van Horstmann was ordained as High Luminary of the Order of Light, the youngest and most talented wizard to ever head a College of Magic. However, his swift progress was not due to diligent study, but to his nightly prayers to Tzeentch, his study of corrupting texts, and the daemonic secrets whispered to him in his dreams.

For three years, van Horstmann corrupted many wizards in his Order, and raided the vaults below the pyramidal College of Light, which guarded a collection of daemonic tomes and artefacts too dangerous to destroy. His villainy was uncovered by the witch hunters, who purged the Order of his minions, but van Horstmann escaped by freeing the twin-headed Chaos dragon, Baudros, from its prison beneath the College, fleeing on its back to the Chaos Wastes.

It is rumoured he exists there still, heading a mysterious cult of Tzeentch known only as The Cabal.

The Dark Gods reward the most promising of these fiends with a suit of supernatural armour that often fuses to their flesh when first donned. The unholy sigils engraved on the mail plates allow a sorcerer of Chaos to channel his spells despite the weight of metal, for armour, as you know, usually restricts a spellcaster's abilities. These sorcerers march to war alongside the marauding hordes of the north. It was to shield the Empire against the power of their malefic spells that Teclis founded the Colleges of Magic. As such, the Chaos sorcerers must be regarded as our archenemies, to be destroyed at any cost.

Those magicians who have bound themselves to Chaos find that their powers adapt to please the Dark God they favour most.

## TZEENTCH

The Changer of Ways tempts his followers with unlimited knowledge and an insight into the tangled paths of the past and future. Do not believe his lies! The armour of those sorcerers who follow him coruscate with rainbow energy, and shift and seethe with a hundred blinking eyes and babbling mouths.

Sorcerers of Tzeentch can unleash brilliantly coloured flames that mutate their foes, conjure confusion and insanity, and cause brother to murder brother and servant to rise against master. Their eldritch rituals can crack open portals between reality and the Realm of Chaos itself, allowing madness and mutation to pour into the world.

## NURGLE

The sorcerers of the Lord of Decay revel in spreading putrefaction to corrupt nature. Pus bleeds from their bloated sores through the chinks of their rusted armour. Among the many gifts granted by Nurgle, they can inflict virulent, rotting disease on their enemies, afflict them with a leprous curse, and force the heavens to disgorge a rain of reeking filth.



## SLAANESH

The Chaos god of excess seduces his devotees with promises of temporal power and influence. He gifts his sorcerers with incredible physical beauty and grace of movement, and their jewelled armour bedazzles like a mirror in the sun. Yet their cold, empty eyes betray the insatiable lusts that torture their being.

Chaos sorcerers of Slaanesh delight in tormenting their victims using spells that punish with exquisite agony and reward with excruciating rapture. They are masters of delusion and illusion. Their magic intoxicates the senses, and they can force their victims to worship them on bended knee.

## KHORNE

The Blood God abhors sorcery, deeming it the provenance of weaklings and cowards, whose skulls are barely worthy of decorating his throne. Thus no Chaos sorcerers worship him. However, his daemonic minions are expert at binding runes of destruction and pain into weapons and armour, forging them using the boiling blood of their master's defeated foes.

His champions charge into battle wielding rune-axes that reap heads with unerring accuracy, or wearing magical collars that instil in them the blind fury of their patron and protect them from the honourless magicks of the enemy.

## THE BRAY-SHAMANS

The shadowy forests that cover much of the Empire harbour many dangerous creatures. Our brave hunters cull the wild beasts, and our valiant foresters hew down swathes of forest each year in an effort to tame the land, but our Empire is so vast that it will take many hundreds of generations before all lies under the plough. No doubt our friends in the Amber and Jade orders will argue that such a time should never come, and that civilisation should co-exist in balance with nature, but such an idealistic state of affairs can never occur while the ever-present peril of the beastmen lurk in the untamed wilderness.

### MAGIC FUELLED BY FERAL INSTINCTS

The beastmen are controlled by hideous bray-shamans, who claim to speak the will of their dark gods, and whose unholy flesh is considered inviolable even by the most aggressive of warherd leaders. Thus the bray-shamans wield great influence among the beastmen herds. Deep in their forest territories, beastmen gather at monoliths dedicated to the Ruinous Powers, known as herdstones. There they witness gory sacrifices of innocent Empire folk, captured during their raids.

The bray-shamans wield the sacrificial daggers and rip the still-beating hearts from their screaming victims' chests. They preside over orgiastic rituals, where they stoke the primeval hatred that the hoofed ones harbour for all civilised races. In their bloodlust, the beast-herds pour from the forests to slaughter and burn, their inhuman wails rejoicing in the senseless carnage.

### AN ENCOUNTER I SHALL NEVER FORGET

I have seen a bray-shaman, when I was a young battle wizard. My flesh creeps at the memory. It was leading a warband of filthy half-human brutes as they ravaged a settlement north of Altdorf.

Yes, even so close to our glorious capital, these half-breeds plot our destruction. The regiment I was attached to was ordered to rescue the settlement and destroy the herd.

As we stalked through the undergrowth, hoping to take the beastmen by surprise, I noticed a crow, flitting from tree to tree alongside us. In retrospect I should have killed the ill-omened bird, for the beastmen knew of our advance, and we were ambushed. I am convinced that the shrike was the bray-shaman metamorphosed. Beware even the birds and beasts of the forests, for they might be spies for dark powers.

The bray-shaman snorted incantations from the rear of the attackers, and the beastmen were driven to bloodlust by its presence, leaping at our soldiers with inhuman agility. A miasma of corruption surrounded the creature – twisted ram's horns curled either side of the over-sized bear skull that it wore on its shaggy head. Fierce yellow eyes glared from its matted fleece, daubed with brightly coloured mud.

It loped with a stoop, great protrusions of bone jutting from the hump on its back. Its left hand was a withered claw, its right clutched a knotted staff decorated with a chain of rotting fingers. Where its hooves scraped the ground, filthy, poisonous insects and worms writhed from the earth. Its touch blighted the forest leaves.

The bray-shaman sensed my presence and I felt a stab of utter hatred in my mind as it issued an unspoken challenge. It rattled its staff and the men either side of me fell on all fours, hooting and snarling, ripping up grass with their teeth like deranged livestock. I was on my own. My sword flared white with the power of *Hysh*, and I advanced on the beast, disembowelling its horned bodyguard.

I raised my searing blade to cut the shaman down, but it grinned with feral madness, raised its arms as though to receive my strike and shrieked. The bray-shaman exhaled all its bitterness in that





Yet most soldiers who fought hand-to-hand against the attackers agree that they were only mutants, or beastmen of a curious form. Because the enemy bore away the corpses of their dead during their rout, and because no credible witnesses among the nobility and priesthood survived, there is not a jot of proof that so-called 'rat-men' organised this attack. It was an opportunistic raid by bestial mutants.

As an amusing diversion, I present here a collection of 'eye-witness' accounts that purport to describe the magical powers of these creatures. How easy it is for the human mind to be derailed by the heat of battle!

*"The rat-thing was weighed down by hissing, whirring contraptions of bronze, like nightmarish versions of the inventions of the Engineers' Guild. The creature's left eye-socket glowed green, where a lump of black rock had been hammered in. It raised a clanking mechanical arm that ended in a nozzle, and fired a blast of greenish-black lightning that fried Sergeant Knopf to a charred corpse."*

– Merkel Trenkner, Militiaman

*"Its stinking, bloated body was covered in rags, and its rat-like head was wrapped in bandages, stained yellow, through which a pair of beady eyes stared out, weeping pus. The thing hobbled forward, dragging its scabbed tail behind it. It rang the rusty bell in its left paw, its other hand pointing at me with a filth-encrusted dagger."*

*The deep tolling of the bell sickened my soul. The flesh on my fingers withered and I dropped my sword. The wasting disease crept up my arms and my skin tightened across my ribs and stretched across my skull, my hair falling out in clumps. I fell unconscious and cannot tell how I survived. I was but a youth of sixteen at the start of the battle, but ended it a man of eighty."*

– Gotwin Gruber, Former Watchman

*"It appeared with a puff of noxious smoke in front of us, cackling hysterically. It looked like no mutant I'd ever seen before – nothing human about it at all, and its eyes glittered with an evil intelligence I've never known a beastman to have. It was man-sized, dressed in a tattered robe, and covered in grubby white fur, except for its rat-like snout and horrible pink tail. Great ram's horns curled from its brow, and strange amulets hung round its neck. A swarm of black sewer rats chittered around its feet."*

*It stamped the staff of twisted wood it held in its hands, and grinned. I heard their screams behind me, and spun around. My men were contorted in agony, their limbs twisting unnaturally, their bodies shrinking and sprouting growths of fur. Their eyes pleaded with me in anguish as their jaws stretched out into muzzles, and worm-like tails coiled behind them."*

*The horned sorcerer vanished with a laugh and the stink of brimstone, leaving me to bloody my sword on my former comrades as they leaped at me with scratching rat claws."*

– Viktor Kuhn, Roadwarden Captain

So there we have it – the ravings of a fantasist, the delusions of a senile man, and the blatherings of a man whose mind had succumbed to the horrors of war (Captain Kuhn later hanged himself in his cell at the Shallyan hospice in Frederheim). If there was magic being utilised by the enemy at Nuln, it was clearly the magic of deception.

dreadful wail, and it struck me like a furnace blast. My ears bled, and my right eye burst from its socket, and in agony I fell to my knees. I would have died then, and my beleaguered regiment too, had not the sudden whistle of arrows sliced the air. Many beastmen were cut down, and the survivors fled howling into the shadows of the forest, the bray-shaman being the first to run. Our rescuers never emerged from the trees, but the arrows embedded in the flesh of our foes appeared to be of elven design.

Alas I am too old to fulfil my oath spoken that day to follow that fiend back to its lair. My task now is to instil into a younger generation of wizards a hatred for these beasts of the wild woods. Kill them without question or mercy, for the survival of civilisation depends on the eradication of these horrors.

## A CONSPIRACY OF RATS

There are many monsters hiding within our Empire that bear the curse of Chaos. Mutants who have escaped the witch hunters band together in the forests, sometimes led by renegade warlocks. There are also rumours of mutated beings lurking beneath our feet, in city sewers and dank tunnels.

A handful of pariah scholars have become so consumed by paranoia that they insist that these troglodytic creatures are a distinct race – ratmen led by powerful seers who ape the world of men with a debased under-empire of their own. I will briefly examine this fallacy, for it is important that a wizard should be able to separate fact from fantasy.

To prove the veracity of their claims, the conspiracy theorists point at the attack on Nuln in 2499. The city was ravaged by the forces of Chaos, which tunnelled from beneath. This is undeniable. But a few fools say that the city was attacked by a horde of man-rats led by horned rat-sorcerers of great power that displayed vicious cunning.



# THE PECULIAR MAGIC OF THE WAAAGH!

We began this discourse by describing the magic of the most accomplished spellcasters in the Known World, so it is appropriate that we end by examining the most primitive form of sorcery.

Greenskins worship only two gods: Gork represents the unbridled aggression of the orcs, while Mork is the epitome of crude cunning favoured by the smaller goblins. Or is it the other way round? Accounts differ. It would not surprise me to learn that entire greenskin tribes have slaughtered each other over this 'doctrinal' problem. Religion is always the best excuse for a good fight.

Shamans are important figures in greenskin society, believed to have an innate connection with these deities, and orc warlords value them as 'advisers', though powerful shamans actually rule some tribes. No orc or goblin will dare cross a shaman, terrified of incurring the wrath of Gork and Mork.

## AN ANECDOTE OF GREENSKIN SHAMANISM

To demonstrate the extent of their power, I refer you to the memoirs of Captain Zacharius Gucklhorn, who saw action during the infamous Third Battle of Black Fire Pass in 2520.

"The orcs were mustered on the other side of the valley, a howling mass of green, in stark contrast to the ordered ranks of our brave Imperial troops. On the low rise just behind the orcish horde, a large greenskin, his naked flesh tattooed blue, danced a frenzied jig, waving a skull fetish.

'Shaman!' spat Brother Zimmerheimer, the warrior priest attached to my brigade, making the sign of Sigmar with his hammer.

The orc warriors clashed their swords and shields together, and gnashed their teeth, barely restraining themselves from pouring forward. A close atmosphere settled over the battlefield, as if a great thunderstorm was about to burst overhead, though the sky was cloudless. I could taste a metallic tang in the air. The shaman's dance grew wilder, and his shrieking pierced the deep roar of the horde. I was astonished to see green tongues of flame flicker from the shaman's eyes and mouth.

He leaped high into the air, and from his outstretched hand burst bolts of green fire, that flew across the battlefield like angry snakes and exploded among our men, blistering armour and scalding flesh. He swept his skull fetish across our ranks, and in an instant our lines seemed to collapse, as though bowled over by a great, unseen stamping boot, leaving a mess of crushed armour and broken, bloody corpses.

Brother Zimmerheimer rallied our panicked troops with fierce oaths, while I called out for retaliation. Dimitri Steinkampf was the finest shot in our handgunner contingent. With exaggerated precision, he aimed his Hochland longrifle, the shaman in his sights.

Suddenly the shaman stopped his savage dance. The green energy raced across his limbs and torso, and haloed his head. A terrible mirage of green mist formed above the enemy army, resembling the furious features of a giant orc. The image burst, like a cloud scattered by a breeze, and the mist seemed to rain gently down upon the greenskin ranks, whose screams and war cries reached a

deafening crescendo. With an almighty bellow, which shook the ground, the horde streamed forward, blades raised, fangs bared in battlelust.

'Shoot! Shoot now!' I yelled at Steinkampf. I needn't have bothered. Before the fellow could fire, the shaman, wreathed in green flame, uttered a squawk before his head exploded in a shower of gore. I glanced at the warrior priest. He shrugged in surprise before turning to heft his warhammer against the charging orcs."

## GREENSKIN MAGIC, IN CONCLUSION

Many scholars believe that the congregation of greenskins draws the essence of Gork and Mork, generating erratic but powerful energy that can be tapped into by the shamans. For want of a better word, let us call this mysterious force Waaagh! energy, after the bloodcurdling screams the shamans make when they harness it.

From the testimony of surviving witnesses, academics conclude that aggressive orcs generate more energy than weaker goblins, for a shaman's powers are increased by the presence of large numbers of excited orcs. It has been noted, however, that a shaman's ability to control Waaagh! energy diminishes when orcs are confused or panicked. Which is thankfully most of the time.

As demonstrated by the passage quoted above, shamans often have difficulty controlling the raw power of the Waaagh! At best, shamans act in an unhinged manner, more so even than normal greenskins. At worst, the uncontrolled energy backlashes through their bodies, racking them with painful jolts of green power. The heads of unlucky shamans may explode as the power of their gods overwhelms their miniscule brains.







## CHAPTER FIVE

# EXPANDED MAGIC RULES

In addition to a wealth of new information and background material on the Old World and the role of magic in the Warhammer setting, *Winds of Magic* includes some new and expanded rules on magic use, wizards, and Chaos. Players and GMs should familiarise themselves with these new rules before using them in play. At the end of this chapter are some special rules and an overview of different magic themes for each Order.

### SPELLCASTING, MISCASTS & CORRUPTION

In addition to the rules regarding corruption and mutation outlined in Chapter Three of the *Book of Change* (for GM's eyes only, unless he gives you permission), Corruption can also be gained by careless spellcasting, or through delving into secrets a wizard was not meant to know. There are a number of different ways a wizard can gain corruption. Several are covered here.

#### GREATER MISCASTING RISKS

Miscasting is dangerous in and of itself. Some new miscast cards include exposure to corruption, and create even greater risks to wizards.


#### THE LURE OF FORBIDDEN STUDIES

Since human wizards were given the right to practice magic during the Great War against Chaos they have been allowed to do so on condition that they follow the system recommended by the high elf Mage Teclis. This requires human wizards to manipulate the magical energies of a single wind, rather than combine multiple winds as high elf wizards do.

Most wizards recognise the wisdom of Teclis, and besides, the numerous spells and effects of any one of the eight winds can take a lifetime to master anyway. However, there are some who seek to learn the secrets of the other orders in order to augment their own College-taught talents. Such miscreants are known as sorcerers, and in the eyes of the Witch Hunters, no distinction is made between them and the spellcasters who serve the Chaos gods.

The following rules apply strictly to human wizards from the Colleges of Magic. They come into play whenever such a wizard studies the details of spells not taught by his order, be it an Amethyst Wizard reading about the practice of Bright magic from a grimoire, or any sort of college wizard grappling with necromancy or daemonology.





*Aside from the continual, baseless and, frankly, tedious accusations levelled at wizards alluding to a relationship between the powers of Chaos and the working of our magical art I feel the greatest misconception regarding the public perception of us is the fact that people feel our powers are limited to a handful of tried and tested spells.*

*This couldn't be further from the truth. Each college teaches its apprentices a small number of well known common magical effects, and these are often the most practical and spectacular spells facilitated by our abilities. To see any wizard at work is a wonderful and often frightening sight for normal folk, but those who work alongside wizards for any length of time will see certain spells employed again and again.*

*But the fact is that there are multifarious applications of magic. Magical research is a fluid thing, forever exploring new avenues of application. Wizards craft magical items, such as those wielded to great effect by the heroes of the Empire. Why, even the Grand Theogonist of the cult of Sigmar makes use of items designed and enchanted by some of the most talented wizards of the nation.*

*The Bretonnians, despite their backward and ignorant tendencies, do not shun and belittle their magic users as those in the Empire unfortunately do. Nor the hard men of Kislev. The damsels and ice magicians of these countries don't have the expression of their arts stultified by suspicious religious zealots and a mollified populace. Instead they are openly honoured for the services they perform and can work magic against the enemies of civilisation to the utmost of their abilities.*

*Some folk assert that wizards indulge in practices that are controversial in nature, that they study forbidden lore in the form of spells taught by orders they don't belong to, or who power their spells with shards of the malefic substance called warpstone. Let me be emphatic, no true wizard would be so foolish as to meddle with such things, and the masters at the colleges make every effort to teach the fact that such methods lead to insanity and death – or worse.*



### LEARNING A PROSCRIBED SPELL

Should a wizard character seek to learn a spell from a grimoire, or from another wizard, that is not taught by his order, he must attempt a **Daunting (4d) Spellcraft check**, with one misfortune die per Rank of the spell being researched. Regardless of the check's success or failure, the wizard suffers one corruption for each Chaos Star ☉ generated by the check.

If the check fails, the character suffers one corruption and learns nothing. If the check succeeds, with the GM's permission the character may have learned something of the proscribed art, such as the ability to acquire a spell from a different order if he invests the appropriate number of advances.

### CASTING A PROSCRIBED SPELL

If the wizard continues in his foolhardy study of forbidden magic, he risks further corruption. The wizard increases the difficulty of any spell outside his order by ♦♦. If the casting check fails, the character suffers one corruption point. Regardless of the check's success or failure, the wizard suffers one corruption for each Chaos Star generated by the check – in addition to any other consequences for generating Chaos Stars (such as suffering a miscast, or triggering negative side effects based on the spell).

Needless to say attempting to understand the spells of other orders is a very dangerous practice, one that soon results in those wizards who do becoming the pawns of the Chaos gods. This risk is well documented and understood by people throughout the Empire, and warnings against it are repeated to apprentice wizards again and again.

If a wizard character is found trying to learn about the magic arts of colleges other than his own he will come under immediate suspicion from anyone who realises what he is trying to do. Such a wizard will become a sorcerer in the eyes of the authorities and branded a witch or hedge wizard by peasants. Indeed, the wizard is now a legitimate target for witch hunters, bounty hunters and religious zealots; the character will have made himself an effective outlaw. Even other wizards, who usually seek to protect their own when they are threatened by suspicious outsiders, will not tolerate such behaviour, and will join in with those clamouring to see the sorcerer put to the flame.

### CASTING SPELLS OF A HIGHER RANK

It is possible for apprentice wizards and acolytes to learn spells that are generally employed by more senior wizards. The practice is frowned upon, as there are dangers associated by wizards over-reaching in this manner. However, some ambitious apprentices ignore the advice of their masters and secretly study the methods



of casting powerful magic from grimoires in their own time. In times of need a master may see it as a justified expedience to teach their apprentice powerful magic. However, such events are rare. Most apprentices abide by the wishes of their superiors and show patience.

Should a PC wizard have the inclination and opportunity to acquire the ability to cast a spell from a higher rank than he is yet to achieve it can be possible for him to do so. Apprentices are warned against learning such spells, so the character should be aware that such a course of learning is dangerous.

If the wizard ignores such warnings he can acquire such a spell if he has the advances available to do so. Keep in mind that a character can acquire spells of a higher rank, by paying one additional advance per spell rank above the character's rank.

However, casting a spell from a higher rank draws greater risks. A wizard doing so adds one challenge die ◆ per rank difference (between the character's rank and the rank of the spell). Further, if the wizard miscasts whilst trying to cast a spell of greater rank he suffers a miscast result as if he had generated one additional Chaos Star ✨ per rank by which the spell exceeds his own rank

For example, a Rank One apprentice wizard may acquire a Rank 3 spell for the cost of three advances. He adds two additional challenge dice ◆◆ to the pool he assembles when attempting to cast the spell. Further, if he miscasts, he counts as having generated two additional Chaos Stars ✨ ✨ when resolving the severity of the miscast result.

## ADDITIONAL SOURCES OF POWER & ARCANES ITEMS

When attempting to cast a spell, wizards channel the Winds of Magic, hoping to draw enough power to fuel the magic they wish to cast. Channelling is the most common form of drawing magical power, and is one of the least dangerous. However, other methods do exist.

### LUCKSTONES

These arcane items are crafted by wizards of the Celestial college in order to help wizards with spellcasting. The stones are covered in divinator sigils and assist wizards in second guessing changes in the flow of winds of magic. They are usually worn tied to a wizard's belt by a length of twine.

The crafting of such an item is arduous, and is rarely undertaken. To receive such an item a wizard must have done something to impress the wizards of the Celestial college, for they would not bother going to the effort of making a luckstone if it were not to repay another wizard (even a member of their own order) for a significant favour.

A wizard with a luckstone can use it to reroll a single die in a single Spellcraft check once per week. Rumours of more powerful luckstones that can be used more regularly exist, though the master wizards of the celestial college deny all knowledge of such potent artefacts.

### WARPSTONE

Some wizards talk of a rare magical mineral, a black rock shrouded in shadows that sometimes falls from the sky as meteorites. This rock has transformative qualities, and must be handled with extreme care in order to prevent those who work with it developing mutations.

Many wizards refer to this substance as "wyrdstone", and they often pay large amounts of money to acquire some of the rare material. Quite why it is known as wyrdstone in magical circles is not clear, though detractors of wizardry assert that it is merely in an attempt to distance themselves from the more common term for the rock – warpstone.

If this is the case the duplicity fools few people. Dealing in warpstone is strictly forbidden in the Empire, and anyone coming across one of the rocks should report it to the authorities so that it can be safely disposed of.

A wizard can use wyrdstone to help channel spells, if he is foolhardy enough. If the wizard is in proximity to a shard of wyrdstone he can choose to siphon off some of the rock's malign energy to power his spells.

If the wizard does this he may be eligible to add expertise dice to his Channelling check. A small sliver of wyrdstone the size of a shilling or so adds one ■ expertise die, a larger chunk the size of a flask or lump of coal grants two ■■ expertise dice. Even larger chunks provide three ■■■ expertise dice. In addition to the normal results, each Sigmar's Comet ➔ result generates one additional power. Further, the Channelling check must generate as much power as possible; the character cannot choose a lower success line if a higher success line is available, and must spend boons to gain extra power if possible.

The smugglers on the docks usually deal in pretty innocuous stuff. They push through a bit of weirdroot or a jar or two of Black Lotus. We pick that stuff up when we find it but it's not worth chasing after. What we're mostly interested in is stuff that brings us the gratitude of the nobles and the temples. You know, the odd dead body, someone trying to get their mutant brother out of the city without being seen, stuff like that. Witch hunters pay good silver for a tip off to such things.

What's well worth looking for, if you're ever going over the barge of a suspected smuggler, are small but heavy chests and boxes. Something that feels as if it's lined with lead...which means they contain something the temples and the colleges of magic will be interested in.

The priests'll see you get rewarded for turning such things in. They say them rocks the smugglers keep in such boxes are dangerous, and an affront against nature and the gods. However, it's usually more lucrative to sell them to some wizard. You'll have to be quiet about it though, very hush-hush. No wizard would want it known that he would stoop to purchasing wyrdstone, but you might see a gold crown for your trouble and silence.



However, after channelling power is resolved, the caster must attempt a **Daunting (4d) Discipline check**. If the check fails, the wizard suffers one corruption. Regardless of the check's success or failure, the wizard suffers one corruption for each Chaos Star ✧ generated by the check

Note that a wizard may also risk corruption by touching the warpstone, or by being in proximity to it for a length of time. This is covered in Chapter Three of the *Book of Change*. Many wizards go to great lengths to protect themselves from the warping effects of warpstone, such as carrying it in lead-lined containers and handling it with tongs. Such practises do seem to mitigate the worst of its mutating effects.

## MAGIC WANDS

These magic items are crafted by wizards in the Colleges of Magic, or recovered as ancient artefacts in dusty tombs or long lost treasure troves. They come in numerous forms, though most are in the form of a short metal rod or wand up to a foot in length and no thicker than a grown man's thumb.

The design of the magic wand varies depending on which wind of magic the wand is most closely associated with, or if it is of a certain origin, such as an ancient High Elf wand. Wands employed by the Jade college may appear to be nothing more than twisted branches, whilst those of the Gold Order may be a solid bar of precious metal.

Wands act as batteries of magical energy. They can contain magical energy to supplement the power available to a wizard, and are highly sought after.

Such wands are difficult to manufacture, requiring careful craftsmanship and some intricate magical tinkering. The wands are awarded to wizards who have performed a great service to their order. Such deeds include joining the armies of the Empire on the field during a great battle, tracking down and destroying a dangerous enemy of the order (or the Empire in general), rediscovering some long forgotten application of magic, or pioneering a new direction of magical research.

### USING A WAND

A wizard with a magic wand can use it to store magical power. A wand can store one power for each wizard rank the character has attained. For example, a wand in the hands of an apprentice wizard can store one power, while a wand in the hands of a full-fledged wizard can store three power.

To store the power a wizard must summon the energy by channeling or reaching equilibrium as he would do if attempting to cast a spell. The wizard can then assign power to the wand (up to its maximum based on the wizard's rank) as a single manoeuvre.

The power remains in the wand indefinitely and can be drawn from the wand by a wizard as a single manoeuvre. Once released from the wand, it can be applied to spells in the usual manner.



## ADDITIONAL DANGERS OF WARPSTONE

Wizards risk a lot more than just mutation when they deal with warpstone. Use of the substance is judged tantamount to Chaos worship by many of the authorities in the Empire, and wizards who are discovered using it can become the target of Witch Hunters and other authorities.

Some whisper of another danger in the form of a secretive rat-like race known as the 'Skaven.'

While there is no concrete evidence that these supposed rat-like beastmen exist in anything like the numbers or sophistication suggested by these conspiracy theories, it does seem to be true that wizards who stockpile warpstone in quantity are often discovered dead in their ransacked laboratories.

## WANDS AND THE WINDS OF MAGIC

Unlike attuned items wands are not designed with a particular wizard in mind. However, those designed by the Colleges of Magic are wrought with a single wind in mind. This means a wand designed for a Bright Wizard is intended to hold *Aqshy* and could be used by any Bright Wizard, but could not be used by a Jade Wizard.

The Orders take a very dim view of wizards who "acquire" a wand from their fellow wizards (either as a purchase, theft, or looted from a dead body) without permission from the Colleges. These items are carefully crafted artefacts awarded to those who have earned the gratitude of the Order, and if the wizard who earned the honour no longer requires the wand it should be returned to the College.

## SCROLLS

Enchanted scrolls are sometimes created by wizards and other practitioners of magic. These artefacts bind the energies of a particular spell within letters, sigils and designs etched onto a piece of parchment or vellum.

Scrolls can be used by other wizards, who speak an incantation written on the scroll to release the spell. Scrolls are one of the few ways in which a wizard from one of the colleges of magic can cast a spell taught by the wizards of another order with (slightly) less risk – unless they're caught doing so, that is.

Like other magical items, the creation of a scroll is an arduous process, known to senior wizards only. In order to create a scroll an arcane design along with words of incantation must be carefully copied onto the parchment and then the required spell cast over the scroll.

### SCROLL RESTRICTIONS

Any mistakes will mean the scroll fails to absorb the spell, and this can be dangerous for folks nearby if the magic is destructive in nature. Finally the scroll is sealed with a wax sigil bearing the mark of the appropriate Order, designed to keep the energies within from leaking out. It's an arduous process and most senior wizards would



*Them manling wizards an' their gimcrack magic gadgets. Well, they 'ave to feel good abaht summat, I reckon. Such shoddy gear's no better than toys to us dwarf folk, an' flimsy toys at that. Hast tha noticed 'ow all t'best magic gear that the manlings 'ave are allus dwarf-made. No? Well, what abaht 'em runefang swords what their top brass carry? Crafted o'er two score 'undred years ago they were, but they're still as sharp as day they was forged. Aye, that's a reet proper magic item fer thee, and that's a fact. You can chuck tha luckstones and magic doodads and caskets of sorcery and other bits o' manling-made nonsense.*

*Oh, them pretty wands and magic staffs which them weirdlings up at t'wizard schools in Altdorf make may seem impressive enough. By Grugni, they'd break in't hands of a one-year sprogling! Now don't tek me wrong. I baint chidin' manling ways fer fun. I'm just sayin' that tha waint find better than a dwarf's craft - quality and power, that's what tha gets from a runesmith's forge.*

*Eh? Wassat? Tha wants to buy an elgi blade? An ELGI blade? Out o' my shop now, scoundrel, afore I threp thee in tha steans...*

*– Hargrin Magnarrson, dwarf merchant*

much rather spend their time taking in a play or hobnobbing with the aristocracy, so scrolls are only very rarely made in order to meet a particular need.

A magical scroll does not include the full instructions for casting a spell, it just contains the instructions for releasing the magical energy with which it has been charged. Therefore, a wizard may not learn a spell from a scroll in the same way he might from a grimoire or from training and practice with a senior wizard.

### USING A SCROLL

To activate the spell within the scroll, all a wizard needs to do is break the seal and read the incantation written on the parchment. This requires an Education check, with a difficulty based on the Rank of the spell scribed on the scroll, plus an additional challenge die if the spell is from a different Order than the reader.

For example, reading a scroll for a Rank 2 spell from the caster's same Order would require an **Average (2d) Education check**, while reading a scroll for a Rank 2 spell from a different Order would require a **Hard (3d) Education check**.

If the check is successful, the spell is cast, using the results from the Education check to determine the effect of the spell in place of the results of the spellcasting check that would normally be required.

A scroll only contains the energy for a single casting of a spell. Once the spell is cast, or if it is miscast or squandered in any other way, the power of the scroll is used up, and it is no more than some parchment decorated with arcane symbols and writing.

### STANCE AND SCROLLS

Scrolls are crafted with great care and attention. The spells within are therefore almost always conservative in nature (and thus use the green conservative side of the spell card). This is even the case if the wizard reading the spell is in a reckless stance. The wizard still uses reckless dice in his Education check if he is in a reckless stance when reading the scroll, but the spell will reference the green side of the card.

On rare occasions scrolls are created hurriedly and with passion in order to try and get the most out of more aggressive magic. A hot temper does not often facilitate careful work, so casting from a recklessly prepared scroll increases the overall difficulty of casting from the scroll by one challenge die.

### SCROLLS AND NON-MAGIC USERS

It may seem possible that someone who does not use magic could just open a scroll and use it. After all you don't need to be a wizard to read an incantation, right? However, because they lack magical sight and experience with the winds of magic such a reading is incredibly perilous for non-magic users to attempt.

If a character who has not received training as a wizard tries to release a spell from a scroll, increase the difficulty by two challenge dice ♦♦, and consider any miscast suffered greater by one Chaos Star \* per rank of the spell being read. Such a reading may result in all manner of mishaps and corruption at the discretion of the GM.

To prevent such disasters occurring, master wizards often seal the scroll with a magical sigil that renders the scroll useless unless the person who breaks the seal spends a point of power when doing so. This helps to ensure that only magic users are able to use scrolls.





## WIZARD STAFFS

The wizard's staff is an item that performs a variety of functions. The tradition of bearing staffs goes back to the time before the Colleges of Magic were founded, and a number of different reasons are given for their use. Some associate them with the sorcerers and hedge wizards who practised magic when it was outlawed.

In the days before the Colleges, magic was mostly self-taught or earned through a long apprenticeship. Magicians of any notable skill were therefore often old and infirm by the time they achieved their true potential, and often carried a staff just to help them get about. Others point to the elder races. The dwarf runesmiths carry staffs that double as useful tools and the elven wizards have used enchanted staffs from time immemorial.

### STAFF UTILITY & ATTUNEMENT

The utility of a staff often comes down to the fact that it can be employed as a weapon without arousing the same alarm as an unsheathed blade. It can also describe magical sigils in sand or earth, carry charms and talismans, provide a rule of measurement, and carry enchantments that provide it with arcane properties.

A wizard always keeps his staff close at hand. When an apprentice is first accepted into an order he will be provided with one, and it will often be attuned to him, acting as a personal badge of membership to his Order, as well as assisting with spellcasting. As a wizard progresses in his Order the artificers of his college may add further embellishments to his staff if the college authorities see fit.

### ATTUNEMENT TASKS

This may mean that when a wizard character advances into his next wizardly career the College takes his staff from him for a short time (assuming the new wizard does not protest too loudly) and returns it with some additional enchantments laid upon it to increase its effectiveness as an attuned item, increasing its Attuned rating by one (for more information on attuned items, see the *Warhammer Fantasy Roleplay Rulebook* on page 73).

A particularly assertive wizard showing the proper initiative and affinity for his wind may decide to attune his staff personally. This is best done under the tutelage of someone who has more experience with the process, or perhaps could become the focus for a personal quest or adventure for the wizard.

It is up to the GM to determine exactly what is required to improve the staff's Attuned rating, but it should be interesting and appropriately thematic to the College in question. Several suggestions are provided.

- ✦ **Gold Wizard:** Find three rare reagents required for a complex alchemical formulae. Once the reagents have been assembled, they must be smelted with the purest gold, then the molten metal infused to the wizard's staff.
- ✦ **Grey Wizard:** Pierce the veil of a powerful illusion in the deepest depths of the Grey College, where *Ulg* bends reality and casts everything in shadow. To do so, the wizard must navigate a treacherous maze and solve a challenging riddle that somehow relies on his staff.



- ✦ **Jade Wizard:** Travel into the Reik Forest and find the interstices of several weakening ley lines during the proper solstice. Something is dampening the power. The Jade Wizard must investigate and resolve this disturbance, then place his staff in the rejuvenated ley line intersection.

### PERSONALISING A STAFF

Some wizards might have other items as their attuned focus, such as a sword or amulet. These items will likewise often be improved when a wizard increases in rank.

Many wizards may also improve their staffs with small items and icons relating to their order. These items will have to be carefully chosen so as not to interfere with the flow of the wind with which the wizard works. Many different decorations and artefacts can be added to a staff, and it is left up to the GM to decide whether or not they impart any additional effect. Some examples include:

- ✦ **Amber wizards** often decorate their staffs with feathers, animal teeth and bones, scraps of fur or hide, antlers, or other similar embellishments, reflecting their relationship with beasts and animals.
- ✦ **Bright wizards** often decorate their staffs with small braziers. When lit these provide illumination in the same way as a lantern. They don't directly assist with spellcasting, though they can provide a source of fire if is needed.
- ✦ **Celestial wizards** often mount navigational tools such as sextants or telescopes on their staffs. Whilst they are often no more than decorative, some functional examples exist, allowing the wizard to observe heavenly bodies that can't be seen clearly with the naked eye. Some celestial wizards learn basic orienteering skills, and can head in a given direction if lost.



## BEASTFORM CARDS

### BONUS CHARACTERISTIC FORTUNE DICE

#### FORM CHARACTERISTICS

##### ANIMAL FORM NAME



DAMAGE RATING



SOAK VALUE



DEFENCE VALUE

GREY WOLF	STRENGTH	4	0	ATHLETICS	ST	■
				COORDINATION	AG	■
	TOUGHNESS	4	0	INTIMIDATE	ST	
				RESILIENCE	TO	
	AGILITY	4	1	RIDE	AG	
				SKULDUGGERY	AG	
				STEALTH	AG	■
				WEAPON SKILL	ST	

TRAINED SKILLS  
(EXPERTISE DICE)

UNAVAILABLE SKILLS  
(APPEAR IN RED)

UNTRAINED SKILLS

Some spells from the Lore of Beasts allow Amber wizards to harness *Ghur* to change their bodies, physically assuming the form of an animal. Some Amber spells with the *Beastform* trait have a corresponding Beastform card, as shown here. The Beastform card is designed to be placed on top of the character sheet when the matching spell is cast, covering up the section displaying the wizard's physical characteristics and skills.

While the *Beastform* spell is recharging, the characteristics and skills shown on the Beastform card replace the characteristics and skills of the wizard's human form. The Beastform may provide access to or training in skills the wizard otherwise does not have, while limiting others. Further, each Beastform has its own innate Damage Rating, Soak Value, and Defence, much like NPCs and monsters do. While in the Beastform, these values replace the Damage Rating, Soak Value, and Defence the wizard would have in human form from weapons or armour.

## DARK MAGIC

The practice of Dark Magic is strictly forbidden throughout the Empire, as it inevitably leads to madness, corruption, mutation, and death. Still, users of the wind of *Dhar* are widespread, and some claim that it is more powerful than the Teclisian magic practiced by the Colleges.

The Dark Magic talent is a special type of Order card. It may be purchased like any other talent, but only with your GM's permission – you must first find a forbidden tome, mad necromancer, seductive daemon, or some other source of blasphemous knowledge to begin your walk down the path of the damned. You can socket the Dark Magic talent into your Order talent slot. When it is socketed, you are considered to be drawing on *Dhar*, which increases a wizard's raw power. It also allows a wizard character to cast both spells from his original lore and any spells acquired through the Dark Magic talent card.

The stance meter and other governing effects from your previous Order card (such as which order of College magic you can learn and cast) remain in effect, but you cannot use the printed ability of your Order card unless it is socketed, just like any other talent.

If you are not a wizard, then at your GM's option you may be able to socket the Dark Magic talent into one of your other talent slots. You will also have to acquire the necessary skills (such as Channelling and Spellcraft) to use your newfound power to its fullest effect.

ORDER

### DARK MAGIC

You can learn and cast *Dark Magic* and *Chaos* spells. When channelling power or casting a spell, add ■ to your dice pool. If one or more ▲ or ♣ are generated, add ♦ to the results.

Channelling and Spellcraft checks gain:  
 ♦ Add ♦ to the results pool



# EXPANDED MAGIC RULES

## ORDER SUMMARIES & RULES

### AMBER ORDER MAGIC

Amber Wizards possess the ability to transform themselves into beasts via action cards such as *Form of the Grey Wolf*. These transformations replace their physical characteristics and skills with those of their new form. While in beast form, Amber Wizards may only cast spells with the *Beastform* trait, however, they are not required to be in beast form to cast such spells. In addition to the mechanical effects listed on the various action cards, there are any number of creative or story-related uses for beast forms – for example, the raven's ability to fly – that are not explicitly detailed. The GM and common sense are your guide for these effects. Many Amber Order spells use skills other than Spellcraft or characteristics other than Intelligence as their governing abilities.

### AMETHYST ORDER MAGIC

The Amethyst Order practices the magic of death and dying. The inevitability of death means that many Amethyst attack spells ignore armour or even the Toughness of their foes. Several Amethyst spells target an enemy's Willpower or use the wizard's Willpower to determine the magnitude of their effect – sometimes both. The Amethyst Order has several spells that are especially useful tools against the undead, particularly incorporeal undead. Overall, however, Amethyst Wizards are slightly less specialised in this practice than priests of Morr.

### BRIGHT ORDER MAGIC

The Bright Order specialises in the magic of flames, fire, and passion. No College has as many spells focused on dealing great amounts of damage, often to large numbers of targets at once. The more fiery magic he throws around, the more dangerous a Bright Wizard becomes, since many spells synergise with other Bright spells that are recharging. While most Bright Order spells are unsubtle and damaging, they are capable of much more. Some Bright Order spells are able to stoke the passions of their allies or enrage their foes. They are also capable of manipulating fire and heat for more than strictly offensive purposes.

### CELESTIAL ORDER MAGIC

The magic of the Celestial Order is by far the most difficult to understand or interpret. Theirs is the magic of foretelling and portents, of seeing the future, and the magic of the heavens. Many Celestial Order spells reveal glimpses of things to come which can confer benefits by manipulating dice. The Celestial Order also uses the recharge mechanic in a number of creative ways, and is even able to manipulate the recharging abilities of others by foretelling the future. The Celestial College also has a number of potent attack spells, many of which ignore an opponent's armour, helping round out the versatility of Celestial magic.

### GOLD ORDER MAGIC

Methodical and deliberate, many Gold Order spells vary in potency based on the state of their recharge tokens. Some even trigger when the spell recharges, rather than when it is cast, which makes their recharge a virtual countdown timer for the effect. For these spells, a target is only selected when the spell ultimately triggers – and in most cases the wizard can choose to dissipate the spell harmlessly. The Gold Order is skilled at manipulating various metals. They can degrade an opponent's weapons or armour, or fabricate or modify items belonging to their allies. Aside from the mechanical effects listed on the spell cards, there are plenty of roleplaying and problem solving applications for Gold Order spells, as well.

### GREY ORDER MAGIC

The Grey Order's magic deals extensively with shadows and illusion. Their magic is at its best when there are strong, deep shadows, with a high contrast between light and dark. Many of their spells receive a bonus when either the caster or the target is at least partially in such shadows, and some of their spells can magically enshroud targets in shadow. The Grey Order also has many spells that hide themselves from sight or cloud a target's vision, causing him to see what the grey wizard wants him to see. They are deceptive and secretive, and much feared by the common folk.

### JADE ORDER MAGIC

Jade Order spells each bear a seasonal trait, *Spring*, *Summer*, *Autumn*, or *Winter*. When casting a spell during the matching season the wizard gains a bonus fortune die ☐ (such as while casting a *Summer* spell in the middle of summer). When casting a spell during the season opposite its seasonal trait, the wizard adds a misfortune die ☐ to his dice pool. Mechanically, the opposite of spring is autumn; the opposite of summer is winter. There is no effect for casting a spell out-of-season, but not during the opposed season. The Jade Order is one of the very few College orders that are able to utilise healing magic to a limited degree. Due to their affinity with growing things, Jade Wizards frequently find themselves gaining power as a side effect of their spells.

### LIGHT ORDER MAGIC

Light Wizards are beacons of radiance and clarity. They see clearly, both literally and metaphorically. The Light Order is one of the very few College orders that are able to utilise healing magic to a limited degree. In addition, many Light Order spells recover stress and fatigue as a side effect of their soothing light. The Light Order excels at blinding its foes and dispelling darkness, which is extremely effective against enemies with sensitive night vision, such as Night Goblins. They also learn many spells that specifically target daemons or are more effective when used against daemons.





## CHAPTER SIX

# PLAYING A WIZARD

Wizards and the Colleges of Magic are an important part of the Warhammer Fantasy setting, providing a rich context for the game. This chapter provides useful tips, suggestions, and ideas on playing wizards from each of the eight College Orders, including information supplementing the Bright, Celestial, and Grey Wizard content found in Chapter Six of the *Tome of Mysteries* from the Warhammer Fantasy Roleplay core set. This information is a great source of adventure seeds and character hooks for the GM to integrate into campaigns featuring wizard PCs.

### AMBER WIZARDS

Sometimes called pariahs, Amber Wizards are more commonly known as shamans or brown wizards. They dwell in the wilderness that surrounds Altdorf where they practise harnessing the feral Wind of *Ghur*. They shun civilisation for the most part, preferring the company of wild beasts to the citizens of the Empire.

The Amber College does not have a proper building in Altdorf. Instead the Order secludes itself in the mountains outside the city where its members have little to do with the Imperial court. This has led to much speculation concerning the Amber Brotherhood and whether their allegiance belongs to the Emperor or merely to the lands under his control.

### PERSONALITY

Amber Wizards are typically outcasts, unable to conform to society. Growing up, most shamans preferred the outdoors, spending their time in the wilds and forgetting their societal obligations. They are easily drawn to the howling *Ghur*, calling to their primal nature that connects them to the wilderness. Unable to relate to people, they seek companionship with the creatures around them.

Their outward appearances reflect their personalities. Amber Wizards are not known to visit the barber or shoppe for the latest fashion. They often wear their hair long and unkempt, perhaps adorning shaggy beards with small animal bones and skulls. Some Amber Wizards even begin to look a little like the creatures with which they dwell.

Shamans have a reputation for being rude and uncaring. They have little patience for social conventions and they make no effort to hide it. They do not care how society views their savagery. In fact, many take a certain joy in unsettling any city folk who cross their path, usually feeling accomplishment in the fear that they invoke.





## PLAY AN AMBER WIZARD IF YOU WANT TO...

- + Communicate with creatures of the wild
- + Rely on your primal instincts
- + Operate outside of social conventions
- + Take on aspects of creatures you commune with

## REPUTATION

Due to their savage lifestyle, brown wizards are not well-liked by commoners; even less liked than wizards from other Orders. Shamans are on the whole a grumpy, ill-tempered, uncaring, and unpredictable lot. This has led to conjecture by some citizens that Amber Wizards are slowly being twisted into beastmen by the Wind of *Ghur*. This idea is only fuelled by interactions with Amber Wizards, who seem to go out of their way to inspire fear wherever they roam.

Aside from fear, Amber Wizards also inspire a great deal of respect. They serve as great Battle Wizards, calling on the Wind of *Ghur* to bestow bestial aspects upon the Empire's soldiers. Whether they call upon the stubbornness of the ox to stay a fleeing militia or channel the anger of the bear to enrage a swordsman, Amber Wizards can turn the tides of battle by utilising the Lore of Beasts.

They are also known to go great lengths to protect beasts, which has created further controversy regarding the Order. As their mastery of *Ghur* grows, they can also learn to control beasts and unleash the bestial instincts lurking in people. It has been said that an Amber Wizard will fight harder for his companion's horse than for its rider.

## APPEARANCE

Amber Wizards often dress in robes, though not as elegant or elaborate as wizards of other Orders. They wear earth tones to blend in with their environment and adorn themselves with bones, leaves, and other natural ornaments.

Most Amber Wizards carry with them an arrow of some sort. Whether it is a single arrow thrust in their belt or an entire quiver on their back, the arrow is the symbol of their Order as well as an invaluable tool for living in the wild.

Since the Amber Wind is used to channel the aspects of certain beasts, Amber Wizards often begin to look a little bit like the animals for which they have an affinity. For example, if a shaman often evokes the aspect of a crow, his nose might become hooked like a beak. In this way, it is often clear to other Amber Wizards what aspects their fellow wizards are known to channel.

## MOTIVATIONS

Like most wizards, Amber Wizards seek to master their chosen Wind. However, their desire to harness the Lore of Beasts is not simply a scholastic pursuit, nor is it a play for power. They are called to the Brown Wind on a primal level and they feel it is their role in the world to unlock the merciless and savage power of the wild.

Shamans are drawn to the world of adventure for many reasons. They might still have to fulfil their apprenticeship by journeying a far distance and surviving on their own instincts. If a tribe of beastmen have been slaughtering wild animals at large, Amber Wizards might take it upon themselves to hunt the unnatural predators to restore order in the wild.

## AMETHYST WIZARDS

Often thought of as necromancers, Amethyst Wizards are practitioners of the Purple Wind, *Shyish*. While they do not pursue immortality or raise the dead like necromancers, they do specialize in death and decay. From their crooked towers and charnel houses overlooking the Cemetery of Old Altdorf, the spiriter of the Amethyst Order observe the mysteries between life and death that hide in shallow graves and crumbling sepulchres.

Similar to Amber Wizards, Amethyst Wizards are quite withdrawn from the happenings of the other Colleges and the Imperial court. When a spiriter does make his presence known, all are quick to satisfy his wants, as they are most likely of the utmost importance.

## PERSONALITY

Amethyst Wizards are secretive in their affairs. This is not at all surprising, considering the magic they study. The Wind of *Shyish* lurks in the foul recesses of death, released from wounds as they bleed and flesh as it rots. Their morbid fascination with the dead and dying is bound to unsettle those outside of their Order. However, Amethyst Wizards are not concerned so much with the act of death itself, but rather the powers that it can produce.

Spiriter are commonly mistaken for necromancers, a mistake that some Amethyst Wizards are not quick to disprove. Some have been known to revel in the fear that such rumours inspire. However, unlike necromancers, Amethyst Wizards do not generally pursue im-





## PLAY AN AMETHYST WIZARD IF YOU WANT TO...

- + Strike fear and gloom into your enemies' hearts
- + Communicate with the dead
- + Wield spells that rot the flesh, summon winds of despair, and command the shadows of death
- + Be part of one of the more secretive Colleges

mortality. On the contrary, they are empowered by their mortality, and ever-lasting life is a thing of great controversy in the Amethyst College.

Most citizens of Altdorf have no desire to visit the Amethyst College, which pleases the spiriters. However, some intrepid folk wish to commune with deceased friends and relatives – a service an accomplished Amethyst Wizard could certainly provide, if so inclined. Most, if not all, Amethyst Wizards would rather converse with the dead than the living. Because of this, Amethyst Wizards tend to keep to themselves when beyond the walls of their College, not wanting to be bothered; usually, this is not a problem.

## REPUTATION

Like the other Orders, rumours of the Amethyst College abound in Altdorf. Some say Amethyst Wizards are necromancers, some say they do not speak, some say they drink the blood of their dead to lengthen their own lives. These rumours are created out of fear; not direct fear of the spiriters, but fear of the mortality they study.

It is true that Amethyst Wizards are rather curt with those outside of their Order. But it is not because they are unable to talk. Rather, they are simply a secretive lot. And they are perfectly aware that most people they cross paths with have no desire to hear about the events of an Amethyst Wizard's day.

## APPEARANCE

Amethyst Wizards are not often confused with wizards of the other Colleges. They dress in tattered, purple robes adorned with the scythe of their Order. Their shadowed faces are skeletal and pale under their hoods, their eyes sunken. The longer an Amethyst Wizard has exposed himself to the wind of *Shyish*, the more corpse-like he appears.

Higher-ranking wizards might ornament themselves with the hourglass and the thorned rose, in addition to the scythe. These symbols are all representative of the grave, and they create an aura of deep despair that surrounds the wizard wherever he goes.

## MOTIVATIONS

Elder Amethyst Wizards are not often seen venturing from the decaying walls of their College – their advanced study of death keeps them busy in its tombs and charnel houses. Apprentices are often sent out into the world in their stead. Whether a recently deceased subject must be retrieved or a wrathful spirit needs to be put to rest once more, younger Amethyst Wizards are sent so they may test their control over *Shyish*.

However, there are always exceptions. Any Amethyst Wizard might decide that an undertaking outside of the College walls is important enough to warrant his attention. Such undertakings might include the investigation of haunted ruins, assisting a band of witch hunters in the apprehension of a rogue spiriter, or joining a group of adventurers to put a stop to a known necromancer.

## BRIGHT WIZARDS

The Bright College produces some of the most competent Battle Wizards in the ranks of the Empire's armies. Because of this, Bright Wizards carry with them a good deal of respect and admiration. However, they do also inspire fear in the hearts of commoners, as they have a short temper and an intimidating presence – few folk would seek their assistance in a trivial matter.

Bright Wizards, also known as pyromancers, call upon the Red Wind of *Aqshy*, the violent and explosive Lore of Fire. A Bright Wizard's temperament commonly reflects the lore he studies. Bright Wizards have a long history in the Empire's military, but they are not necessarily the most disciplined of soldiers. A Bright Wizard is nearly as likely to set an ally aflame as a foe, and not always by accident.

Non-magical eyes will perceive the Bright College as a ruined and scorched piece of land. Occasionally the college can be seen as if through a heat haze during the height of summer. However, trained eyes will see the blazing towers that surround a great furnace where pyromancers harness *Aqshy*.

## PERSONALITY

The Lore of Fire is not subtle, neither are those that wield its magic. Bright Wizards are flamboyant and boisterous, their disposition equally as unstable as their craft. While they are quick to anger, most Bright Wizards are just as quick to share a laugh.



## PLAY A BRIGHT WIZARD IF YOU WANT TO...

- + Wield the most aggressive spells of any Order
- + Be hot tempered and capricious
- + Gain a wide berth and healthy respect from commonfolk
- + Set things on fire!

The halls of the Bright College are adorned with various commendations from battle, as the Bright Wizards are proud of their militaristic legacy. Questioning a pyromancer's valour in battle is not something that should be done within his hearing.

### REPUTATION

Bright Wizards are commonly accepted by the citizenry, as their Order contributes greatly to the defence of the Empire. And while they are widely respected, it goes without saying that they are just as feared as any other wizard – maybe even more so at times. The Wind of *Aqshy* has destructive capabilities and many soldiers of the Empire have attested to that.

The Bright College has by far the most aspiring apprentices flock toward its burning gates. Any young hopeful that dreams of becoming a Battle Wizard one day will most likely end up outside of the Bright College. Because of their legacy in the Imperial army, the Bright College often has to direct promising apprentices toward the other Colleges, their natural affinities suited to other lores despite their youthful aspirations.

### APPEARANCE

Bright Wizards wear bright hues of red and orange, often matching their hair – depending on how advanced they are in their study. They adorn themselves with the keys of their Order, known in their college as the Keys of Secrets. These are awarded to apprentices to represent their advancement.

While some winds of magic threaten the wielder's sanity, the Wind of *Aqshy* threatens to consume the wielder entirely. Over time those Bright Wizards that manage to avoid blowing themselves up while channelling their wind forever mark themselves with red tattoos on their arms and faces, often appearing as scripture or flames. These are said to writhe and change form to make the spells of fire. Also, their hair slowly changes to a fiery red, brightening as they further expose themselves to *Aqshy*.

### MOTIVATIONS

Nearly all wizards in the Bright Order aspire to be Battle Wizards. Their magic is essential to any Imperial army, and their reputation demands that they produce capable wizards to defend the Empire. However, there are many reasons that a Bright Wizard might venture out on their own. Perhaps a personal vendetta inspires him to join up with a band of adventurers to hunt down an old foe.

Pyromancers are sometimes recruited from outside sources as well. Their magic is quite versatile and oftentimes a wealthy noble might employ a Bright Wizard for their own personal agendas. They might be employed as household guards or advisors, or to carry out more mundane tasks such as setting an unreachable chandelier alight.

## CELESTIAL WIZARDS

Wizards of the Celestial College use the Wind of *Azyr* to predict future happenings. They hold more influence in the Imperial court than any other Order, as the Emperor regularly takes advice from the Celestial Patriarch. Seers and star-gazers, astromancers deal in prophecy and prediction. However, they are capable of using the Lore of the Heavens to produce deadly spells from the sky.

The Celestial College is hidden from unknowing eyes. But those with magical sight will surely see its glass-domed towers, as they dwarf any other building in Altdorf. Astromancers are either found in these towers with their eyes toward the stars, or scattered throughout the Empire serving as advisors and fortune tellers.

### PERSONALITY

Celestial Wizards are thinkers and watchers. They spend their nights watching the stars, hoping to read new omens, while they spend their days in the Celestial College furthering their plans for the Grand Experiment. Because of their dedication, they can come across as very preoccupied. If a commoner happens to spark a conversation with an astromancer, he will find the exchange quite one-sided. Celestial Wizards may avoid this awkwardness by cultivating a tendency to utter dire predictions about the future rather than chat about the weather.

Astromancers are usually more than willing to share their knowledge with wizards from other Orders. They consider advice-seekers an excuse to share their wisdom. And while they do allow the occasional visitor, they are mostly reclusive, dedicating their time to their own affairs.

### REPUTATION

Many people consider Celestial Wizards to be aloof and uncaring; perhaps as a result of the magic they study. Even wizards from other Orders do not consider the Lore of the Heavens to be anything grander than elaborate observation. Celestial Wizards do little to counter these assumptions, as they only encourage such speculation by constantly staring up to the sky wherever they go. Their concern is with the stars, not their social standing.

However, they do generate a great deal of jealousy among the other Colleges. They are the most influential of the Colleges on account of their place in the Imperial court. Most astromancers don't hold this above their peers. They simply use their standing with the Emperor to further fund their Grand Experiment.

### APPEARANCE

Blue wizards dress ostentatiously, wearing deep blue robes adorned with silver brooches shaped like moons and stars. And while they don't seem overly concerned with their social standing, they do keep themselves well groomed. As opposed to Amber Wizards, their hair is combed and their beards are untangled.



## PLAY A CELESTIAL WIZARD IF YOU WANT TO...

- + Influence others with words of prophecy
- + Wield magic that predicts and looks ahead
- + Call down lightning and comets from the sky
- + Read the sky for subtle clues about the future

Astromancers rarely travel without their telescopes, given to them upon the completion of their apprenticeships. They also carry with them charts and books, in case they happen to witness a surprise comet shower or shooting star.

### MOTIVATIONS

Inside the walls of the Celestial College, astromancers are mainly concerned with observing the heavens from their domed towers and unlocking the mysteries of Azyr. However, many Celestial Wizards dedicate their spare time contributing to the Grand Experiment, a project planned to predict everything. They will one day feed all their gathered information into a magical astrolabe at the heart of the College that will be able to predict the future as easily as an ordinary person reads the time.

While Celestial Wizards are commonly withdrawn in their towers, there are many circumstances that may lure astromancers from their studies. If a terrible event is foreseen by the Order, the Celestial Patriarch might send one of the younger Wizards to prevent the happening, often in the company of other able-bodied adventurers. Likewise, if a celestial occurrence is set to take place in a distant land, a Celestial Wizard might be sent to witness and record it.

## GOLD WIZARDS

Gold Wizards study the Wind of *Chamon*, which carries the Lore of Metal. Those that can harness that wind are called alchemists, ever striving to unlock the secrets of transmutation. And while the alchemists have yet to discover those secrets, their pursuit is well funded by powerful nobles, including the Emperor himself.

Gold Wizards use the hidden properties of metal to craft their spells. Battle Wizards of the Gold Order can turn their opponents' armour into lead or turn a silver coin into a silver missile. They are also able to brew potions and elixirs to aid their allies.

### PERSONALITY

Alchemists are wealthy and overly self-assured. Their College is well-funded on account of their pursuit of transmutation, making the Gold College one of the wealthiest institutions in the Reikland. However, this wealth has not deterred them in their study. Gold Wizards are diligent in their field, animating mechanical creatures or formulating new potions. The industrial forges of the Gold College constantly emanate multi-hued smoke, a sign of their productivity.



## PLAY A GOLD WIZARD IF YOU WANT TO...

- + Be a member of the most disliked College, where greed is considered an amiable quality
- + Be smug and arrogant, with possible connections to wealthy nobles
- + Wield spells that use the properties of metals
- + Quest for the elusive Philosopher's Stone

Gold Wizards are brilliant individuals. The wealth of the Gold College attracts some of the finest minds of the Empire, and only those able to display their prowess in the field will be able to join such a greatly invested Order. The elder Gold Wizards often have to turn bright-minded youths away because they simply cannot allow all the wizards that rightly belong in the Gold College into their Order.

### REPUTATION

The Gold College has an obvious reputation for greed. They are highly disliked by their rivals and considered by the other Colleges to be ostentatious and greedy. Some members of the other Colleges secretly suspect the Gold College of using cunning glamour magic to entice nobles to fund their projects. However, this has never actually been proven.

Gold Wizards are often selfish, taking credit for deeds done by others and secretly coveting the Philosopher's Stone for their own personal uses. While this isn't the noblest quality to possess, alchemists use their greed and selfish nature to further master the Wind of *Chamon*, making them extremely capable wizards.



## APPEARANCE

To reflect their ever-growing wealth, Gold Wizards dress elaborately with gold and yellow robes. They wear heavy gold chains and amulets and carry golden staffs crowned with crystal orbs or eagles. Their appearance has inspired many folks to believe that Gold Wizards have an ongoing competition to see who can wear the most gold.

Some Gold Battle Wizards wear decorative gold masks in battle, oftentimes depicting a famous historical alchemist. Some even wear gold-plated armour pieces, so long as it does not hinder their castings.

## MOTIVATIONS

Collectively, Gold Wizards are driven to discover the secrets of *transmutation*, or turning baser metals into gold. Not only is gold the key to ultimate financial power, it is also an important element for anyone seeking immortality. The perpetual lustre of gold seduces many brilliant minds on account of these two factors. Many Gold Wizards dedicate their entire lives in pursuit of transmutation.

The Philosopher's Stone is a legendary artefact that is also a great motivator for Gold Wizards. It is said to be the secret of transmutation, and many alchemists will set out in quest for it. Their sojourn will usually take them on grand adventures, but their goal will always be to find the Philosopher's Stone. Some say that the term "Philosopher's Stone" is pseudonym for warpstone, as it is rumoured to share many of the same characteristics.

Greed is a common motivation among alchemists. However, this is not viewed as a bad quality. Greed motivates the greatest minds to become greater. As a result, many Gold Wizards encourage members of their college to pursue their own agendas, because they are almost always in the interest of the Order.

## GREY WIZARDS

To those with magical sight, the Grey Wind *Ulgu* appears as a heavy mist, lurking in the dark corners of the world. It is there that wizards of the Grey Order can call upon the Lore of Shadows to shape the darkness and deceive the minds of others. Grey Wizards are also called illusionists, and their Order is perhaps the most feared of any, for they toy with the very fabrics of reality.

Grey Wizards are commonly taken into the Grey Order at a young age, before they have much time to develop relations in the world outside the College. Because of this, most Grey Wizards have grown accustomed to a world of secrets and anonymity. Although they come and go as they please from the unimpressive building that is their College, they are not quick to share the happenings of their Order with anyone on the outside.

## PERSONALITY

Grey Wizards are a secretive lot. The Wind *Ulgu* deals in shadow and deception, and it influences the personalities of those that wield it. Many Grey Wizards grow restless in the confines of their College and spend most of their lives roaming the wide world. Most such wizards will take their apprentices with them as companions. While a Grey Wizard roaming about Altdorf is not an uncommon sight, they are still widely feared by citizens, more so than a wizard from almost any other Order.

## PLAY A GREY WIZARD IF YOU WANT TO...

- + Utilise spells that can frighten your foes, summon shadows, and create illusions
- + Be the protector of secrets and hidden truths
- + Bear a Sword of Judgement to help wield *Ulgu*
- + Manipulate the perception of reality

Grey Wizards usually conceal their intentions, no matter how mundane they might be. It is simply in their nature. Some suggest that this is because they devote too much of themselves to the Wind they study, letting the shadows devour them. Illusionists of the Grey Order do not bother arguing such claims, as they would not care to reveal any truths in the process.

## REPUTATION

Illusionists are normally nervous and fidgety individuals, frequently isolating themselves from others. The Lore of Shadows warps their minds at an early age, feeding them nightmares and strange visions. Their peculiar demeanour makes them only more frightening for commoners. Not only do Grey Wizards possess the power to tear your reality apart, they also constantly act as if they do not trust you. It is a terrible combination.

Even though they are rightfully feared, Grey Wizards are known as the most outgoing wizards of any of the Orders. They travel far and wide to search for old lore and ancient secrets. And while they are not quick to discuss their business, they are not overtly hostile either.

## APPEARANCE

Grey Wizards dress in long robes of grey, hiding their face with scarves and deep hoods. Some elder illusionists take to wearing wide brimmed hats, which keeps their face in shadow. However they go about it, Grey Wizards are fond of maintaining an air of mystery about them.

There are many Grey Wizards that wear practical clothes to accommodate their wandering lifestyle. However, they too will weave illusions about them to remain inconspicuous to others. While they may roam out in the sunlight, a Grey Wizard's secrets remain in the shadows.

Illusionists commonly carry a staff attuned to *Ulgu*, though some might opt for a sword instead. This "Sword of Judgement" is the symbol of their Order, and quite a few Grey Wizards choose to wield such a sword openly. However, even those with no overt weapon have one within their robes, as it signifies their ability to cut through illusion and reality.





## PLAY A JADE WIZARD IF YOU WANT TO...

- + Protect the natural order of things and strive to maintain harmony in the world
- + Wield spells that unleash the power of nature
- + Be liked and respected by farmers and hunters
- + Seek out ley lines, where *Ghyran* is the strongest

## MOTIVATIONS

Grey Wizards are drawn to secrets. They spend much of their early lives learning the secrets within their Order, and when they reach an acceptable place in the College they set their sights on the world at large. Distant ruins are of particular interest to Grey Wizards, as they are places that hide old secrets.

Adventuring Grey Wizards do not hesitate to make mutual cause with other adventurers, though they will likely befriend such companions under false pretences. This is not necessarily because they have something to hide; it is simply in their nature to deceive. Having a Grey Wizard in a party will likely increase the chance of generating party tension.

## JADE WIZARDS

The Lore of Life is carried on the Wind of *Ghyran*, and the wizards of the Jade College dedicate themselves to maintaining the balance of nature that empowers *Ghyran*. Known as elementalists by their colleagues, Jade Wizards employ spells that harness the wrath and

glory of nature. In battle they summon floods and howling winds, and in times of peace they travel the world and help farmers grow verdant fields.

Jade Wizards are most passionate about things that grow and the balance of the natural order. They are welcomed warmly by the common folk, especially farmers, whom they are quick to assist in their endeavours. Jade Wizards often exclude themselves from the wealthy lifestyle of nobility, thus their Order is not very well funded. Fortunately, their College thrives on account of their self-sufficiency. Anything they need, they either grow or make from the gifts of the earth.

## PERSONALITY

Jade Wizards are probably the least enigmatic of College wizards. Their agendas are often known and their concerns are mostly with the land. They are not entirely predictable, but their disposition usually coincides with either the weather or season.

Elementalists are relatively amiable, unless of course one does something to disturb the balance of nature. They are quick to anger when harmony is threatened, unleashing their fury in a sudden storm. Capable Battle Wizards, elementalists fight for the preservation of nature.

## REPUTATION

Most commoners can agree that they would choose the casual company of a Jade Wizard over that of any other wizard. Jade Wizards are more outgoing than most wizards, especially with commoners, as commoners are usually farmers and artisans of the land.

However, among the other Colleges, Jade Wizards are viewed as slightly untrustworthy. Their ways are the most reminiscent of pre-Teclisian magic, bringing about questions of the Jade College's teachings. Many consider the magic of Jade Wizards to be a bit too similar to that of the wood elves, or worse, Chaos. Regardless, these are only idle wonderings, as no one questions the Jade Order's hatred of anything pertaining to Chaos.

## APPEARANCE

Jade Wizards commonly wear earthly garments, robes of varying shades of green. They adorn themselves with natural ornaments such as circlets of foliage, carved stones, and pieces of jade. They are fond of walking sticks and staffs, as they are prone to wandering far distances much of the time. These are attuned to *Ghyran*, assisting them in focusing their spells.

## MOTIVATIONS

Elementalists fight a constant war against Chaos. They view anything that perverts the natural order of things to be sworn enemy of their Order. Because of this, many Jade Wizards will venture into hostile territory to answer the threat of beastmen or brutish greenskins. They will make common cause with other adventurers if they deem that cause to be worthy of their time.

Jade Wizards also take on the balance of nature as a personal responsibility. If they sense that the balance between man and nature is agreeable, they will focus their efforts on aiding farmers with their harvests or journeying into the world to map the shifting Ley Lines. If they sense the balance to be unstable, they will take drastic measures to prevent the resulting disharmony.



# LIGHT WIZARDS

*Hysh* is one of the most elusive Winds of magic, and even those with magical sight can find it difficult to identify. That is because *Hysh* is the Wind of illumination. And only through years of devoted study can a wizard tell the difference between a flash of sunlight and the shimmering force that is the Lore of Light. This knowledge is what separates the Light Wizards from their colleagues.

Light Wizards are known as hierophants, but are also often referred to as scholars, philosophers, and advisors. *Hysh* lights the way on their collective path to knowledge. Within their pyramid in Altdorf, they dedicate themselves to study and research so that they may assist the Imperial court in matters of state. *Hysh* also gives Light Wizards the power to heal, giving them even more respect within the city walls.

## PERSONALITY

Light Wizards are always willing to share their knowledge with companions. This is why they are the most sought-after advisors for political and military leaders. They find great fulfilment in giving assistance when needed, which also makes them excellent healers. It is in the nature of most Light Wizards to tend to the weak of mind or weak of body. They respect the fickle power of *Hysh* that enables them to do so.

A Light Wizard's quest for enlightenment pervades nearly all he does. They are always focused on furthering their Order. However, they are able to avoid coming off as flighty like Celestial Wizards. They are usually quite dedicated to the task at hand, especially when it calls for knowledge that only they possess.

## REPUTATION

The Light College maintains good relations with their colleagues. They are aware that many of the other Orders envy their influence in the Imperial court, so they make constant efforts to appease all parties they interact with. Because of this, the Light Order has become a mediator of sorts, able to settle disputes between the other Colleges and within the Imperial court.

Wizards of the Light Order are also well respected by the general citizens, at least as far as wizards go. They are often seen tending to the wounded or helping to teach literacy to commonfolk and children. These activities prevent the Light College from drawing too much attention from the witch hunters in Altdorf. And while Light Wizards are not as well-travelled as some of the other Colleges, many an important political figure keeps a hierophant on staff as an advisor, and thus their reputation has spread throughout the Empire.

## APPEARANCE

Light Wizards dress in white robes, often adorned with elaborate mantles and headpieces. Many hierophants are employed by high nobility, so they dress lavishly to reflect their position. Other, lower-ranking wizards opt to wear simpler, less elegant white robes, as they are more concerned with their study than their outward appearance.

A white wizard's appearance changes as he is further exposed to the light of *Hysh*. Apprentices will soon find white streaks in their hair after performing their first few ritual castings. And even a young



## PLAY A LIGHT WIZARD IF YOU WANT TO...

- + Be a part of the most respected magic College
- + Cast spells that heal allies or blind your foes
- + Be a font of advice for your party
- + Be a custodian for powerful magical artefacts and relics

hierophant's beard is long and white. Elder wizards carry an illuminating aura about them, making them appear to glow. Their skin becomes opalescent, as if their entire body is slowly being turned into a burst of light.

## MOTIVATION

White Wizards are always in pursuit of illumination. Whether it's through study or practice of their magic, they are most often focused on acquiring new knowledge. For this reason, they take their roles as advisors very seriously. It is in the interest of the Light Order to guide the Empire in its political and military campaigns. The more prosperous the Empire grows, the more resources the Light College will have at its disposal to pursue ultimate illumination.

While most Light Wizards do not care to venture far from Altdorf, some might find reason to do so. The Light College's pyramid continuously hums with the power of *Hysh*, so Light Wizards will be most powerful in their magic when near their institution. However, there are times when Light Wizards must set out into the greater world and leave behind the security they feel near their home. Usually the need must be pretty great to draw a hierophant from the brilliant beacon of *Hysh* that is the Light College.



Dear Apprentice... ahem... The Current

I apologise that I cannot recall your name. However, it is hardly my fault, as you are my third apprentice already this year. I'm only telling you this because you're a fellow practitioner of the art, is that understood? I'll hold you to our order's strictest oaths of confidence, I mean it. I have noticed your talent for inventive rituals and cantrips,

Try not to employ that flair anymore.

Why? Well, I'll explain myself. Have you ever heard tell of the Wandering Wizardkin? No? Listen carefully then.

The Dark Prince pandered to his supremacy. The Fly Lord's influence declined. Even the Blood God was said to have bent his knee in fealty to the sorcerous might of Tzeentch.

As with all matters pertaining to Chaos, such a circumstance could not last forever. An alliance was formed between the other three powers and they raised their daemoniac legions against the Great Mutator, declaring war on his realm.

Eventually they toppled Tzeentch from his pedestal. The tales say he was thrown from the top of a mountain range ... though whether his drop was a strictly literal one is to be doubted. Whatever the nature of his fall it was a hard landing, and the impact shattered Tzeentch into hundreds of thousands of pieces.

How the god managed to recover is not spoken of, though the tale says he has yet to fully do so. Small shards of his being were flung across infinity and became spells or incantations, according to the legend. The Great Mutator became aware of these shards, and resolved to find them. He delegated this job to two of his daemoniac servants,

and ink.

I know what you're thinking, and I once felt the same way. Surely such a tale was just a scare story; put about by those who seek to slur us wizards by associating us with the Great Mutator and his minions? As if we wizards needed to hear yet more affronts from the lips of suspicious peasants and priests!

But I once knew a member of our order with a particular gift for radical applications of our art. He was inspired by the thought of creating an illusion of true and lasting tangibility, effectively using pure Ulgû to summon objects from the aethyr. It was a challenging hypothesis. He retired to one of our more remote laboratories, a tall tower not far from Grissenwald, to begin work on the practicalities of his theory.

One night the tower guards heard screams of alarm from the attic lab. They raced up the stairs and burst into the working room. The room was ablaze with an unnatural fire. The guards reported that the flames burned pink and blue, and resisted all efforts to extinguish them. By sunrise the tower was nothing but a ruined shell.

The guards swear that no enemy could have crept past them, and I don't doubt their sincerity. We don't employ the sort of watchmen you'd find idly playing cards whilst an assassin butchers their master in his chamber.

cations of the legend are disturbing. What if, by exploring fresh applications of our talents in the service of the

for now.

Your master of secrets and things unseen,

Gavius Klugge







