

# WARHAMMER® FANTASY ROLEPLAY™



**TOME OF MYSTERIES**  
*A Guide to Wizards & Magic*

# TOME OF MYSTERIES

## A GUIDE TO WIZARDS & MAGIC FOR WARHAMMER FANTASY ROLEPLAY

The *Tome of Mysteries* provides a brief history of magic in the Empire, and describes the Colleges of Magic, which oversee the training and application of arcane magic. This book provides additional game rules and mechanics for arcane spellcasters, as well as useful information for players who want to play a wizard character.

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## CHAPTER ONE

# MAGIC THEORIES

What follows is a collection of assorted essays, treatises, and texts from one Gavius Klugge, a Wizard of the Grey College, known to some as the "College of Shadows."

It is known to me and my brethren by another name. The Order of Lies.

When studying these texts, you must remain ever vigilant. Gavius Klugge, as other wizards of his order do, has twisted words and truths, blending just enough fact with his fiction to make the untwining of the two nigh impossible.

A casual or inattentive reader could easily be taken in by the scholarly sounding works, and believe it a work of historical fact and merit. But close examination and reflection upon these words will reveal them for what they are – a ruse to deceive the ill-informed and weak-willed.

Read on with caution, and may Sigmar's light illuminate what little truth is contained herein.

– Wilhelm Leopold, Witch Hunter Captain

Bah!

The Witch Hunters fear what they do not understand, as so many of the common folk of the Empire do. It is a sad state to live in, filled with such dread. A dread of the unknown.

Wilhelm purports that these works are shrouded in shadow. Yet shadow cannot exist without the light. Only with both, the light and the darkness, does one get a full view of the world.

But you need fear no longer. For the enemy of fear is Truth.

And within these pages, that is what I offer.

Truth.

And an end to your fear of the dark corners of this life.

– G.K.



# The Twenty-Three Postulates on Magical Thought

## Forewarning

It is my duty as a humble servant of the Aethyr, and as a Master of the Grey Order, to submit this, my life's work, a treatise on the great Colleges of Magic of Altdorf in the Reikland. Herein is offered everything a student of the Laws of Magic may need to know to bring him through his apprenticeship to the exalted status of Wizard.

As you will already know, having the wherewithal to even read this tome, the world is steeped in magic. The Winds of Magic erupt from the far north and billow across the Old World, splitting into distinct constituent Winds. These Winds bring magical energies to those who may wield them. Unfortunately, they bring with them too the pervasive and corrupting influence of Chaos.

Where these Winds ultimately come from or how they were formed are issues beyond the scope of this treatise, and I would not presume to guess. These are matters that still tax the mightiest brains of Altdorf. Expeditions have been sent, of course, to locate the fabled source of the magical Winds. And one day, we hope someone may return. But through diligent observation and assiduous experimentation, many things have been discovered on the nature of magic, and many other things can be reasonably surmised. And here for the magical student, I offer the wealth of my experience.

But I offer this with a warning. Heed, I insist, the teachings of your masters. Heed, young apprentice, the arcane techniques and strictures you are taught. Heed the discipline of ritual and tradition, and heed even your own instinct for what is true. For magic has a power that can never be truly controlled, it can only be coerced and, perhaps, placated. And he who is not wary of this, he who displays recklessness in the shadow of the awesome power of magic, he who cannot face fate's fickle boons and banes, levelly and with composure, may just be unfortunate enough to live a long life.

Gavius Klugge, Grey Wizard

# MAGIC IN THE OLD WORLD

Where magic enters the world, its energy is dense and black and blows strongly; the very landscape is warped and made mad. This magical energy is often described as a Wind, flowing and churning across the landscape. As it billows southwards, the magical power splits into many distinct Winds and begins to dissipate. Even in the Old World, far from the Chaos Wastes, the Winds are barely tamable. They flow across the land as their nature dictates, leaving nothing untouched. They are everywhere and within everything, but unseen and largely unfelt by normal man.

Human wizards can see many Winds, though they may only manipulate one. This is fundamental to Imperial magical theory. Many have tried to master more than one Wind, but that way lies a dangerous and proscribed path. The Winds billow and settle in the places attuned to their nature, and wizards often seek out places steeped in their own Wind of Magic to increase the power at their disposal.

The Winds of Magic are often described in terms of colours, though these are not real colours and these Winds are not real winds. Colour is just a metaphor for the strange unreal appearance of the Winds of Magic, an appearance that can barely be described in the mundane languages of man.

These metaphors are necessary to allow wizards to communicate with other wizards, and to give non-wizards a means to discuss the arcane arts. Like a lot of the nomenclature of magic, the words in our language can only scratch the surface of truth. They are empty place holders where real meaning cannot be conveyed. To approach the truth of magic through language, one must learn one of the ancient tongues, like the arcane language referred to as Magick. *Hysh, Chamon, Ghyran, Azyr, Ulgu, Shyish, Aqshy, and Ghur* are the names of the Winds in the arcane tongue.

## THE SUPERIORITY OF TECLISIAN TECHNIQUE

The roots of modern Imperial magic can be found in the teachings of the great High Elf Archmage Teclis. His words have shaped the Imperial Colleges of Magic for the past two hundred years. Magic has been a fact of life in the Old World since even before Sigmar. It has always been treated with a mixture of fear and awe. Those rare individuals who have found that they can perceive and manipulate the Winds of Magic have been outcasts, yet have also been a necessary part of society. They have been venerated and loved, and hunted down and murdered, according to the political climate and the mood of the people.

But despite what the tales of ancient wizards might tell, the magic of long ago was a petty, ignorant thing, barely gleaned the possible. During the Great War Against Chaos, the magical power that Magnus the Pious could unite behind him – all the greatest wizards from across the Empire and the Old World – was a pathetic shadow of the forces they faced. The Empire almost fell to its knees, and it was clear that more ammunition was needed in the fight against such a powerful foe.

*I have been to the court of the Emperor of men, in Altdorf, and I have heard them boast of their wizards, of their Colleges of Magic, their great gleaming towers, and their brave armies. They think that makes them safe here, with such power to protect them. And inside I laugh.*

*In Ulthuan, the towers are indeed great, and they gleam a thousand times brighter. And there the armies too are braver. And the cities vastly bigger. But all that pales when compared to the differences between our mages and theirs. The elderly strutting things who purport grand wisdom and arcane knowledge, who think of themselves the finest minds of the world, who pompously dictate in the belief that they have glimpsed ultimate truths, are but poor ignorant children when stood beside even a mediocre elven mage.*

– Suriel Lianllach, High Elf Envoy

The Empire had a history of condemning magic use and putting an end to many spell casters as dangerous followers of Chaos, and it almost paid for such purges with its very survival. However, at the height of the Great War, Teclis arrived and convinced Magnus that magic could indeed be used against Chaos and so save the Empire. Teclis offered to school human wizards in elven techniques and teach them secrets of magic that they had never even dreamt of. Magnus accepted gratefully, and the power of Imperial wizardry did indeed leap forward enough to defeat the enemy. But even this was a double-edged sword; in the act of freeing the Empire from its terrible foe, Teclis imprisoned its wizards in a much more subtle jail.

It was thought at the time that Teclis was imparting the magic of the elves. The human wizards thought they might become as powerful as the great elven mages, and Teclis, it is said, encouraged such beliefs. It was not until later, until the humans had begun to master the colour magic they had learned, that some realised they had not been told the whole story. Teclis had deliberately withheld fundamental truths.

The humans of the Empire could indeed see the separate colours of magic. They could differentiate between Winds, and therefore take a single Wind, isolate it, and manipulate it. And thus they could tap greater power than they had ever managed before. But, true elven magic includes manipulating more than one Wind – mixing them together, combining them, taking the powers of one Wind and adding that to another to form even greater magic, taking a weakness of one Wind and canceling that with the strength of another.



**T**he Colleges of Altdorf are vital institutions in the defence of the Empire. So says my Emperor, and I must agree. And so they are accepted into the life of the city and the province, and have gained a respectability among Sigmar-fearing folk. And should the armies be called upon, the wizards will be there supporting our people, if not in the front line of battle, then somewhere, at least, on the field.

*But let me ask you this: if you were confronted with the minions of Chaos, if you were to fear for your life in the face of the bestial abominations of our enemy, if you were to stare into the eyes of blasphemous darkness, what would you rather have recourse to call upon—the almighty power of our great god Sigmar, or a mere wizard?*

— Erich Keller, Warrior Priest



However, that lore was denied to the humans; Teclis taught them to manipulate one Wind, and one Wind only. He claimed that humans could never master more than one Wind; they simply did not have the talent. And so, committed to Teclisian technique, the human wizards were bound to his restrictions. They could only gaze westwards towards Ulthuan and imagine a great artist painting lifelike figures in rainbow colours, while they were stuck with a single hue upon their bare palette.

Over the years, many humans have attempted to conjure with more than one Wind. I myself have investigated such possibility (in a purely academic manner, condoned by the masters of my College, of course). Many have had to admit defeat, some have been driven mad by the effort, or worse, some may have even succeeded.

## MAGIC ACROSS THE WORLD

The elves present themselves as the highest authority on magic in the entire world. And I talk here of the high elves of Ulthuan. Those we call wood elves are magically little more sophisticated than our own Jade Wizards. The high elves look down upon the Colleges of Altdorf with some disdain. I have met such elves. They have helped us in the past, it is true, at our time of greatest need. But in so doing, I am sure they were careful that we were helping them more.

But Ulthuan is where we must inevitably look for greatness in magic. There are many aspects of elven practice that we must strive towards. Perhaps due to the machinations of Teclis, we are doomed to stumble along this path forever frustrated. Perhaps there is a path from such darkness into the white light.

The magic of the elves, given shape through the controlled reunification of the Winds, is able to produce spectacularly powerful effects. Teclis himself says in *The Founding of the Eight Orders*, “Ulthuan is a magical artifice, a spell so utterly powerful that it keeps the world turning.” This is undoubtedly exaggeration, but even so, I am led to believe that the magic of the elves does indeed keep the world in balance and the pervading distortion of Chaos itself in check. How this is so, one can only speculate.

It’s possible we should even be grateful to the high elves for this fact. Perhaps if they did not practise their magic in this manner, if their civilisation were not set the way it is, the whole world would be awash with the perverting energies of Chaos. It is food for thought, at least.

But even so, the elves are not the greatest mages of the world. Whisper it even in Altdorf, for the high elves have spies here, too, but I have discovered this in the dustiest tomes of the Great Library and the library of the Grey College. In the subtle allusions to ancient spell casters, in obscure marginalia, in enigmatic metaphors laid down within allegories in some of the fundamental works of magical theory, I have discovered hints that there is a greater magical race, ancient creatures that now live only in a corner of the globe, in the gods-forsaken jungles of Lustria. There live mages that in their magical light make the elves appear as though they are first-day, snout-nosed apprentices.

According to my notes, the creatures of Lustria are so ancient and learned that they can cast world-shaping enchantments in their sleep. They could in a dream, devastate an entire Empire army. They are almost (may Sigmar forgive me, I did say almost) godlike in their power.

So there is hope for human magic. If not only the elves can ascend the magical heights, if there is power beyond elven comprehension, there can be a way to overturn that which Teclis gifted us. There may be methods and training which can free the College wizards from their bonds and bring us towards our potential. And it was at my recommendation, I am proud to say, that the Imperial expedition to Lustria left Altdorf last year.

Moreover, across the whole world there are other lands that boast magic users of all kinds. The courts of Ind and Cathay, I hear, employ wizards in a similar manner to the Imperial nobility. There is little contact between us, but perhaps one day they can join with the wizards of the Empire and those of Estalia and Tilea, and even Araby, to share and expand the secrets of human magic.

Perhaps even the baser creatures have something to teach us, even greenskins. After all, if, as has been reported on many occasions, ignorant goblins can conjure devastating sorceries, then perhaps we can learn something from them of how to harness our own powers better. Even creatures of legend, merely glimpsed in stories, are said to wield some form of magic: one-eyed swamp monsters, six-legged forest reptiles, and many more of the world’s weird and wonderful beings. And this is not to mention the perverted magic of Chaos-tainted creatures, which I discuss in depth elsewhere.

## MAGIC, RELIGION, & CHAOS

The relationship between the various supernatural forces of the world must be relevant to our study. The debate over that relationship rages across all the disciplines of Altdorf intellectual life. It has been declared by some that magic and what we call Chaos and divine miracles are unrelated and entirely separate. This is a natu-

ral position to take, for the source of divine miracle is evidently devotion and the favour of the gods, and the source of magic is practised technique and diligent study, and the source of Chaos is unspeakable taint and mindless evil.

These things all have very different manifestations, and all begin with different motivations. But they all have things in common, I would suggest. Is it beyond the realms of possibility that the very essence of all these things, the tiniest spark at the heart of these disparate phenomena, could be the same?

Several times before my own eyes, priests have acted as the vessel of divine will. I have witnessed miraculous healing from Shallyans. I have seen the wrath of Sigmar himself called down onto the battlefield by a devout follower. And no one would deny that the gods watch over us, and that when they deem it right they act upon our behalf. And I have of course seen many magical effects from my own College and from all the Colleges of Altdorf. I have created countless myself.

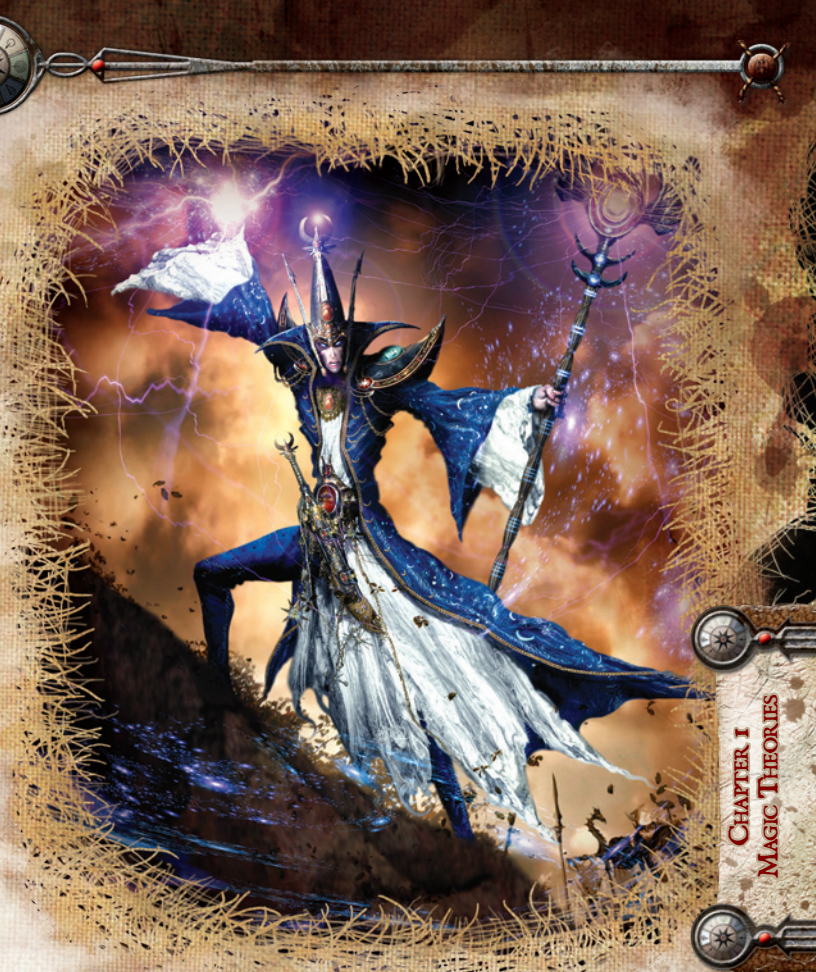
And I would ask the objective observer to put away his preconceptions and ignore the clear separation between Cult and College. Relying simply upon empirical evidence, consider the difference between a priest smiting with a hammer glowing with Sigmar's divine radiance and a wizard striking with a sword of fire created by Bright magic. Just where the difference stops and how similar they might be is a matter for conjecture and further investigation.

Likewise, I have seen the minions of Chaos upon the battlefield spraying pink fire at hapless Imperial troops and moving through defences as if they were not truly solid. And I have seen Bright Wizards wielding red fire and Grey Wizards passing through closed doors as if they were open. Let me simply assert that there may be similarities between the two, however circumstantial.

The apparent overlap between magical practice and Chaos is well documented. I myself have seen many instances. I have seen a wizard of previously impeccable character get the sudden notion to scratch unholy symbols into his face, in honour of the Dark Gods. I have seen pink flames rise up without warning to consume a fellow in the act of casting a spell. I have seen daemonic figures enter our world to snatch away a young apprentice, leaving no trace behind save a whiff of Dark Wind. Research has shown me that these phenomena may be rooted in a single unutterable source, that which has many names, but in some arcane tongues is called *Tzeentch*.

It is Imperial College doctrine that the eight Winds are the only colours that can be sensed. But there are other colours, just beyond perception, always on the edge of a wizard's focus. These Winds might be discernible to the right (or rather, wrong) sort of wizard. These Winds might be the key to new methods and new magical powers. College discipline explicitly precludes any attempt to focus upon or manipulate these strange forces. But again, deep study of the most ancient magical tomes has led me to the name in Magick of one of these execrable winds, and it is called *Dhar*.

I have been warned before about going into too much detail on this matter, or trying too hard to make the facts fit my assumptions. So, I will leave it here. But to be clear: one should not make the erroneous conclusion that just because I postulate that a wizard's spells and a priest's invocations are similar, and that a wizard's spells and a daemon's affectations are similar, that I am in any way saying that a priest's spells and a daemon's affectations are similar. I quite pointedly do not state that here.



*Well, they might act high and mighty, like they're not of this world. They might act like they're better than us; they probably are better than us. But they're as human as you or I, that's for sure. They're men, just the same as you. They might pretend to be above it all, or whatever it is they do up in their towers. But men are men and they're no different. And I should know.*

*I can prove it. Although I wouldn't want to; and be clear, I don't intend to. I considered a little blackmail once. Nothing too greedy, nothing he couldn't afford. But I couldn't face the thought of never knowing, never being sure I was safe, never closing my eyes at night without the nagging fear that their unnatural powers and unfathomable ways might just catch up with me. Don't cross 'em. That's best.*

*– Klara Vogel, Barmaid*



## CHAPTER TWO

# THE COLLEGES OF MAGIC

### THE FOUNDING OF THE COLLEGES

Based in Altdorf, the Colleges of Magic are the eight institutions which control magic use and wizardry in the Empire. They constitute the only legal method of wizardry in the Empire. Each College specialises in one of the Winds of Magic, and that Wind shapes the nature of the College and the nature of the College's wizards.

The Colleges were formed in the days after Magnus the Pious defeated the Chaos incursion in 2304. Though the Imperial armies were steadfast and vital to Magnus the Pious's great victory, they were aided by elven mages sent from Ulthuan. The leader of these mages was Teclis. Teclis saw how the human spell casters of the day were scrabbling about in their ignorance, inhibited by primitive superstitions, and he began to teach them a greater magic.

The eight Colleges of Magic were formed at a time of dire need, hurriedly, out of necessity, but they have developed into long-lasting institutions that dominate all magical research in the Empire. Over the two hundred years or so of their existence, the Colleges have grown in power and influence. Now, they pull strings at virtually all levels of Imperial society. A number of nobles, and all man-

ner of institutions and organisations, employ or consult members of the College orders. In a very short time, the Colleges have come to rival all but the largest religious cults for influence in public life and the Imperial court.

Despite their power, the Colleges are still largely unknown and mistrusted by the populace. The common citizen of the Empire may find wizards awe-inspiring in theory, but he rarely encounters one in the flesh, and might not be pleased to do so. The existence of magic is common knowledge, but at the same time, it is still a thing of fantasy and wonder, and often only half-believed. Unlike the religious cults, which are seen to help the people and have a practical effect on everyday life, the Colleges of Magic, even in Altdorf, are seen as otherworldly and aloof. Beyond Altdorf, all sorts of superstitious nonsense is spouted and believed about them.

Importantly, the Colleges report directly to the Emperor. This gives them a certain amount of power to bypass the usual protocols and laws, and it makes them envied by nobles and servants of Imperial and provincial governments alike. This independence of action

from the rest of the Empire's institutions, and this exemption from certain laws of the land puts the Colleges on a par with the officially approved religious cults; in many matters, they are a law unto themselves.

Many of the Colleges are housed in grand conspicuous buildings in Altdorf – or at least conspicuous to those with the gift of magical sight. To commoners, some of the College buildings are shrouded and obscured by magic, virtually invisible. Several are near the Imperial Palace, where their influence is strongly felt. The Colleges are not just collections of wizened sages, sitting around discussing arcane theory in dull tones. They are complex, resourceful institutions supported by many staff, servants, and retainers, and they possess a network of colleagues and sympathisers spread throughout the Empire and the Old World.

The Colleges strive to present a united front to the world, and usually they work together to further their common interests. Sometimes, though, bitter rivalries break out onto the wider stage, and one College might actively attempt to curtail the influence of another. There also exists the inevitable infighting and petty feuds that develop in any institution wielding power and influence.

Each College is ruled by a Patriarch, an esteemed individual who has complete authority over the affairs of his College. Though all-powerful in theory, in practice the Patriarch realises the importance of asking for and taking advice from the Wizard Lords of the College, when prudent. The Colleges are represented before the Emperor by the Supreme Patriarch, who ascends to the position by besting his predecessor in a harrowing contest of magical prowess fought in the Hall of Duels.

The health of each College's finances varies from order to order, but most Colleges have many important patrons, including Elector Counts and, of course, the Emperor himself. Wealthy families pay to get a child into an apprenticeship, but those who enter the Colleges are from all walks of life. The nature of magic means that the Colleges are, to an extent, meritocratic institutions.

Inevitably, as they go about their business, wizards are not above making a profit from their activities, for themselves and their order. Any help that the Colleges give outsiders notoriously comes with a high price or strings attached. Many Colleges have long-standing relationships with some institutions, which suggest a bond beyond the merely financial.

The Colleges have minor wizards' houses and towers throughout the Empire, as a means of spreading their influence, conducting experiments, and making observations, as well as to keep a keen eye on political and magical events. Some of these magical outposts are obvious to all and are often miniature representations of the College buildings in Altdorf. But some appear merely as conventional businesses and residences, unrecognisable to the untrained eye. The clues pointing to their real purpose are only available to those with special knowledge or who can detect the presence of magic.

## HISTORY OF THE COLLEGES

In the aftermath of the Great War Against Chaos, Magnus the Pious worked incessantly to rebuild the Empire. To aid him, the high elf mage Teclis proposed that he should organise the wizards who



had served so effectively against Chaos. Magnus trusted in Teclis's judgement, much to the chagrin of many of the Emperor's advisors, who were wary of giving the high elves too much trust.

Teclis believed that the human mind could safely control only a single Wind of Magic, because men were simply not as attuned to the Winds as the high elves nor did they live as long. Under Teclis's guidance, historians credit Magnus with establishing the Colleges of Magic with eight distinct orders, each order focused on the study and application of one of the eight Winds.



**S**ome scholars claim the founding of the Colleges of Magic is the single most significant event to occur in the long and storied history of the Empire, heralding an age of prominence.

*Others claim it is one of the lowest points in our history, a harbinger of our doom. They claim that war in the Empire has risen steadily since the founding of the Colleges, and the threats of Chaos have increased tenfold.*

*These latter scholars are obviously daft.*

*– Gavius Klugge, Grey Wizard*



## FEMALE WIZARDS

In the old days, we used to think that females did not have the discipline to be proper Collegians, nor were they able to face the rigours of a military campaign. And so they were only rarely admitted to a College, and many witches were burned. But today, a more enlightened age, we increasingly realise that this is not the case.

But, because of the history and the general distrust of wizards in some places, the people are still less keen for their daughters to go to College than their sons. And that is why today's Collegians are more likely to be men, and untrained wizards more likely to be female. And the further you get from Altdorf, the more discrepancy there is.

But I have been charged with the guidance and education of female apprentices and male apprentices alike. I have taught them the underlying techniques of Shadow magic of my Order.

Through tedious repetition and judicious application of my boot, I have battered into their thick skulls the fundamentals of ritual and the tenets of theory. And the only difference I have ever perceived between them, man and woman, boy and girl, is that, to my mind, the female smells slightly less unpleasant.

– Gavius Klugge, Grey Wizard

Even the establishment of the Colleges was controversial to the high elves. Some sensed a frailty in mankind, believing that men might one day fight against the high elves and that the knowledge Teclis was granting might eventually prove to be the elves' undoing. Many high elves were content for the humans to go back to being the magically inept people they had always been. Others supported Teclis's involvement. After all, elves possessed direct access to mankind's new-found powers, so who better to influence and guide their development?

The magical principles to which the Colleges adhere were purportedly drawn up by Teclis himself, which is why some wizards refer to them as the Teclisian Laws of Magic (or more simply as the Laws of Magic). These laws are the cornerstone of Collegiate magic. Each order's Patriarch keeps a copy of the tome. Over the years, however, the human wizards have built upon these fundamental principles, and College magic is much more sophisticated than it was two hundred years ago. It continues to grow in power and purpose as human wizards constantly strive to unravel the many mysteries of the Winds of Magic.

It is said that the founding of the Colleges in the midst of the Great War Against Chaos is precedent that the Colleges ultimately exist to defend the Empire. In the aftermath of the Great War, however, the Colleges gradually gained increasing independence from the army. While there is still a strong link between the military and the

Colleges, it is not as direct as it used to be, although most orders, particularly the fiery wizards of the Bright Order, are still heavily involved in the Emperor's campaigns and are invaluable battlefield assets.

As the influence of the Colleges grew, disputes with the Cult of Sigmar became more common. For hundreds of years, the Cult of Sigmar had fervently protected the Empire from foul magic. Many Sigmarites had trouble coming to terms with the idea of sanctioned wizards working on behalf of the Emperor, openly practising magic for the defence of the realm. Even today, there is friction between the more zealous followers of Sigmar and College wizards. Despite this, many witch hunters find themselves having to work hand in hand with Collegiate wizards to track down renegade wizards who have turned to dark magic and Chaos.

Today, the Colleges look back upon a long and dedicated tradition of disciplined and loyal service dedicated to keeping the people of the Empire safe. Despite this, many of the Empire's citizens do not, and probably never will, trust Collegiate wizards. Superstitions concerning magic and its link to Chaos, fuelled by the Sigmarites and the witch hunters, will forever cast a shadow of fear.

## JOINING A COLLEGE

Every aspiring wizard in the Empire is expected to join a College and become an apprentice. Children showing signs of magical latency are sent to Altdorf by their families before they can be reported to the authorities and arrested. Even the very poor have the opportunity to send their children there, and, theoretically at least, all applicants are treated equally. The net is cast wide by the Colleges, but inevitably some potential applicants miss the opportunity. Even though there has been a stigma attached to magical use throughout the centuries and a mistrust that persists even today, the Colleges are becoming increasingly respectable. Among the petty gentry, minor nobility, and the wealthy urban merchants, having a son or daughter attending a magical College is now a thing to be proud of.

Some Colleges send out wizards to scour the countryside looking for prospective apprentices. They use their powers to sense magic use and home in on anyone that might be gifted. If those they find are suitable, the prospects are brought back to the Colleges. However, if the young magic user is too wild in his ways, or has already picked up dangerous techniques, he is put to death instead before he can cause more havoc. This is why the family and friends of a budding wizard will sometimes hide him or send him away from their village instead of offering him to the authorities. Wild rumours spread about the nature of the Colleges and what happens to the children there.

Some children with no talent whatsoever are sent to the Colleges by their pushy parents. These can be accepted into the College to perform other College functions, especially if their parents offer high apprenticeship fees. Those lucky children that do go to Altdorf are strenuously tested by the masters of the Colleges to see if they are suitable candidates, to determine which College they might be most suited to, and to ascertain whether they have already acquired dangerous habits. Sometimes the child is considered a lost cause and is never seen again.

Any children deemed suitable are admitted and expected to serve their College resolutely for the rest of their lives. It should be apparent through the magical talent that the child already shows and from the cantrips he has created which of the Colleges suits him best and which Wind of Magic he has the most affinity for. The

question of which College he joins is an important one, because once he has been trained to focus upon and manipulate a certain Wind, according to the Laws of Magic, he will never be able to affect another Wind.

The Colleges guard their expertise carefully and police their own students and masters with vigilance sometimes bordering on the paranoid. For those who wield the most power also know how corrupting and dangerous these forces can be, if not handled with the utmost discipline and respect.

Anyone entering a College is made to take the Oath of Loyalty. The oath took many years to hone so that all interested parties were content with the wording. The oath is ostensibly to the Emperor above all else, as Magnus the Pious insisted was only right and proper. But logicians from the Gold College are satisfied that they have discovered enough semantic ambiguity in the wording that wizards, if they wish, can place the service of their College above all else and still hold true to the oath. Similarly, the Elector Counts are inclined to interpret it in a manner that suits them.

Once a wizard joins a College, he is expected to stay within the organisation until he dies, even if he shows no magical talent, or leaves Altdorf and settles elsewhere. Wherever life takes him, a wizard is a member of his College first and foremost, and, with a few notorious exceptions, will obey to the best of his ability any instruction he receives from the College hierarchy.

## COLLEGE RANKS

To reflect an aspiring magister's dedication to his studies and proficiency with his chosen Wind, many of the Colleges have developed a hierarchy, by which to refer and designate its members. While each college has its own rules, structures, and guidelines, the following ranks are more or less consistent between the Colleges.

### APPRENTICE

The long College apprenticeship is filled with many tedious chores, boring learning by rote, repetitive ritual, and lots of uninteresting, extremely unmagical things, where the apprentices rarely leave the College buildings. All apprentices are expected to apply themselves diligently, and to demonstrate obedience, discipline, and hard work in all things. After a while, however, once an apprentice can be trusted by his masters, he will likely be sent on more interesting tasks. These tasks may be to carry out errands outside the College, sometimes requiring many miles or travel. This is a test; although the apprentice will not be aware of it, the College will be keeping a careful eye on him and making sure that he is safe. And by safe, this does not mean that the apprentice is looked after and not exposed to danger. It means that he does not employ proscribed techniques, nor is touched by the Ruinous Powers, nor seeks to research forbidden lores.

Often an apprentice, especially an individual from one of the less regimented Colleges, will be allowed to roam free for a year or so towards the end of his apprenticeship in order to gain more life experience and be tested by the real world. If he acquits himself well during that stage, then that is a sign that he is ready to end his apprenticeship and become an Acolyte of his College.

Some apprentices, through lack of ability or discipline, never become a wizard. Some stay at the College and, despite their lack of talent, are regarded as useful and loyal members (and hardly looked down upon at all by the successful wizards). Others leave the Col-

## WIZARD STAFFS & OTHER ARCANES FOCI

When an apprentice enters a College, he acquires the raw materials for making his own arcane focus. This is usually a staff of some form.

The materials used are those which possess an affinity for the relevant Wind of Magic. The apprentice creates the object as a tool to help gather and focus the magical energy required for the casting of spells.

For example, Bright Wizards often make swords out of steel decorated with rubies; this is used as a melee weapon, but is also perfect for gathering the magical wind of *Aqshy*. Amber Wizards use hardwood decorated with, appropriately, amber and animal skulls, which help attract the magical energy of *Ghur*.

Many apprentices spend long hours attuning this creation to themselves and their Wind. The staff is a sacred object to the wizard, one he will try to keep all his life, gradually adding pieces to it. By the time a wizard is old, his staff can look very odd and unwieldy, but possesses great power.

For more information on attuned items, see the *Warhammer Fantasy Roleplay Rulebook* on page 73. With your GM's permission, an Apprentice Wizard character may begin the game with a single item with the Attuned 1 quality.

lege to lead a life in the outside world. Even those who do leave and pursue other goals, though, are expected to keep their loyalty to the College, feel beholden to it, and act as its servant and agent throughout their whole life.

Apprentices wear long robes in their College's colour, and a hat, usually a small skullcap. As a wizard rises in rank within the College, his robes often become more decorated with symbols that reflect experience, rank, and knowledge. He also wears larger and ever more conspicuous headgear, and carries an ever more ornate staff.

### ACOLYTE

Once an apprentice graduates, he becomes a member of the College with the full rank and privilege afforded to all official wizards of the Empire. This includes the right to cast spells and hold certain items and tomes that would be proscribed to any normal member of the public. It also gives him certain privileges under law. Collegiate wizards who are arrested in the Empire are often (but not always) handed over to their College to be judged.

The lowest rank of College wizard is called an Acolyte. These aspiring wizards can be distinguished from apprentices in various ways. Depending on the College, they may wear a bigger hat, more gaudy robes, or wield staffs adorned with more charms and trinkets. As his affinity with his chosen Wind grows, the Acolyte starts to take on more traits associated with his order. For example, the hair of an Acolyte in the Bright Order turns red, his temperament becomes more volatile, and the glowing tattoos of *Aqshy* start to manifest more noticeably on his body.

The Acolyte has much more freedom than he did as an apprentice. He has few College responsibilities to start with, and if he wants he can choose to throw himself into College life and gain influence and learning that way, staying close to the College and working directly for his College's goals.

However, some wizards choose to leave the College to adventure, gaining knowledge, power, and experience through more exciting, but also more dangerous, pursuits. They will still be in contact with their College and remain loyal servants of it, therefore, any knowledge and artefacts gained are expected to be shared with or donated to the College. They should also be ready to go on long journeys and other quests at the behest of their College when required.

Neither lifestyle is more approved than the other. Both are necessary for the running of the College, and the Colleges generally appreciate the advantages of having a varied membership. Naturally, though, the majority of governing posts within the College are held by wizards who remain in Altdorf and who have spent some time pulling the relevant political strings. On the other hand, an adventuring wizard might return with some great magical treasure or discovery and force his way into an important post within the College that way.

Acolytes can fulfil other roles in society. Many noble families (and even some municipalities) like to keep wizards on their staff for advice and defence. Some have arrangements with specific Colleges so that they are sent a suitable wizard to become part of their household. This suits the College, as such an appointment is a good way to spread influence, and a better way to gather intelligence, and serves as good training for a newly graduated Collegian. However, a wizard's first loyalty is always to his College, whatever he may tell his noble employer.

## WIZARD


There should come a time when an Acolyte is ready to ascend to the next tier of the College system. This is typically decided by a meeting of the Wizard Lords, who are advised by others who may know the candidate better. If it is decided that the Acolyte might be ready to take on more responsibilities, then the candidate is given a grilling interview about his progress and recent deeds. If he can hold his own, he is bestowed the title of Wizard and given a bigger hat. Though high-flying Acolytes can be promoted quite young as a direct result of good deeds and impressive achievements, the honour is also awarded to time-served and experienced Acolytes as a reward for their lengthy service.

A wizard is given more responsibility in the College. He now has the clout to launch his own projects on behalf of the College, and even to recruit apprentices to his cause. A Wizard might also get his own room at the College. Sometimes this room is little more than a cell in the bowels of the College building; sometimes it is a sumptuous laboratory overlooking the Imperial Palace with spectacular river views. There is no little rivalry over who gets the most prestigious chambers.


A wizard is called upon to aid his College in more dangerous jobs, as he should now be up to the task. He may even get called to campaign in the Imperial army. However, a wizard becomes a more valuable and precious resource as he gains power and experience, and so is used more carefully and sparingly by his College. Suffice to say, if a wizard gets sent on an important but plainly dangerous task, it will be because either the College is very keen for the mission to succeed, or he has made some influential enemies at the College.

## HIGHER RANKS

The highest ranks of the College are Battle Wizard, Master Wizard, and Wizard Lord. Though great wizards and mighty intellects, they have a reputation for intolerance of any but the highest standards, and for giving their inferiors short shrift. But that is only to be expected of such illustrious personages. An apprentice might look up to these figures in awe, never believing that he could reach the heights of technique and power that these rare individuals have achieved.



**T**he current Supreme Patriarch is Balthasar Gelt, who earned his position by defeating Thyrus Gorman of the Bright Order in a Wizard Duel. Many strange stories surround Gelt. Some say he was disfigured in a magical experiment that went wrong and his entire body has turned to gold, a fact he attempts to conceal behind flowing robes and a golden face mask. Needless to say, he is one of the most feared and respected figures ever to lead the Empire's wizards.



Wizards become known by their function in the College. One who goes out with the armies fighting battles, or perhaps adventures on behalf of the College searching out dangers and fighting evil, are given the rank of Battle Wizard. Conversely, one who stays at his College and concentrates perhaps on research and the more cerebral side of wizardry becomes known as a Master Wizard. Though Battle Wizards and Master Wizards are officially of exactly the same rank and status, there is often rivalry between the two vocations. Battle Wizards look down upon Master Wizards for their lack of practical experience and bravery, while Master Wizards look down upon the Battle Wizards for lacking the necessary philosophical grounding and proper technique.

Successful Battle Wizards and Master Wizards become Wizard Lords. This is the highest rank and usually the pinnacle of any wizard's career. Wizard Lords essentially run the College, dictating the daily affairs and guiding long-term strategy. These are highly respected people, only a little short of true noble status in the Empire. The Master Wizards of a College sometimes get to choose one of their number to become the College's Patriarch.

The Patriarch is the most powerful and respected Wizard Lord of the College. Sometimes the Patriarch is elected by the Wizard Lords of the College, and sometimes he is chosen by a ritual magical duel. The purpose of the Wizard Duel is to find the most powerful magical mind, while not endangering the participants unduly (although, several aspiring Patriarchs over the years have been left shadows of their former selves after suffering an emphatic defeat). The Supreme Patriarch, the head of all the Colleges of Magic, is determined in a similar way.

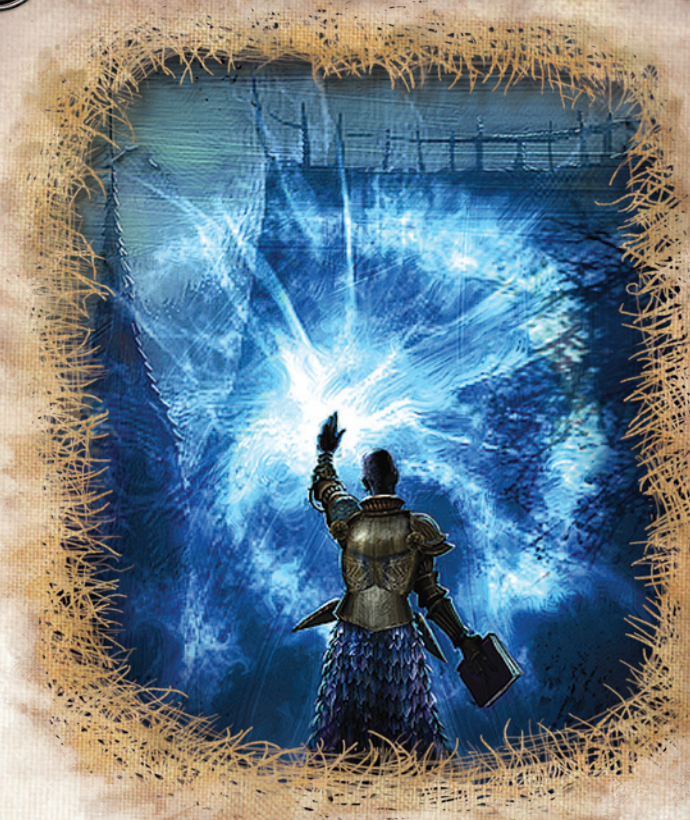
## RANKS & SYMBOLS

Wizards surround themselves with symbols and metaphor. This is sometimes to hide the truth or to protect it, but often it is simply because what is expressed in their magic cannot be expressed in any other way. The metaphors and symbolism can serve to communicate elements of magical technique and procedure. Some of this expression manifests in the very clothing and trappings of a wizard.

The study and practical application of magic is, of course, a very complex and nuanced discipline. The study of wizards can be, too. There are any number of tiny signals that can communicate a wizard's place in the hierarchy of his College.

The most blatant sign, and intentionally so, is the simple colour of a wizard's robes. This leaves no one in any doubt as to which College a wizard belongs. Then it starts to get complicated. Apprentices are discouraged from adorning their robes too enthusiastically, and so wear generally plain garments. They also wear small hats or simple skull caps. More experienced apprentices might feel that they have an idea of what an Acolyte wears, and so might try to ape that in some way. However, the differences are subtle. The language of a wizard's dress is directly determined by the language of magic, and so comprehension of a dress code comes no sooner than comprehension of rituals and spells. Therefore, any experienced wizard can easily tell an ambitious apprentice from a new Acolyte, even though the average person would barely notice that they do not look the same.

Many elements of a wizard's dress are enhanced as his knowledge progresses: the staff, the adornment of the robes in symbols and devices, the size and style of the hat, the wearing of charms, the



sporting of magically imbued tattoos, and so on. All these contribute to a wizard's imposing presence, and they all change over time as the wizard rises in rank during his College career.

The distinctive mode of dress of Collegiate wizards serves several purposes. In addition to identifying rank and order of a given wizard, the styles serve as a sort of unofficial uniform, satisfying the elitist tendencies of many wizards. It also ensures that it is very difficult for an imposter to pretend to be a college wizard. Some unsanctioned spell casters have been known to pose as college wizards in order to give their activities the look of legitimacy – it is not hard to fool the man on the street in this regard. While experienced wizards recognise the rank and standing of a member of his own College quite easily, even he might get confused when dealing with another College. Some organisations, such as the Cult of Sigmar, have agents who are able to read the appearance of a College wizard as a safeguard against witchcraft, and they boast that they can tell any imposter at a glance.

Sometimes an official writ or document is legitimately important. Wizards on a mission may carry a letter of introduction from their superior or employer. Carrying such a writ is a good way for a wizard to get semi-official backing and to gain admittance to people and places he might not otherwise have access to. It is likely this practice contributed to the myth of the wizard's warrant.

For some reason, rumours persist among certain commonfolk that a wizard needs to have a special warrant from the Colleges of Magic to practice his craft. This is not actually the case; there is no such thing as a "wizard's warrant." However, due to the misperception that such things exist, some wizards, especially those who need to travel far and wide, carry certain papers with them describing their position and signed by someone of rank – usually the Elector Count of the province they are in. This added bit of precaution can keep a group of commoners from turning into an angry mob if they're expecting certain fictions to exist.

## PERCEPTIONS & SUPERSTITIONS

In Altdorf, wizards are respectable gentlemen for the most part. They are powerful and not to be crossed, but they are civilised and reasonable. They are part of the establishment, and better than the common man. All Altdorfers have seen a wizard walking the city streets at some time or other, even if they haven't witnessed one fending off muggers with a flaming sword.

Away from the big city, however, this is not always the case. In the farthest flung corners of the Empire and off the beaten track, wizards are strange and unusual. They are treated with distrust and suspicion by the common folk. A local landowner might try to prove his urbane credentials by attempting to take the presence of a wizard in his stride, but even he would be wary. A wizard travelling on his own in this sort of area must trust to his luck or his confident demeanour to keep the locals at bay.

Many ideas about wizards and magic circulate through the Empire, often based on superstition, hearsay, and rumour. Such ideas seem typical of the uneducated, illiterate commonfolk, but have little basis in fact.

For example, onions are considered a good magical defence. If a wizard walks into town, several of the unhinged and esoteric folk might immediately eat a whole onion as quickly as they can for the protection it is supposed to afford. This is also the reason why some travelling wizards think that all common folk smell of onions. Cats are thought to be wizards in disguise. That is why some of the more batty housewives of Altdorf, especially in the districts close to Colleges, take to feeding stray cats and treating them well. It is also the reason why cats are distrusted in more bucolic areas.

There is also an alarmingly popular theory that all wizards call upon the Dark Powers. Even among the middle classes, it is sometimes thought that wizards truck with the forbidden forces and are just state-sanctioned Chaos cultists. Some citizens are happy

enough with this supposed state of affairs, content to believe that wizards are fighting Chaotic daemonfire with daemonfire of their own. It is also a common belief that wizards cannot be killed except by burning. In other places this is drowning, and in others hanging. In some places it is all three.

## DISCIPLINE

A wizard who strays from the strict ethos of his College in minor matters is likely to be given a talking to by his superiors and warned to change his ways. How much leeway he is given depends on the rank of the offender and the nature of the transgression, not to mention how much influence and good will he has already garnered in the College. Depending on the evidence, a wizard suspected of nefarious action may be given a proper trial before three Wizard Lords, held within their College.

This is especially true if he is of previous good standing and well connected. One who turns to dark magic or other proscribed techniques to advance his powers will undoubtedly be expelled from the College (a technicality) and then usually put to death. Some renegade wizards are kept imprisoned within their College until they have been sufficiently interrogated. A rare few may be allowed to live just long enough to write down their experiences or a full disclosure of their deeds.

If a renegade wizard escapes, his College will want him dealt with as soon as possible. In many cases, the fearsome Battle Wizards are sent to track him down and put an end to his foul practices. The last thing that a College wants is one of its members going rogue and wreaking havoc. It is bad for their reputation. The College will try to keep things quiet if it can, but it will make things public if that is the only way to ensure that a renegade wizard gets brought to justice. And death is the only justice in such circumstances.

## TOMES & ARTEFACTS

It is traditional for a wizard to have his book of magic tucked under his arm. A wizard researches and learns throughout his career, and it would be impossible for most of them to keep everything they need to know in their heads. So, just as in any number of occupations, a wizard makes plenty of notes. A number of wizards write up all their research into a single volume and carry it around with them wherever they go.

That is convenient, especially if they have to travel a lot. But many wizards are wary of possessing a single tome wherein they write down everything of worth – what if it got lost? Hence many wizards treat their notes like any tradesman might treat them, sensibly filed away, spread around the office, written up in a series of logs, or whatever takes their fancy. Some are very protective of their knowledge and hide all their notes around their dwelling, for example: under the floorboards or in the mattress. It takes all sorts. Certainly, though, they must write down everything in Magick, for it is only this arcane language that can possibly convey upon the page the sublime notions of spell casting.

It is well known that certain materials have affinity for certain Winds of Magic. Some of these materials can hold concentrated amounts of the magic. Powerful spell casters can imbue objects with focused and purposeful magic that can affect the properties of the object in unnatural ways – these are known as magic items. Dwarf runesmiths are well known for their skill at enchanting in this way, but they are not the only ones able to do this.





In the distant past, it seems that there were many items of great magical power. Some of the most famous in the Empire are the Runefangs, which are magically imbued swords crafted by the dwarf smith Alaric the Mad as gifts for the Elector Counts back in Sigmar's era. Over time, the craft and art necessary to create such magnificent items have been lost to all but a few. That is why items of powerful magical properties are nearly always extremely old. Because of their age and rarity, they are highly prized and jealously guarded. The Emperor himself has a grand collection of magical items, as do the Elector Counts and other prestigious individuals.

Today, minor magical items are still created. Petty charms and magical trinkets are not uncommon, but whether these hold any real enchantment or simply feed superstition and wishful thinking is open to debate. Wizards should be able to spot a magical item by the Winds of Magic that billow around it, but it is a much more difficult task identifying the precise nature of the magic and how it might affect the object's function. Magical items could take almost any form, but are most often weapons, armour, or amulets.

Being conduits of magic, however, these arcane items are inherently dangerous and should be treated with the utmost care. The more powerful the item and the more imperfect its construction, the more chance it has of being subverted by unpredictable energies, or even becoming influenced by Chaos itself. There also exist deliberately cursed items dreamt up by perverted sorcerers. Some say that these contain the very souls of captured daemons, which attempt to possess the mind of their wielder and bend it to their own terrible will.

## MAGICAL SIGHT

The Winds of Magic are perceived as separate colours by wizards and other talented individuals. This ability is called magical sight – but to fearful folk it is known as the witch'sight. It is a fundamental ability that a wizard requires to function. For without being able to perceive the Winds, how could he begin to manipulate them?

In the same way that the Winds of Magic are not real winds, they are not real colours. These are just metaphors that wizards use to help describe these effects to the untalented. What a person with magical sight actually perceives is beyond the scope of mundane language.

All magic affects the Winds in some way or another, and some wizards are extremely skilled at reading such traces. A person who reads the Winds of Magic could glean all sorts of useful information. If a spell has been cast in a place or upon an object recently, then the colour of that Wind will still be present in the area. If a wizard has passed through a place recently, or touched something there, a trace of magical colour might still be lurking in concentrations higher than one might expect.

More specific information could be available. A certain spell from a particular caster might always leave the same shape in the Wind. And if it is viewed soon enough after, another wizard might recognise such a spell signature and so know who cast it. Magical items have a distinct signature too, and a wizard who has examined an object before would be able to recognise it again or tell if it has recently been present nearby, or can even make an educated guess as to the function and power of that object.

Eventually, of course, such a signature will dissipate to such an extent that it will be impossible for a wizard to make sense of it.

For more information on magical sight, see page 35.

It was at a meeting of the College culinary committee to decide the menu for the Herenstag eve feast. I have often observed how such petty affairs are apt to bring simmering feuds to the boil. Gorgi Plackheim was set on something fowl, like swan or duck, but Klaus von Detterlich made it plain that he preferred a nice big portion of beef. Plackheim said it certainly showed, and patted his decidedly like belly to leave us in no doubt that he was referring to von Detterlich's more ample figure: a touchy subject. And so the duel ensued.

Von Detterlich locked his gaze upon Plackheim's one good eye and raised his arm. As his brow furrowed in concentration, he channelled the Wind of Ulgu into his fist. We could clearly see the lamplight shadow that his hand cast upon the wall suddenly begin to change shape. It seemed to possess long bestial claws, and the unnatural shape grabbed at Plackheim's own shadow. It caught it, and as it did, Plackheim himself was rapt by the magical forces, unable to move. Von Detterlich went for the kill. He squeezed his own fist, and the shadowy fist squeezed too.

Plackheim gasped for breath, but then suddenly was gone. Disappeared. Von Detterlich looked around uneasily to see Plackheim appear behind him, and enshroud von Detterlich like a cloak. Von Detterlich struggled back, and soon the two figures were scuffling around desperately on the floor, in a most undignified manner.

But von Detterlich had been fooled. Plackheim was never there. It was all an illusion. The mists of Ulgu coalesced a few yards away, as Plackheim returned to the room. He stood above von Detterlich's prone figure, and threw a vague serpentine shape at his head. Von Detterlich tried to flick it away with a gust of wind, but it hit him squarely in the face. Von Detterlich was left writhing on the floor screaming as the shadow snake bit at his flabby jowls.

Duck a l orange it is then, announced Plackheim, smugly.



## CHAPTER THREE

# THE EIGHT ORDERS

When Teclis worked with Magnus the Pious to found the Colleges of Magic, the study of each of the Winds of Magic was given over to its own order, for Teclis reckoned the human mind and will were not strong enough to wield more than one single Wind of Magic. And so, the Eight Orders were formed.

The Eight Orders study the Eight Winds and are named for them—Amber, Amethyst, Bright, Celestial, Gold, Grey, Jade, and Light. The following pages take a closer look at each of the Eight Orders, examining that College's role and the wizards who practise its arts, while seeking to provide some insights into what makes each order unique.

### THE AMBER ORDER

*...which utilises the Amber Wind, called Ghur, whose colour is Amber, whose Lore is that of the Beasts, whose rune is the Arrow, and whose practitioners are called Shamans.*

*— From The Founding of the Eight Orders, credited to Teclis*

The Amber Wind is a wild magical tempest which blows through the untamed land where few have trodden. It pools in the blood and bones of savage beasts, as well as in their lairs. Amber Wizards weave their Wind into spells of rage and destruction. Tapping a feral ferocity, they channel the wild animal and almost become the beast, as they let rage loose upon the world. Amber wizards tend to be solitary individuals, often preferring the company of wild beasts to men.



## THE COLLEGE OF THE AMBER ORDER

The Amber Order is the only College that does not have a building in the city of Altdorf. It has very few proper buildings at all. The wizards of the College much prefer the wilder places that have never been cultivated. It could be said that the College itself exists in all the wild places of the world.

### SHAMANS

Amber Wizards follow their instincts; they feel that their wanderings will lead them naturally into worthwhile situations. Members of the College certainly plot and plan, but their machinations seem to be long-term schemes and strategies. Communication across the wide diaspora of the Amber Brotherhood is vital to the running of the College, and so apprentices and acolytes are often required to run errands and carry messages across the Old World for their masters. It has been said by disparaging critics of the Order that defending the wild beasts of the Empire is often more important to Amber Wizards than defending its human population.



*Once had a goblin caravan under surveillance down in the Border Princes, alongside a brother of Amber. He had got us through the wilderness, and it was now my job to observe as closely as I could. We had orders simply to watch and not to engage. And they were fair orders, for the goblins numbered several hundred. As we watched, the goblins fell upon a caravan heading for the dwarf city of Barak Varr.*

*Soon they were butchering the merchants and their guard with much glee. We stood by, until some of the goblins ran down a couple of draft horses, stopping them very close to us.*

*They hacked the animals up and began to feast. It was then, and only then, that my Amber companion roused. Suddenly, I could feel the Winds of Ghur push me aside, and he sprang upon the goblins, appearing for all the world as a lion.*

*I, of course, stuck to my orders, observing the carnage with diligence and impartiality.*

*—Gavius Klugge, Grey Wizard*



Amber Wizards grow to look wild and unkempt with long hair. Their features sometimes change to resemble that of the animal for which they have an affinity. They have no time for etiquette and urbane sophistry, but have a reputation for savagery and unpredictability, and, if truth be told, many delight in the fear they provoke in more civilised folk.

### BECOMING AN APPRENTICE

Finding an Amber Wizard's apprentice is a much more informal affair than in other Colleges. Sometimes a youth will be drawn instinctively to the Wind of *Ghur*, follow it away from civilisation, and eventually come across a Shaman. Sometimes an Amber Wizard will be drawn during his wanderings to a youth in whom he senses the power of magic burning. He will simply steal the child away and bring him up in the lore of the Amber Brotherhood. When he is ready, an apprentice Amber Wizard is expected to wander far from his master and to follow his own instincts, like a young wild animal evicted from its lair by its parents.

Wizards of the Amber Brotherhood yearn to be away from civilisation, living in wilderness caves or sleeping under the stars. They drink from streams and hunt for their food. They catch their prey with their bare hands and eat its flesh raw, or so I am told. These are not hardships for an Amber Wizard, but a joyous celebration of the energy of their magical path. Their rituals and totems channel *Ghur* into their bodies, enabling them to take on the characteristics of the animals they venerate. This brings out the caster's feral urges in powerful ways, and Amber Wizards risk losing part of themselves to their animal instincts.

### OPINIONS ON THE AMBER ORDER

The Order's elusive base is said to be a series of caves high in the Amber Hills just outside Altdorf, but I myself have looked for this and say it does not exist. Others say it is further afield, but in truth, I believe there is no base. The College has no physical structure, but is simply a loose affiliation wherein the wild wizards roam the untamed places, meet and talk, and depart again.

Much to the consternation of the Imperial court, the Amber College seems to be beyond their control. Even if a representative of the Emperor manages to track down a high-ranking Amber Wizard, he often seems loath to do the Emperor's bidding. No one doubts their loyalty to this land, but it is the land to which they are loyal, not the political entity that is the Empire.

Amber Wizards are treated with trepidation by the wizards of other Colleges, their appearance and wildness reminding them too much of the true nature of the Winds they seek to control. Other wizards generally believe that the Amber Wizards have given too much of themselves to their arcane Wind. In a sphere where technique and discipline are considered the most vital virtues, this can make wizards of other orders extremely uncomfortable. The unknown size and the loose organisation of the College can also leave other wizards feeling confused about the Amber Brotherhood.



## THE AMETHYST ORDER

*...which utilises the Amethyst Wind, called Shyish, whose colour is Purple, whose Lore is that of Death, whose rune is the Scythe, and whose practitioners are called Spiriters.*

– From The Founding of the Eight Orders, credited to Teclis

The Amethyst Wind lurks around dead things as a still and stagnant pool of purple magic—upon corpses, in graveyards, and in charnel houses. It collects inside skulls and bones, under gallows and around the slain. Whenever a spirit leaves the world, a burst of *Shyish* is released. The Amethyst Wizard uses the power of *Shyish* to breach the veil between life and death, to commune with departed spirits, and even to unleash the power of death itself.

## THE COLLEGE OF THE AMETHYST ORDER

Situated overlooking the cemetery of Old Altdorf, the monolithic building of the Amethyst College is a cold, bare, unwelcoming place. Within, robed figures walk silently through its vaulted halls, and an unnatural dust-laden stillness haunts the air. Unsurprisingly, few who do not have official business there are brave enough to venture in and consult the Amethyst Wizards.

## SPIRITERS

Members of the order are often pale and gaunt, and the more they are exposed to the morbid wind of *Shyish*, the more they grow to resemble the dead they study. They often hide their disquieting features beneath the cowl of their heavy purple robes. This in turn makes people suspect that they have something more to hide.

Spiriters have a reputation for curtness, which has also given rise to the rumour that Amethyst Wizards never speak at all. One should not be deceived by their appearance and the nature of their work; Amethyst Wizards often possess a quick wit and a ready, if somewhat sardonic, gallows sense of humour. They prefer, after all, to commune with the dead rather than the living, because the dead have better things to say for themselves.

Though the ignorant and misinformed may mistake them for necromancers, they are emphatically not. They have little in common with those dark wizards who selfishly strive for immortality and animate dead things. They do not raise the dead or bring spirits back from whence they go. Though the desire for immortality is one shared by most men, the wizards of the Amethyst College are wise enough to know that that path too often falls into necromancy. Thus, study in that specific direction is frowned upon, except under the most rigorous supervision.

That said, the College practises some regimes and techniques that contribute to longevity, and occasionally an overzealous Amethyst Wizard might fall into the trap of believing that necromantic magic will help him further his own research. These are regrettable occurrences that the College does its very best to keep a lid on so as not to alarm the people. It might be said that necromancers wish to triumph over death by brutal means, whereas Amethyst Wizards simply wish to come to an amicable understanding with it.

## BECOMING AN APPRENTICE

It takes a particular fellow to be drawn to the Amethyst Order, for Purple Wizards are disliked and feared by the common folk more than the wizards of any other College. The Spiriters know that their task is of the utmost importance to the Empire. Their main challenge and the focus of much of their study is to channel the potentially mightiest Wind of all, as well as to keep the Empire safe from its enemies.

Young Amethyst Wizards and apprentices are often sent out to sites of reported hauntings and undead activity in order to cast the dead down once more, or to study the phenomenon and report back to




*Of all the College wizards, those of the Amethyst Order are the most feared and distrusted by everyone. The reason for this is plain: they see dead people. And they talk to them. I have even heard it said by the common man that Spiriters can kill with their minds.*

*This is an idle rumour that I can hereby assure you turns out to be entirely true. They can also use their powers to plant the fear of death into those who cross them. In fact, I have seen a man brought to a gibbering mess by the utter terror of simply gazing into a Spiriter's eyes.*

*Amethyst Wizards tend to play up their death-like appearance, partly, I imagine, to keep unwanted attention from their affairs. They tend to make their arcane focus into the shape of a scythe, which adds to this morbid appearance. But, it also has a very practical use for focusing their chosen Wind, as any Amethyst Wizard could explain were he in the mood. I certainly could not get it explained to me.*

– Gavius Klugge, Grey Wizard





the College. Sometimes an apprentice might be sent out simply to collect interesting dead things, a duty that sounds entirely uninspiring, but is the sort of thing that Amethyst Wizards tend to enjoy.

## OPINIONS ON THE AMETHYST ORDER

The other Colleges are happy to leave the morbid Purple Wind to the College of Amethyst. The College does tend to keep its distance from the others, and rarely seems to delve into worldly political machinations. When they do, the other Colleges are quick to give them what they wish, for they realise it must be important—even wizards are not immune to the trepidation that Spiriters engender in others.



**I** had occasion to accompany a wizard of the Bright Order on a voyage to Kemperbad. This was pleasant enough, except for when we stopped at a boating inn for the night.

I ordered the stew for dinner and Wizard Fire (I believe in the circumstance it is only polite to keep his name from the record) ordered the steak. He wanted it well done. When it arrived, it looked a fine enough comestible to my mind, and fit to grace any pewter plate. However Wizard Fire was all affronted. “Well done?” he shouted at the top of his lungs. “Well done?”

The servant blanched and bowed, but the wizard would not be placated. “I’ll show you well done!” he screamed, and a ball of flame erupted from his palm. In moments it was the size of a pumpkin. Giving me just enough time to stand up and retreat a few paces, he hurled the ball of flame at the poor steak.

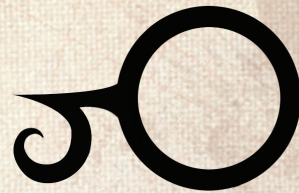
Wizard Fire must have been more upset than he realised, and his reckless demeanour powered the spell well beyond his intention. The flame burst forth across the table, then took out two nearby tables before exploding against the wooden wall of the inn. The curtains caught light immediately, and in a matter of minutes the whole inn was ablaze.

Needless to say, we spent the night under the stars.

—Gavius Klugge, Grey Wizard



Though often associated with the brethren of the Cult of Morr, Amethyst Wizards are not so much concerned with seeing the departed safely on their eternal journey, but more with harnessing the very power of their deaths.



## THE BRIGHT ORDER

... which utilises the Bright Wind, called Aqshy, whose colour is Red, whose Lore is that of Fire, whose rune is the Key of Secrets, and whose practitioners are called Pyromancers.

— From The Founding of the Eight Orders, credited to Teclis

The Red Wind is Aqshy, the magic of combustion and flame. It is found wherever there is fire, heat, or flammable substances. It clings to dry places, and dislikes the wet. It is the single most explosive and dangerous Wind to harness, and many an apprentice of the Bright Order has paid with life or limb for experimentation that has strayed even a degree from accepted processes.

## THE COLLEGE OF THE BRIGHT ORDER

Powerful illusions make the order’s headquarters in Altdorf resemble fire-raised ruins, but in reality its blazing towers surround a great furnace, where Bright Wizards forge their fiery spells. The battle honours of the College’s wizards are hung grandly in the entrance hallway, and it is the ambition of every Bright College apprentice to write his name upon its hall of fame.

## PYROMANCERS

Bright Wizards have the most aggressive spells of all the orders, and they are the most likely to be found in the front line of an Imperial army. They have a reputation for stubbornness and bravery in the field of battle, and their tempers are said to be as fiery as their magic. Away from battle, they tend to act similarly; despite the undoubted subtlety and finesse of magical manipulation, it seems as if Bright Wizards always want to meet every problem head on and apply brute force, or preferably, set fire to it.

As Bright Wizards age, they become, literally, brighter. Their hair turns towards a shade of red, and Pyromancers who start off red-headed (their most common complexion, as it happens) become increasingly so. Their skin also takes on a florid hue, adding to the hot-headed and fiery tempered reputation of the College. Glowing tattoos also begin to manifest, writhing along their arms and chest.

## BECOMING AN APPRENTICE

The Bright Order is the most popular with prospective apprentices. Many with no magical aptitude at all attempt to enter the order, and, thanks to its relationship with the military, it is the one magi-

cal order that is not stigmatised at all by the nobility and the well-to-do. Often, apprentices are disappointed that although they show magical ability, the masters of the Bright Order decide that their affinity is for a different Wind of Magic. Because of this popularity, the Bright Order takes many of the most gifted recruits.

Apprentices are groomed to become Battle Wizards within the Empire's armies, which is the goal of most Pyromancers. Promising apprentices are hired out to expeditionary forces in order to gain experience and to test their mettle in the heat of battle. As they develop and rise in rank, they can spend more and more time on campaign with the Imperial armies. However, some wizards prefer to stay closer to Altdorf where they can make their political influence more hotly felt.

## OPINIONS ON THE BRIGHT ORDER

The other Colleges tend to view the Bright Wizards as loose cannons liable to go off at any moment and incapable of subtlety. This is mostly fair; although the highest ranking wizards of the Order did not necessarily get where they are today by blasting things with flaming balls; though to be honest, most of them probably did.

Woe betide anyone who gets on the wrong side of a Bright Wizard, with hot temper, Imperial sanction, and martial training. On the other hand, what better character could one wish to fight alongside while on campaign in some gods-forsaken corner of the Empire. And there is always a nice warm fire, afterwards.



## THE CELESTIAL ORDER

*...which utilises the Celestial Wind, called Azyr, whose colour is Blue, whose Lore is that of the Heavens, whose rune is the Comet of Power, and whose practitioners are called Astromancers.*

*– From The Founding of the Eight Orders, credited to Teclis*

The Blue Wind is Azyr, which blows across the Empire like wind itself. It rises and billows like clouds, hanging in the air – raw power waiting to be manipulated by those who can see it. The Celestial Wizards' business is prediction. Astromancers study the sky for signs and portents. They manipulate the Celestial Wind to determine what may be, and attempt to turn fate's fickle hand to their, and the Empire's, favour.

## THE COLLEGE OF THE CELESTIAL ORDER

The College building is famously ostentatious and awe-inspiring, comprising sixteen tall glass-domed towers dwarfing all neighbouring buildings. Of course, it is magically hidden, so these impressive sights go unseen by the majority of the population of Altdorf. Beneath a huge dome in the midst of these towers is a convoluted array of telescopes and clockwork equipment that models the movement of the celestial bodies. At the centre of all this is a magical astrolabe, spinning eternally on the head of a silver needle. With this impressive apparatus, the Celestial Order use their magic to attempt to predict the future.

The library of the College is inspiring, too, not least because of the cavernous cellar crammed full of detailed records and meticulous meteorological readings going back two hundred years. The records all contribute to the great repository of information, charts, and statistics which the Astromancers can call upon.

## ASTROMANCERS

When an apprentice of the Celestial Order becomes an Acolyte, he is often allowed to go to serve a noble (or other high-paying master) as a court astrologer or the suchlike. This suits the College as it brings in funds, spreads the College's influence, and also gives it an opportunity to collect more data for the Grand Experiment. Imperial Astromancers are also a fashionable fixture of high noble courts in Tilea and Estalia.



*I have heard that a few of the Wizard Lords of the Celestial Order are undertaking a Grand Experiment, an ambitious project to measure everything, and thereby predict anything. To this end they have apparently excavated a few levels beneath the College building and have set aside a tower solely for the storage and analysis of their records.*

*One day, far into the future, these wizards plan to feed all the information into a giant clockwork machine, an even more advanced version of their magical astrolabe. And by this method, they say, the clock will be able to predict the future as accurately as it might tell the time.*

*– Gavius Klugge, Grey Wizard*





With such a network of wizards spread across the Old World concerned with the business of advice and prediction, the College is very influential. It would not be beyond the ethics of an Astromancer to interpret omens in a way that might suit the College, rather than in a way that reflects the truth of a divination.

Some Astromancers are seen as aloof. Their preoccupation with the future means that they sometimes forget the present, and they can come across as uncaring and oblivious to the more mundane needs of everyday life.

## BECOMING AN APPRENTICE

Prospective Celestial Wizards' apprentices turn up at a side door to the Celestial College. This itself is no small feat, since the candidate needs magical sight to even see the building, and enough talent at divination to be led to the location at the proper time. The polished brass door has no markings upon it, or even a handle. With a gentle push, the door may glide smoothly open, allowing the new apprentice to enter the hallowed institution.

Alternatively it may stay fast, barring the disappointed candidate from entering. How does the apprentice know when to push the door or when it might open? When does the door even know that a candidate might be attempting access? And what mechanism determines whether the door is open or locked? The answers are written in the stars.

Apprentices are often sent out on long journeys to take seemingly insignificant but painstaking measurements required by their masters for complicated divinations, or to add to the wealth of records at the College's disposal. Other, less talented apprentices are set to work in the library cataloguing discoveries and helping to maintain

the impressive collection. A popular pastime of College apprentices, and even some masters, is a simple dice game they play that tests players' powers of prediction.

## OPINIONS ON THE CELESTIAL ORDER

The Emperor is always concerned that the omens are auspicious for any regal occasion or military campaign. He takes a keen interest in the Celestial Order, and hears the advice of the Celestial Patriarch regularly; indeed this individual is one of the fixtures at the Imperial court.

The Emperor rarely takes a decision before he knows what the omens are, although he has been known to overrule any predictions he does not agree with. This practice has filtered through to the noble classes, and it is becoming increasingly common to have an Astromancer at one's court if one knows what's the done thing. Due to this, the College is becoming increasingly wealthy, as court Astromancers channel most of their pay back to their Order in Altdorf.

Some wizards of other Colleges are jealous of the influence that the Celestial College has throughout the political life of Altdorf, especially at the Imperial Palace. They also consider that the magic of the College is not real "get your hands dirty" stuff; they say that Celestial Wizards' high tower stargazing is more like ivory tower navel gazing.

But this does not prevent them from consulting the College when they themselves need an insight into the future or are troubled by omens. And they are wary of turning against the College directly, in even the smallest way, fearing that the Astromancers will see it coming.




## THE GOLD ORDER

*... which utilises the Gold Wind, called Chamon, whose colour is Yellow, whose Lore is that of Metal, whose rune is the Soaring Eagle, and whose practitioners are called Alchemists.*

*– From The Founding of the Eight Orders, credited to Teclis*

The Gold Wind is dense and so quickly settles and seeps into the ground; it collects in ores and metals, in particular, of course, gold. Gold Wizards are preoccupied with that metal. They dedicate their life to it. They aspire to the secret of true transmutation: the permanent transformation of base metal into gold.



The study of alchemy is a deep science with a broad base of expertise and disciplines. The Alchemists are famous for their knowledge of almost any field and for their interest in all other branches of science and magic, though their main focus is always upon finding the secret of transmutation. Any number of theories are advanced to this cause. Many are predicated upon a secret ingredient known as the Philosopher's Stone.

## THE COLLEGE OF THE GOLD ORDER

The Gold College is a very wealthy one, despite the fact that the discovery of true transmutation still eludes them. Their wealth is because the College has many wealthy investors hoping for a share in any profits; for should an experiment actually succeed, the proceeds would be infinite. So keen is the Emperor to acquire the secret of true transmutation that he himself is a major sponsor of the College.

Despite its wealth, the College's buildings resemble industrial forges, with great chimneys belching iridescent smoke into the sky.

## ALCHEMISTS

While baser humans covet gold for petty greed, the wizards of the Gold College desire it for a much more noble purpose, or so they insist. They wish to study it and find out its secrets so that they might be able to create more of the stuff for the good of the Empire. But ultimately, the discovery of this method would lead to unimaginable wealth for their College, and that must be what the Alchemists strive for, despite their denials.

However, Alchemists do possess a wide range of expertise across their field. They are famous for creating potions, philtres, and the like, and are rumoured to have magically animated mechanical creatures. Their expertise with potions stems from their striving for recipes that might aid longevity. The unchanging and eternal nature of gold is an important ingredient for those wishing to find immortality.

Another facet of the power of Gold magic is the seduction of the minds of men and dwarfs through the financial power of gold. Some say that many of the donations made to the College are not sincere investments in the prospect of transmutation after all, but are in fact duped out of the patrons through underhanded glamorous magic.

Alchemists are often given free rein to pursue their studies in the direction they think best. There will invariably be a senior wizard looking over an Alchemist's shoulder, not only "to help and to advise," but also to borrow any ideas that look promising. A more adventurous wizard might dedicate himself to the quest for the Philosopher's Stone: following rumours of its whereabouts could lead him all across the Old World and even beyond.

Alchemists often dress with the utmost ostentation in garishly adorned robes of intricate filigree designs, weighed down with golden amulets, chains, and charms. Their staffs are gold and crowned with crystal orbs. It is as if an Alchemist must prove his competence by the amount of gold he can wear at one time.

## BECOMING AN APPRENTICE

It is plain that the wizards of the Gold College are thought of as greedy, even by the members of the other Colleges. What other motive could they have for choosing such an ostentatious order? Why would they dress in such finery and decorate themselves with gold? Certainly there are those who do join for these very reasons, and certainly many Gold wizards do grow very wealthy – in fact, the College itself is one of the wealthiest institutions of the Reikland.

But the College is a hive of activity, diligence, and innovation. The place attracts some of the finest minds in the Old World. Those who are to make any progress at transmutation must possess a huge range of tenuously related knowledge. They must show expertise in multiple disciplines if they are to break through in this heavily invested field.

So, even those who want not pure gold but pure knowledge, who strive for excellence in magic and academe, not just wealth and power, will find a welcome home at the Gold College. Certainly the College will accept even the poorest student if he were to show the requisite application and talent. Perhaps these facts are not entirely unrelated. Greed is good, they say, at inspiring the minds of great wizards to become greater still.

## OPINIONS ON THE GOLD ORDER

Needless to say, other Colleges have few good words for the Gold College. Their great wealth, their ostentation, their interfering in other Colleges' business, the sponsorship of the most powerful personages of the Empire, their great wealth, their smug assurance that they are only one experiment away from a major breakthrough, and their great wealth, are all good reasons why Alchemists are almost universally disliked by their rivals.



*It has long been speculated that an item referred to by Alchemists as a "Philosopher's Stone" must be a substance that is extremely amenable to the Winds of Magic, one perhaps that is a source of concentrated Aethyric energy. And so, not unreasonably, the focus of some Alchemists' research has been drawn towards the substance known as wyrdstone or warpstone. Throughout the ages it has been well-known that warpstone does indeed facilitate transmutation.*

*However, it transforms not just base metal into gold; it transforms bodies into monstrosities and minds into shadows. For this reason, warpstone is proscribed. It is not just the populace at large who are forbidden from using the stuff. Even the wizards of the Colleges – who are exempt from almost every other Imperial law regarding spellcraft – are prohibited from utilising this terrible material. If it truly even exists.*

*–Gavius Klugge, Grey Wizard*





## THE GREY ORDER

*... which utilises the Grey Wind, called Ulgu, and whose colour is Grey, whose Lore is that of the Shadows, and whose rune is the Sword of Judgement, and whose practitioners are called Illusionists.*

*– From The Founding of the Eight Orders, credited to Teclis*

The Grey Wind *Ulgu* is a disorienting mist that plays on the mind. It settles like a thick fog obscuring what lies behind it. It can be manipulated to alter perceptions, to make what is false seem real, or to change a person's very thoughts.

It can conjure whole scenes that may convince the unwitting senses, presenting them as pleasant idylls as easily as nightmarish terrors. Leveraging such a versatile and mysterious lore, some Grey Wizards are known as Illusionists or Tricksters. Many refer to themselves as Grey Guardians, tasked with protecting the Empire from secrets and mysteries too terrible to know.

## THE COLLEGE OF THE GREY ORDER

The Grey College in Altdorf is a drab building in the city's poorest district. Its location keeps honest citizens at bay, and makes members of the city watch reluctant to patrol the area. Grey Wizards come and go as they please from the unremarkable building via myriad secret tunnels and hidden entrances.



**T**here is one lesson above all others that my decades devoted to the study of *Ulgu* have taught me. Question everything you think you see. For upon the closest examination, nothing is truly as it seems. A shadow is not the perfect reflection of the man casting it. Nor is the man the perfect reflection of his own shadow.

*– Gavius Klugge, Grey Wizard*



The buildings of the Grey Order tend to be nondescript, and are secreted deep within the bowels of the city – amongst back alleys, slums, and areas far from prying eyes. To passers-by, the drab building may appear shrouded in mist and shadow. At some times, there are no discernible entrances. To one gifted with magical sight, however, the mists and shadows often writhe and shift, phantom faces appearing and disappearing to ward off all but the most resolute.

Entry into a building of the Grey Order is never easy. Many have access only through secret tunnels and passageways, sometimes connecting to labyrinthine mazes below the city streets. This serves the secretive Illusionists well, as only the most determined or cunning can find their way inside.

## ILLUSIONISTS

Illusionists often robe themselves in greys and blacks, shrouding their features with long cloaks and deep hoods. Some Illusionists change their appearance regularly, cutting or dying their hair, shaving or growing beards, possibly even adopting disguises to maintain an air of mystery. Many Grey Wizards carry a sword, often tucked beneath their robes, representing their order's symbol – the Sword of Judgement.

The secretive nature of their studies leads some Illusionists into isolation, but many keep on the move and wander freely to avoid becoming predictable. Years of dedication to secrets, shadow, and illusion can wear at a wizard's mind. Immersion in the study of *Ulgu* tends to breed paranoia and suspicion amongst Grey Wizards. Illusionists can be a mistrustful lot, convinced that there is always more going on than first appears and constantly questioning the motives of those around them.

## BECOMING AN APPRENTICE

There are a handful of documented cases describing how Illusionists first arrive at the Grey Order to begin their apprenticeship – if one can find them. These documents are heavily guarded secrets, as behoves practitioners of the Lore of Shadow. Despite the Grey Order's efforts to maintain secrecy, rumours persist. Several initiation rites involve mirrors, nightmares, or solving complex puzzles.

In one rite, a youth is gifted with a tarnished silver mirror by a robed stranger. If the youth shows the proper curiosity to explore the mystery of the silver mirror, he finds a way to polish the surface to a lustrous sheen. Peering into the mirror, he sees a twisted reflection of himself – mutating, skin peeling, afflicted with the pox.

Some go insane after seeing such horrific visions. Others see past the illusion and realise that there is more going on than meets the eye. Upon this revelation, the mirror's reflection speaks to the youth in riddles. Unravelling the riddles leads him to a darkened alley in the heart of Altdorf's most notorious slum, and eventually to the Grey College itself.

Potential candidates passing such tests are armed with the information they need to locate a Grey Order building or a Grey Wizard to start their studies and begin formal apprenticeship into the Lore of Shadows. Once an apprentice has proven his worth and displayed an affinity for *Ulgu*, he is afforded the title of Illusionist as he continues his studies.

## GAVIUS KLUGGE

*If the reader would indulge me for but a moment. Perhaps it would be best if I were to provide a bit about myself, to provide a clearer context for the information I have presented herein. I shall recount for you my own very personal experience with the discovery of magic, and my indoctrination into the Grey Order.*

The lean Gavius Klugge is a Master Grey Wizard who has been a member of the Grey Order for more than fifty years. His journey into shadow left an indelible mark. Today, he is a nervous, fidgety man whose dark grey eyes constantly flit from side to side.

His introduction to *Ulgu* was shrouded in horrific nightmares. Upon reaching his tenth birthday, terrifying visions clouded young Gavius's waking hours, and haunted what little sleep he could muster. Gavius had recurring dreams of a spiral stairwell hewn into the cellar of a tavern. He was tormented by daemonic shadows, which drove him inexorably towards the stairwell. The dreams persisted for weeks, and poor Gavius was nearly driven mad by the nightmares and lack of sleep.

Gavius's father took the boy to the temple of Shallya, hoping that the priests could tend to his mental ails. Stopping for sustenance at a tavern on the way, Gavius immediately recognised the tavern from his dreams, and slipped away from his father to creep into the cellar. Swirling mists surrounded the entrance to a spiral stone stairwell.

Taking a deep breath, he descended the stairs. The curling spiral stairway wound deeper and deeper into the earth. The light slowly faded, and the boy saw the daemonic shadows from his dreams forming in the darkness. But he was more frightened by his father and what he might do should Gavius return, so the young boy pressed on, descending ever downward. Hours passed by as Gavius descended, now in complete and total darkness. Just as fear seized his throat and he considered turning back, Gavius stepped out onto a smooth, polished stone floor.

Dirty grey light filtered from above, and he found himself standing in the centre of a great hall. Four wizards on stout wooden benches peered at him from deep within their dark grey hoods. One approached Gavius with a long, slender sword in hand. Gavius did not flinch, standing there in a dreamlike state. The wizard bent down, fastening the sword to Gavius's waist, and whispered into his ear.

*"The dream is over, Gavius. Open your eyes. You have truly awoken."*

## OPINIONS ON THE GREY ORDER

As an esteemed member of this order, I find it difficult to constructively provide feedback or input on the opinions others may entertain regarding the Grey College. We are, after all, undoubtedly the most well respected order within the Colleges of Magic. Just ask any of my fellow Grey Wizards, they shall confirm this as fact!



## THE JADE ORDER

*... which utilises the Jade Wind, called Ghyran, whose colour is Green, whose Lore is that of Life, whose rune is the Coil of Life, and whose practitioners are called Elementalists.*

*– From The Founding of the Eight Orders, credited to Teclis*

The Jade Wind is the Wind of life; it is in all living things. It travels in water, in the streams and rivers and rains, and it brings forth life and vitality. Thus it is strongest in the growing season and weakest in the dead of winter. The Wind settles in strange patterns upon ley lines that invisibly crisscross the Old World. *Ghyran* allows its manipulator to grow things preternaturally, to twist plants to his service, and to direct the very forces of nature.

## THE COLLEGE OF THE JADE ORDER

The College building in Altdorf is not at all impressive on the outside, but inside it seems to be made from the trees themselves, and the halls of wood house a network of ponds and streams that eventually drain into a vast silver pool. Much diverse flora grow around the pools, and even wild animals live within the college.

The building is not busy, as the wizards of the College prefer to spend their time in the countryside. However, for those who must be there, the building offers an oasis of nature and magical focus in the heart of the city.

## ELEMENTALISTS

Considered the most closely related to the pre-College mages of the Empire, the Jade Wizards concern themselves with the growing of crops, the health of the land, and the balance between man and nature. They have the best reputation and relationship with the people of the Empire. They often travel the countryside aiding farmers, and seem readiest to help the common folk. There are any number of problems that can affect the crops of the Empire, and so the wizards of the Jade College are kept busy advising and aiding when required.

Their interest in farming and maintaining the natural order does not mean they are loath to fight. Jade Wizards have another, far more dangerous side. In battle they can unleash the raw power of the natural world, sending the awesome power of floods and landslides against their enemies, and binding plants to their will. Once roused, rather like nature itself, they can become cruel and unyielding.



One thing I can say from my studies is that Ghyran does indeed tend to settle in patterns across the world known as ley lines. These can be potent sources of magical power, especially where they intersect. Jade Wizards consider them to be the key to keeping the natural things of the Empire in glorious harmony.

*I have read with some interest of the vast standing stone networks across the Old World, supposedly constructed by the mages of forgotten races. The Jade College believes these networks help focus the magic of the ley lines, and constantly strive to protect them from desecration.*

*During my travels, I cannot help but notice the standing stones bear some resemblance to the great cairns guarded by the enigmatic cousins of Ulthuan who live in the deepest woodlands of the Old World. I have my suspicions that there may be some relation between the Wind utilized by my Jade colleagues, and the fey and wild powers wielded by these "wood elves."*

– Gavius Klugge, Grey Wizard



Jade Wizards strive to control living things or to take the energies given off by the living and turn them into something more. They can grow plants at amazing speeds, for example. They also feel an affinity for the natural order of things, which means they have a special loathing for the perverting effects of Chaos upon nature.

## BECOMING AN APPRENTICE

Very often, apprentices come to the attention of the Jade College simply by following their instincts. They choose to wander, and unconsciously their wandering follows the course of ley lines. Along their journey, they may meet wizards of the College or encounter standing stones which have instructions etched upon them in Ghyran. These direct a talented youth in the development of his art. Ley lines may also lead to the Jade College in Altdorf, which is situated on many converging lines.

Appropriately, the path of Ghyran attracts those who are called to nature, those who feel more at home in the countryside and amongst plants rather than inside towns or cities, and those who love to travel through the Empire's lands. It might seem strange that this urge for nature takes them to the biggest city of the Empire, but that is where it leads. And from the harsh and dirty scar

upon the land that is Altdorf, suddenly a prospective apprentice leaves the filthy streets behind to enter the College building and the oasis of nature within.

## OPINIONS ON THE JADE ORDER

The Imperial Palace does not often directly employ Jade Wizards, and nor do the provincial courts of the Elector Counts. They are usually sought out by rural communities to solve problems with crops and livestock. In turn, the Jade College is not enthusiastic about playing political games in urban areas.

This reluctance to become involved with the wealthy notables of the Empire means the College is not a wealthy one. Still, they require very little to keep themselves going, and Jade Wizards can easily live self-sufficiently, growing and making their own food and equipment. They tend to display the vitality associated with their magical realm, taking to tasks eagerly and with good humour. However, I have noticed that they are apt to get carried away with things, throwing themselves into projects, and losing their sense of perspective.

Other wizards attach a stigma to the Jade College, claiming that their methods are backwards, that their magic is uncomfortably close to the old magic, and that their ways are the way things were done before Teclis. These claims are resented by members of the Jade Order as plainly not true. Nevertheless, as a serious student of the magical arts, I have noticed that Jade Wizards tend to be a bit old fashioned in their techniques and their attitude.

More interestingly, I can say from my studies that Ghyran does tend to settle in patterns across the world known as ley lines. These can be potent sources of magical power, especially where they intersect. Jade Wizards consider them to be the key to keeping the natural things of the Empire in glorious harmony. These standing stones and magical sites bear some resemblance to the great cairns guarded and revered by the wood elves. Further, the similarity to these ancient standing stones and the herdstones of the foul beastmen cannot go ignored. Although Jade Wizards I have consulted insist there is no correlation between the two, I cannot help but wonder...



## THE LIGHT ORDER

*... which utilises the Light Wind, called Hysh, whose colour is White, whose Lore is that of Light, and whose rune is the Serpent of Light, and whose practitioners are called Hierophants.*

– From *The Founding of the Eight Orders*, credited to Teclis

The White Wind illuminates and sometimes blinds. It seems to fall from the sun, and is everywhere, momentarily, before fading into the earth. Ever elusive, it is the Wind of wisdom and truth. It can



bring life and healing, or utter destruction. The complex spells cast with *Hysh* are often released with a blinding white light, and many are cast with elaborate, complicated rituals.

## THE COLLEGE OF THE LIGHT ORDER

Hidden from the view of those without magic sight, the college building is a simple pyramid, made of some strange translucent material. Neither large nor ornate, it seems to be an unusual base for such an important institution. In fact, the pyramid extends far beyond what is visible, to a vast underground complex.

The pyramid is designed to focus the elusive *Hysh* and to make it readily available to members of the College of Light. Altdorf therefore is a fine location for the casting of Light spells – within the College is even finer. The further a Hierophant travels from the capital, the harder it could be for him to gather power for his spells.

## HIEROPHANTS

Light Wizards hold a special place in the Colleges of Magic. The College of Light is considered the most senior order, and boasts that it follows the closest system to the elven ideal. Hierophants are noted for their wisdom and their broad knowledge of the more philosophical disciplines. There is always a resident Hierophant at the Imperial court, ready to advise the Emperor. The College likes to take a leading role in the affairs of state. Often, it is the Patriarch himself, known as the Grand Magister or High Luminary, who dabbles the most.

The wizards of the College of Light often indulge in diligent study, pushing the bounds of narrow disciplines. They tend to get lost in their research, disappearing for weeks or even months at a time, only to emerge with some wonderful new insight into magic or the mind of man. Sometimes they never emerge, simply fading away into the Aethyr, vanishing as if they were a breath of *Hysh*.

As White Wizards age, they live up to their name by becoming increasingly pale. Their hair turns white and their skin becomes almost translucent. Their white College robes add to the effect, and their appearance can become quite ethereal and disturbing, polishing their reputation for wisdom and venerability.

## BECOMING AN APPRENTICE

Many White Wizards attest to the suddenness of the discovery of their vocation through a life-changing epiphany. As if in a blinding flash, they come to see the true nature of the world, the nature of the Winds of Magic, and the realisation that they can wield such forces. This epiphany can come at any moment in their youth, usually to otherwise academic and respectful persons, students or apprentices in other fields.

Sometimes an apprentice from another order becomes suddenly aware that his future lies with the Wind of *Hysh*, and moves to the College of Light. Stories from across the Old World abound wherein a seemingly normal person, without warning, is filled with the desire to journey to Altdorf and to enter the pyramid of the White College. They call this "Seeing the Light."

## OPINIONS ON THE LIGHT ORDER

The College of Light is generally respected among the other Colleges. It often arbitrates on disputes between the Colleges and between the Colleges and the state. It is in the interest of all other Colleges that good relations with the College of Light are maintained, and it seems that the College of Light has good relations with all the others.

The College's affinity for light, illumination, and the acquisition of knowledge are often seen as more benign pursuits than those of many of the other Colleges. As such, the Light Order tends to keep its members out of controversies, and away from the suspicious eyes of the Witch Hunters, far better than the other orders.



*I was once told a tale, and I do not know whether to believe it. The teller was a once-powerful master of his art, but could now barely move, fading, it seemed, into the very fabric of his chair, insubstantial, almost ethereal.*

*He told me that those apprentices of the College of Light who do not show enough single-mindedness and individuality to become an esteemed Hierophant are kept in the College, arrayed chanting around a blinding light at the centre of the pyramid, deep below Altdorf. He said that there were countless numbers of them, a battery of chanting peons contributing their entire lives to a single eternal spell of *Hysh*. As one apprentice becomes exhausted he is carried to his cell by a Master Chanter to recharge while another takes his place. And so on, forever. The winds of *Hysh* are hereby focused upon Altdorf in defence of the realm.*

*If the chanters were to ever stop or falter, then the pyramid would split apart, or disappear, or crack, or something. These rumours are spread across the Colleges of Magic, but it is not clear what might really happen if the spell were to fail.*

– Gavius Klugge, Grey Wizard





## CHAPTER FOUR FORBIDDEN LORE

### UNAUTHORISED MAGIC

In the Empire it is strictly forbidden to cast spells or use magic outside the purview of the Colleges of Magic. Witch hunters, whether associated with the Holy Orders of the Templars of Sigmar or rare renegade freelancers, tirelessly hunt down those who break this law. The college wizards use many colloquial terms to describe unsanctioned magic users, such as hedge wizards, low sorcerers, witches, and warlocks. The distinctions between these terms are often lost on commonfolk, who tend to refer to anyone using magic in a proscribed way as a witch.

However, there are some exceptions to this rule. A witch hunter or college wizard would never call an elf mage or Kislevite ice witch a “hedge wizard” – not without wanting to cause serious offence anyway. Such terms are usually reserved for those who learn magic in an instinctive or untrained manner, such as the village wise woman who passes on a few petty spells to her daughter, a travelling seer who divines the future in spilt sheep entrails, or a backstreet magician who uses a few cantrips to emphasise his bunko acts. The witch hunters warn that such people are to be feared and hated and that if they are found they should be burned at the stake.

The witch hunters claim that there is good reason for such suspicion and intolerance. They preach that to dabble with magic is to tap into the same energies that give form to the powers of Chaos. To the normal folk of the Empire, a fortune teller using cards to determine future events may be an entertaining distraction, but to the zealots of the Templars of Sigmar such a person is on a road to damnation. In their eyes, such seemingly petty conjuring, which need not even include any actual spellcasting, leads to the worship of daemons and an eternity of servitude to the Ruinous Powers.

The fact that Sigmar, the divine founder of the Empire, outlawed sorcery during his lifetime is often touted as the rationale behind the witch hunters’ fervour to burn every sorcerer. In fact, some witch hunters even harbour a hatred of college-trained wizards, though few are so rash as to act upon it. However, because Sigmar made this proclamation, wizards from other cultures are often afforded more tolerance.

A damsel (as many spell-casting Bretonnians are known) could enter the Empire without causing too much furor, despite the fact that she is not technically authorised as a sanctioned wizard. After all, Sigmar’s decree does not apply to Bretonnia. Some suggest that it is not out of any doctrinal integrity that the witch hunters do

not persecute foreign magic users who enter the Empire, but that they stay their tortures and executions out of fear of diplomatic incidents.

A citizen of the Empire who does learn some of the secrets of sorcery had either better hide the fact or apply to the Colleges of Magic. On rare occasions, the college wizards take on petty spell casters as apprentices, though mostly they prefer to take on students who have yet to actually cast a spell and who are therefore untainted by the process.

Most petty magic users do not contact the colleges, out of fear of being refused entry and turned over to the witch hunters. They may practice their arts in secret, or travel to remote locales where the witch hunters are less likely to find them and where rustic peasants may even admire their arts. Others greedily pursue the powers that come with the practise of magic and may even become great daemonologists or necromancers in the fullness of time.

## MAGIC BEYOND THE EMPIRE

The harsh attitude that the establishment of the Empire show to unauthorised magic users is mirrored to some degree in the other lands of the Old World. Superstitious foreign nobles have even been known to arrest Imperial wizards for sorcery if they're not accompanying an influential patron.

Travelling Imperial wizards often encounter alternate paradigms of magic theory when interacting with foreign sorcerers, as well as alternate names for familiar concepts. The attitudes towards magic users vary from culture to culture.

## THE BORDER PRINCES

In the Border Princes, the law depends on the moral mores of the local warlord or self-appointed prince. Some of the rulers of that land fear magic even more than the Templars of Sigmar, and cruelly persecute all sorcerers within their domains. Others have a lax attitude, and may include wild magicians in their courts. There is always somewhere for sorcerers to hide within the Borderlands, and the region remains a popular destination for fugitives from the witch hunters.

## BRETONNIA

Bretonnian folklore tells tales of how the Fey Enchantress takes children with the potential to work magic and leads them to an eerie Otherworld. The girls they abduct are raised and taught how to exercise their abilities. After many years, they reappear in Bretonnia, their innate skill with magic honed. The peasantry see them as almost mythical, and sometimes even worship them as prophetesses of the Lady of the Lake. No tales tell of the fate of those male children who are taken by the fey.

## KISLEV

In the north lands of Kislev, the Gospodar shamans practice a native form of magic. Known as Ice Magic, this sorcery draws its power from the land and is concerned with the manipulation of chill, frost, and biting winds. In ancient times, the leaders of these warlike tribes were powerful sorcerers. The blood was rumoured to run cold in their veins, and none were more powerful than the

Khan Queens of the Gospodar. The current ruler of Kislev is the Tzarina Katarin, the Ice Queen of Kislev, a fearsome mistress of Ice Magic.

## NORSCA

In Norsca the worship of the gods of Chaos is not viewed with the antipathy it provokes in the nations to the south. Many inhabitants of Norsca regard the rewards that come from honouring the Ruinous Powers as gifts to enable them to better survive their harsh existence. This includes the abilities needed to work magic.



Untrained magic users are not viewed with fear or suspicion by the people of Norsca. Instead they are admired as potential Chaos Sorcerers, and those who fulfil this promise become truly vaunted members of society.

## SORCERERS

After Sigmar's apotheosis, his warnings against sorcery became holy writ, and suspicion of low sorcerers, hedge wizards, witches, and warlocks became deeply institutionalised in the Empire's religion. Witch hunters have existed for almost as long as the Empire itself. In fact, the Templars of Sigmar trace the formation of their order to 15 IC, though many historians dispute the claim as clearly fictional.

However, the practice of sorcery could not be quashed entirely, and over the years, humans became increasingly proficient with magic. Sorcerers even collaborated to form hidden cabals based on the principles of elementalism and alchemy. Few of these covens survived the witch hunters' fires, however, until the Colleges of Magic were founded in Altdorf just over two hundred years ago.





**I**f one is privileged enough to be allowed to study the histories that can be found in the White Tower of Hoeth, one can find many stories regarding the origins of magic. The most well regarded of these myths concerns a race called the Old Ones, who are purported to be the architects of both the continents and inhabitants of the world. For their own mysterious purposes they created two huge gates, one to the extreme north and another to the far south. However, there was a calamity. The two gates shattered, and through the broken portals flowed Chaos and magic. At this time the nascent race of humanity was extremely primitive. Their mystics were unable to wield the power of magic without becoming corrupted. Sigmar Heldenhammer understood the dangers of magic. He wisely decreed that only the elves possessed the mental fortitude to exercise magical arts, and banned their use in the lands of men.



**H**edge wizards, mystics, sages...no matter what you call them, they are witches. I've heard sceptics suggest that witch hunters of the Silver Hammer are overzealous in their pursuit of witches. To the doubters, I ask: Do they not have recourse to join the Colleges of Magic instead of honing their foul craft in the shadows?

To willingly eschew the sanctioned methods of magic is surely evidence of dark designs. I refer you to Chapter VI of the Deus Sigmar, wherein the founder of our great Empire condemns Chaos under all its guises. Pay special heed to this passage from the Litany of Vigilance:

*"We pledge to the Empire our Blood, and rest all Hope in thy hammer. We falter never in our dedication, for thy comet's light reveals the basest Desire of man. Give strength to our hearts, that foul magicks will not bring Decay upon us. All Hail Sigmar Heldenhammer!"*

This passage clearly instructs us, proud defenders of the Empire, to unearth the hidden seeds of Chaos before they can take root. And now you understand why Sigmar's witch hunters cannot suffer any sorcerer to live.

– Erich Keller, Warrior Priest of Sigmar



In the reign of Karl Franz, sorcerers are commonly defined as spell casters who remain independent of the Colleges. These sorcerers often become hedge wizards to try to escape persecution from the witch hunters. Some flee to the wilds, and lead a lonely and druidic lifestyle communing with nature. Their isolation affords them a measure of protection and solace, and there they are free to experiment with their abilities at will.

The majority, though, establish themselves in small villages and hamlets. There they use their petty magic to earn a living as common fortune-tellers, healers, oracles, diviners, talisman makers, sages, and the like. Their role in the community becomes a front for real powers.

## **WITCHES AND WARLOCKS: THE LURE OF CHAOS**

Living in isolation, or endlessly concealing one's true nature, is bound to drive one a little crazy. Hedge wizards who rely on nature's spirit for companionship are also vulnerable to the suggestive whispers of daemonic entities and tormented souls. When a hedge wizard's mind begins to snap, he becomes able to perceive the swirling colours of Chaos that promise unlimited power.

Longer exposure to Chaos increases the power of witches, but their madness and malignancy will grow alongside their abilities. Years of studying lore from proscribed grimoires twist their minds, making them cruel and fickle. There are a few witches whose ambitions lead them beyond their initial hedge wizardry. They gain some insight into the nature of the Ruinous Powers and revel in their worship.

Those of them that manage to stay alive, and with some semblance of sanity, can wield powers equal to those magic users who have been trained in the Colleges, and they are known as warlocks by the witch hunters. Many such warlocks begin to develop an affinity with controlling dead matter, or commanding spirits of the departed, and become necromancers. Others devote themselves more completely to the worship of Chaos, learning daemonology or becoming fully fledged Chaos Sorcerers.

Witches and warlocks are not just insane; they can become quite powerful and often very bitter. Ambitious warlocks can recruit bands of mutants, cultists, and outcasts, and return to the town

from which they had once fled, exacting terrible revenge upon those who once shunned them. After hedge wizards have embraced the corrupting power of Chaos, they rarely turn back.

The folk of the Empire do not know of the difference between those who dabble in petty magic and those wielding the terrible full power of Chaos. If they are not members of the Colleges of Magic, they are to be feared, hunted, and persecuted and reported to the witch hunters, tortured into revealing their secrets and associates, and, finally, burnt at the stake.

## DARK MAGIC & HIGH MAGIC

The Colleges of Magic in Altdorf are extremely protective of arcane lore. Those who study their art outside their orders and in secret must pay exorbitant prices to occult book sellers and smugglers of rare tomes. However, magic's darker secrets can be learned without college supervision, and in some cases without any books at all. In their dreams, sorcerers may strike deals with daemons and spirits, bargaining their services in exchange for magical knowledge.

Renegade sorcerers are highly susceptible to channelling Dark Magic accidentally, for Chaotic and necromantic energy is made from the very same Winds of Magic that sorcerers seek to control. Even college wizards, despite their disciplined training, sometimes channel Dark Magic unintentionally.

### DARK MAGIC — DHAR

In its raw form, magic is combined into an energy called Dark Magic, or *Dhar*. This is the form of magic that draws power directly from the primal energies that flow into the world from the Realm of Chaos. Because of this, spells cast using Dark Magic often have very powerful effects, can be extremely destructive, and are associated with wildly unpredictable side-effects such as mutation and madness. Spellcasters working with *Dhar* must possess both wilfulness and confidence in their ability to control Dark Magic.

*Dhar* is used by necromancers and vampires to animate skeletons and zombies or to exert their will over creatures such as ghouls or dire wolves. Daemons and other dark spirits are strongly drawn to *Dhar*, and it is inevitably involved whenever spells are used to summon them.

Chaos feeds on strong emotions, so places where great negative emotions such as fear, hatred, and horror have been felt also attract *Dhar*. Since Dark Magic provides the motivating power to animate the undead, areas where *Dhar* is strongest attract or spawn undead. These areas include the cursed province of Sylvania in the Empire, the swamps in the north of Tilea, and the Mound of Krell in the Grey Mountains.

### HIGH MAGIC — QHAYSH

Scholars of wizardry sometimes refer to High Magic as magical harmony. They say that using a single Wind of magic, as the magicians of the Colleges do, is like plucking a string on a lute, whilst using High Magic is like strumming a chord.

## OF WARPSTONE

When Dark Magic slows and settles, it forms dense, heavy concentrations of magic known as True *Dhar*, known to be the most potent magical energy in the world. Over extremely long periods of time, these concentrations of magic can solidify into the highly volatile and mutagenic substance known as warpstone. The Chaos Moon, Morrslieb, is said to be made entirely from one huge mass of warpstone, and sometimes chunks of the substance falls from the sky as black meteorites.

Many wizards seek to obtain shards of warpstone. It is used in a number of magical rituals. Many people claim that it can be used in alchemical processes, reasoning that if warpstone can mutate flesh then why not attempt to use it to turn lead to gold. However, warpstone is a banned substance in the Empire, and to buy, sell, or keep the material is a burning offence. Still, inquisitive wizards, even those trained by the Colleges, sometimes bypass the law in their eagerness to study the rock. Wizards and scholars of alchemy often use euphemisms when referring to the material, "wyrdstone" being the most common such term. They do so in order to distance their own use of the material from the fact that it is a result of Chaos and a source of much mutation and madness.

Rumours also persist of a subterranean race which craves the substance. It is said that their appetite for warpstone far outstrips that of the human wizards who seek to use it. Often the first time the authorities hear of a wizard who has been secretly studying the substance is when he is found dead, with his laboratory ransacked, and a trail of misshapen footprints leading to the nearest sewer.

High Magic spellcasters are able to form spells of incredible power. The greatest High Magic spells ever cast have literally shifted continents and destroyed whole armies at once. High Elf Archmages are renowned for the use of this powerful form of magic, which they tend to associate closely with their gods.

Humans are not deemed to be capable of mastering *Qhaysh*. The elven mages at the time of the Great War Against Chaos taught that humans do not live long enough to truly master every Wind and combine them and that the human mind is incapable of comprehending the vast complexities of all eight Winds of Magic when they interact. Because of this ruling, human wizards are restricted to learning only the comparative basics of a single lore while the high elves master the combined lores.

I do not believe that the greenskins use magic the same way we do. And I don't mean that they're different the way High Elves or Chaos sorcerers are, channelling the Winds of Magic unfiltered. No, I do not think they use the Winds of Magic at all.

Bear with me as I strive to explain. Greenskins are undisciplined, unthinking, violent brutes. They lack the patience or the mental capacity for proper magic. For that matter, they lack the patience or mental capacity to form a civilisation or even to all march in the same direction for more than a few minutes.

But their mighty armies – the 'Waaagh!,' as they are sometimes called – pose a grave threat to the Empire, and their shamans can rival Imperial Battle Wizards for sheer destructive potential. How?

I propose that the answer to both questions is the same. Some force links every orc and goblin together, something unconscious within them. It is what makes the orcs obey a powerful leader, allows them to form massive warbands. I believe that their shamans have the ability to... harness... this energy and to unleash it in ways that look very much like magic to the untrained eye.

As evidence, I suggest you look no further than the tendency of their shamans' heads to explode when surrounded by chanting and excited greenskins.

– Hilde Krämer, Celestial Order Wizard



Wizards from the colleges are figures of both awe and suspicion in the Empire. From the time of Sigmar until the Great War against Chaos, the cult of Sigmar, and the noble leaders of the Empire were of one voice regarding magic, that it inescapably led its practitioners to damnation. Over two thousand years of prejudice are not easy to overcome, even by decree of a man as great as Magnus the Pious.

## MAGIC & HERESY

College wizards observe the same gods as normal folk, and they often have to correct citizens who mistake their magic for being of divine origin. To the untrained eye, the difference between spells and divine blessings isn't always apparent.

Heretical priests have brought entire congregations of deluded believers with them to the witch hunters' pyres after being revealed as sorcerers. Certain heretics, such as the Ariasanists and the Apostles of Truth, believe that Sigmar is merely a pawn of the Dark Gods and that his blessings are actually magic. These heretics are hunted with special fervour by the Colleges' agents, for they conflate honest wizardry with religion and Chaos magic in the public's eye.

## WIZARDS WITHIN THE EMPIRE

Despite the zealous attitude of the witch hunters, there are many wizards who work within the Empire. The Colleges of Magic were founded in Altdorf after the Great War against Chaos in 2304 IC. The newly legitimised wizards, trained in the colleges, became some of the most recognisable defenders of the Empire. This is in part due to the spectacular effect of college-trained spell casting on the battlefield, which ravages enemy ranks as effectively as any war machine, and also to the eccentric appearance of the wizards themselves.



## CHAPTER FIVE MAGIC RULES

### ARCANE MAGIC & CASTING SPELLS

Magic is a powerful force in the Old World. Those who seek to control the Winds of Magic and fashion them into arcane spells are viewed with both awe and fear by many. Manipulating the Winds and casting spells carries risks – spells may backfire, or a spellcaster may lose control of the power he has channelled, and suffer strain, injury, or worse!

Arcane spells in *Warhammer Fantasy Roleplay* are fuelled by power. Spellcasters generate power by channelling the Winds of Magic, and then they spend that power to cast spells. The more potent the spell, the more power required to cast it.

With proper training, wizards from the Colleges of Magic learn safer ways to channel power and cast spells – but it is never a fool-proof, risk-free endeavour. Spell casters without special training – such as hedge wizards or witches – may be able to channel a great deal of power, but run even greater risks of miscasting or having their spells backfire.

### CHANNELLING POWER

An individual spellcaster can be viewed as a rechargeable power battery, of sorts. A spellcaster slowly absorbs and draws the Winds of Magic to him over time. The spellcaster's Willpower rating indicates his power equilibrium. When a spellcaster is currently holding power equal to his Willpower rating, he is at equilibrium.

When his power level is below his Willpower rating, his power slowly recharges, until it eventually reaches his Willpower rating. When his power level is higher than his Willpower rating, power slowly dissipates unless the spellcaster can exert control over the extra power coursing through his body and mind. If the amount of power currently channelled by a spellcaster is far more than his Willpower, he risks backlash as the excess power violently vents from his body. This backlash can potentially cause fatigue or inflict wounds on the spellcaster.

To generate power, the spellcaster selects the **Channel Power** action. The **Channel Power** action is resolved by making a Channeling check, which is based on the character's Willpower. The action card details how much power is generated based on the results of the Channelling check.



## CHANNEL POWER



The **Channel Power** card is an action that wizards will rely on frequently over the course of their careers. They should become familiar with the different effects based on whether they are Channelling in a conservative or reckless stance.

The complete breakdown of action cards and their anatomy can be found on page 49 of the *Warhammer Fantasy Roleplay Rulebook*.

The player takes one tracking token from the supply for each power generated, and places them next to his character's College of Magic talent card to represent his character's current available power.

## EXCESS POWER

Spellcasters can safely store power up to twice their Willpower, but they need to concentrate a small amount of energy to keep power from dissipating as it tries to reach equilibrium based on their Willpower. To reflect this, a spellcaster must spend a manoeuvre on his turn to control this extra power. If the spellcaster cannot or chooses not to spend a manoeuvre to control the extra power, he loses one power.

Spellcasters can attempt to store even more power, but at greater risks. When a spellcaster's current power level is more than twice his Willpower, he is flirting with disaster. The spellcaster must spend a manoeuvre *and* suffer one stress, to maintain this much extra power.

## VENTING POWER

If a spellcaster's current power level is more than twice his Willpower, and he cannot or chooses not to spend the manoeuvre and suffer one stress to maintain it, all the excess power immediately vents. The spellcaster's power immediately returns to his point of equilibrium. The spellcaster immediately suffers one fatigue for each point of power vented.

In addition, the spellcaster must roll one ■ misfortune die for each power vented above his safety threshold. For every ✕ challenge symbol generated, the caster suffers one wound. For every ☠ bane generated, the caster suffers one stress.

## CASTING SPELLS

Channelling is just one step of the spellcasting process. Once a spellcaster has channelled the amount of power he requires, he must focus that power, expelling it from his body into the form of a spell.

To cast a spell, the character selects the appropriate action card from his collection. The character must be able to fulfil all the requirements listed on the card, such as the amount of power needed to fuel the spell. For most spells, the caster makes a Spellcraft check, which is based on his Intelligence. The spell results are listed on the action card, and are based on the outcome of the Spellcraft check. Some spells use other abilities, or are automatic. Refer to the individual spell cards for details.

Arcane spellcasters channel power first, then choose a spell to cast. By channelling first, spellcasters have a great amount of flexibility – they can draw in as much power as they wish (or are willing to risk), and then choose how to direct that power into a spell. The spellcaster does not need to decide what spell he wishes to cast when he starts channelling.

This means practitioners of magic can better push their limits and safety zones, reflecting both the dangers of the Winds of Magic and the flexibility to adjust and tailor things to circumstances. But this flexibility has its own risks. Since a caster can channel for as long as he desires – or for as long as he can control the amount of power coursing through his body – spellcasting has inherent push-your-luck and risk management elements.

When the wizard casts his spell, the power spent to fuel the spell is returned to the supply. The power is consumed whether or not the spell is successfully cast.

## LOSING POWER

Some effects can force a character to lose power apart from the power willingly spent to fuel spells. Also, the bane or Chaos Star effects of some spells may force a character to lose power in addition to any power spent to cast the spell. If this happens, the power used to cast the spell is consumed first, before these effects are resolved.

When a character is forced to lose power, that power is immediately removed from his current supply. If the character does not have enough power in his supply to satisfy the required losses, he is reduced to zero power and immediately suffers one stress.

## CASTING A SPELL



SPELL  
REQUIREMENTS



To cast a spell, the spellcaster chooses a *Spell* action card and refers to the side based on his current stance. He must select a spell he meets the requirements for – specifically, he must have sufficient power to fuel the spell. In this example, an Apprentice Bright Wizard wishes to cast **Flameblast**, one of his *Bright Order Spell* action cards. Since he's in a reckless stance, he refers to the reckless side of the spell card.

**Flameblast** requires 6 power. Luckily, our Apprentice Bright Wizard channelled power earlier, and has 6 power available, which is enough power to fuel the spell. He takes 6 power from his personal supply and returns it to the general supply. He then assembles his dice pool to cast the spell as with a normal action check.

If his Spellcraft check generates enough successes, the **Flameblast** is successfully cast, and its effects are resolved like any other action. However, the power is consumed first, regardless of success or failure.

### NO POWER TO LOSE...

If a character is already at zero power when an effect forces him to lose power, the situation grows more dire. The character must immediately attempt a Discipline check, with a number of challenge dice equal to the amount of power he is unable to lose.

If the Discipline check succeeds, the character suffers 1 stress with no further effects. If the Discipline check fails, the character suffers 1 stress and immediately gains a temporary insanity with the *Chaos* or *Trauma* trait. The player then places a number of tracking tokens on the insanity card equal to the difficulty of the check.

## QUICKCASTING

Normally, a character can only perform the action listed on one action card during his turn. However, spellcasters can attempt to both channel power and cast a spell on the same turn, if they are willing to accept more risk. For a character to cast a spell during the same turn the character channels, the player must add an extra ♦ challenge die to the Spellcraft check.

### MISCASTING ARCANES SPELLS

Arcane spellcasters take great risks when harnessing the energies needed to fuel their spells. By channelling the Winds of Magic, a wizard is attempting to exert control over the raw Winds of Magic,

the very stuff of Chaos. Tampering with such forces sometimes attracts unwanted attention from the Ruinous Powers or rippling energies of Chaos. Most commonly this attention may come from Tzeentch, the capricious Dark God of change and magic.

When an arcane spellcaster generates one or more ♦ Chaos Stars on a Spellcraft check to cast a spell, he risks a severe miscast. If any Chaos Star effects can be triggered based on the spell attempted, those effects are resolved as with any other type of action.

Next, if there are any unassigned Chaos Star results in the dice pool after resolving any effects listed on the spell, the player must draw a Miscast card. Each card in the Miscast deck lists one or more possible consequences. The player finds the line matching the number of unresolved Chaos Star symbols from his Spellcraft check and suffers the effect listed there, until all Chaos Star symbols have been satisfied.

After resolving its effects, the card is returned to the Miscast deck and the deck is shuffled, waiting for the next spellcaster to fall prey to the swirling winds.

## MAGICAL SIGHT

A character with access to magical sight can, through a focused act of will, see the Winds of Magic as they blow across the sky and permeate the world around him. With more advanced training, these

## MISCAST CARDS



Each MISCARD card has two key features. Across the top is the name of the card. The descriptive title can help the GM and players visualise how the miscast affects the game.

Below the title are the miscast lines. These are similar to the success lines on action cards. After a miscast has been triggered by rolling ✧ Chaos Star results during a *Spell* action check, find the miscast line matching the number of ✧ generated by the check. If the number of generated ✧ falls between two miscast lines, use the line with fewer symbols.

If there are any left over ✧ after resolving the miscast card, draw another miscast card and repeat the process until all ✧ generated by the check have been used.

characters can identify the various Winds, pinpoint the sources of magical auras, make educated guesses as to the properties of an enchantment or magical item, or identify a spell as it is cast.

A character's magical sight is not an ability that is always "on" – for if he could not close off these visions, he would swiftly go mad from the constant assault of the unfiltered magic on his reason and senses. To open himself to the presence of magic, a character must perform a manoeuvre to do so.

*There're longbeards within our holds who know how to deal with that 'magic' safely – they're called runesmiths. They bind them Winds of Magic within those lovely runes, and they forget all that dangerous business of using magic.*

*Two millennia, the men of the Empire understood this, and did without all that sorcery and witchcraft stuff. That they've seen fit to practise spellcrafting under the distrustful elf mages these past two hundred years is sure sign, I tell you, to the sadness and desperation of these modern times. By Grungni, it didn't happen in my day.*

– Hargrin Magnarrson, Dwarf Merchant

Detecting the presence or absence of magic in his immediate vicinity or seeing major magical effects within his line of sight is a trivial task for any magically-attuned character. As such, it rarely even requires a skill check – the player simply announces that his character is using his magical sight skill and the GM tells him what his character sees. If a character wishes to discern more information – the exact source of a magic aura, the colour of the magic wind involved, or a weak aura at a distance, for example – then the task is more challenging and requires a skill check.

Easy (1d) Magical Sight checks include determining the colour of a magical aura or locating the only magical aura in a room.

Average (2d) tasks include determining the colour of a magical aura with more than one colour incorporated into it, distinguishing between different auras in locations where there are multiple auras close together, determining the strength of a magical effect or aura, or identifying a spell being cast that your character already knows.

Difficult (3d) tasks include determining the purpose or nature of an enchantment or magic item, locating a particular magical aura in an area crowded with magic (such as picking out the only Chaos sorcerer in a room crowded with college wizards), identifying a spell being cast that the character does not personally know, or gauging how much power a spellcaster is currently maintaining.

Daunting (4d) tasks include detecting the presence of magic through a physical obstruction such as a wall or door, tracing a spell or effect back to its source after it's been cast, or detecting the remnants of an aura that is no longer present.

In all cases, a weaker aura is more difficult to detect than a stronger one. For example, while all wizards possess a magical aura, the aura of an apprentice wizard might only be detectable if one is close

enough to be considered engaged. A Wizard Lord, however, may be surrounded by a nimbus of light from his Wind of Magic, detectable from a distance of several streets.

Obstructions that block vision also obstruct magical sight. For example, a magical aura would be more difficult to discern in the fog, just as an object is visually obscured by the fog. In general, anything that would impair an Observation skill check has a similar impact on Magical Sight checks. The exception to this is darkness. Since auras are visible as a glow of light, magical sight is actually more effective in darkness and less effective in especially bright daylight.

An individual with the Magical Sight skill can specialise in it, as with any other skill. *Possible specialisations include:* By Wind, Identify Spell, Locate Aura, Dark Magic, Gauge Strength

## STANCE & SPELLCASTERS

*"This Shadowmancer from the Grey College joined the patrol once, to help us break up a dockside smuggling gang. Now these magical fellows don't get many visitors in their Colleges, I reckon, not civilised ones anyway. This one had no social graces. To tell the truth, he smelt like a derelict. Anyway, I can't deny the help he gave us. This gang had been one step ahead of the watch for months, and he tracked them down within a week.*

*During the bust, this eerie thing happened though: one of the crooks lamped the wizard with a cosh. The wizard was in a rage about it for sure, and all of a sudden that warehouse was a very frightening place to be. The hairs on the back of my arms stood on end and my teeth ached something fierce. Some of the smugglers began yelling. They dropped their weapons and started clawing at the air as if it were water. Well, they didn't put up much of a fight after that. We took down the gang without losing a man, but ever since that day I've had terrible dreams. Dreams about drowning."*

– Horatio Grunner, Watch Captain,  
Merchant Quarter, Altdorf

To generate the power needed for a spell, a wizard must have the necessary energy available, referred to as power. If he does not currently have sufficient power to fuel the spell he wishes to cast, he can draw more power into himself by using the **Channel Power** action. This action calls for a Willpower check. A successful check allows the wizard to generate power that can be used to cast spells or stored for later use.

Using stance dice instead of characteristic dice while channelling can greatly alter the amount of power a wizard generates.

### THE CONSERVATIVE STANCE

A wizard using conservative stance dice typically generates more successes than one relying on only characteristic dice. Wizards are less likely to suffer negative side effects from casting while in a conservative stance, although power generally accumulates more slowly.

Because it reliably generates a small amount of power, the conservative stance is good to adopt if the wizard plans to cast spells that need very little power, or spells that have potentially harmful side effects should something go awry. It is also useful if he is reaching the upper limits of the power he can safely store. Certain spells also trigger additional beneficial effects if the caster is conservative.

### ATTUNED ITEMS

During his training, an apprentice wizard is often given the task of creating his own, personal attuned item. Attuned items are arcane talismans that assist the wizard in channelling. A character who is attempting a Channelling check while holding an item attuned to his Wind of Magic adds bonus fortune dice to his pool equal to its Attuned rating.

In order to gain this benefit, the character must be holding the attuned item in one or both of his hands. He does not gain any benefit if it is simply stored in his backpack, for example.

Because attuned items must be held in a hand to work, they are often crafted to serve a dual purpose as a weapon. Many attuned items are staves, though some wizards and orders prefer to wield attuned swords.

Should the attuned item be lost or damaged, another one can be made, though the crafting process is quite particular. Attuned items are made with their particular bearer in mind, so an attuned item cannot be easily replaced by taking an attuned item from another wizard. An apprentice wizard generally must journey back to his College and find a senior wizard to help him create or refine a new attuned item if he loses or breaks one he already possesses.

### THE RECKLESS STANCE

The reckless stance has the potential to generate large amounts of power, allowing wizards to fuel high-power spells or replenish depleted stores of power quickly. However, adopting the reckless stance can be an enormous strain on a wizard, subjecting him to greater risks and negative side effects.

The reckless stance is the best stance to adopt if a large amount of power needs to be generated quickly. Furthermore, many spells that inflict damage on opponents benefit from being cast whilst in a reckless stance, as indicated on the individual spell cards.

### RECKLESS CASTING & PARTY TENSION

Wizards in a reckless stance typically generate power very quickly, but they also put themselves under enormous mental strain as they strive to harness the arcane energies they are channelling. The sight of a wizard recklessly gathering magical power can be unsettling for those nearby.

Friends of the wizard worry for his sanity and may even be adversely affected by the disturbances to currents in the Winds of Magic. Whenever a wizard in a reckless stance generates a Chaos Star ✨ result on a Spellcraft check while casting a spell, increase the Party Tension meter by one, in addition to any other effects.



**A**s the miscreants approached, it was a simple enough matter for me to make the startled horse vanish, along with myself and the carriage. After all, I am a renowned wizard of the Grey College, and consider illusions of disappearance and similar veils a specialty of mine. It was no more effort than a parlour trick.

*Making the horse and carriage re-appear after the ne'er-do-wells left, however, was another matter.*

– Gavius Klugge, Grey Wizard



## CANTRIPS

As part of their magical training, wizards of the Colleges of Magic learn a wide variety of formalised spells. Many of these effects are represented in *Warhammer Fantasy Roleplay* by action cards – every Bright Wizard, for example, can eventually learn how to cast a **Flameblast** or how to invoke the **Shielding Winds of Aqshy**.

However, not every spell a wizard learns is quite as flashy and exciting as these powerful effects. Indeed, apprentices usually start with something much simpler and smaller. For wizards of the Bright Order, it might be a spell to light a candle flame. Celestial Order apprentices often learn a simple spell to polish their master's telescope lens. Many younger students teach apprentices a "sure fire" cantrip to predict the result of a roll of the dice, thereby earning a steady income off naïve new Celestial Order apprentices, who turn around and do the same to the next generation! Students of the Grey Order often amuse themselves by making subtle changes to their appearance, such as eye or hair colour, and seeing how long it takes their masters or fellow students to notice or care.

As wizards progress from true novices to full-fledged apprentices, they learn a host of more useful and powerful spells. However, they also develop an even more important skill: the ability to devise their own magical effects.

To cover the myriad useful, minor spells that creative wizards employ, players and GMs have been provided with the **Cantrip** action card. Like **Perform a Stunt**, the scope of effects that a cantrip can produce is deliberately open-ended. Common sense (inasmuch as common sense can be said to apply to magic), the needs of the story, and the decision of the GM will define what is and isn't possible with a cantrip effect.

A variety of possible cantrip effects are provided. It is important to keep in mind the philosophies and abilities of each order of magic when deciding what a cantrip should or should not accomplish.

## TRIVIAL EFFECTS (NO DICE ROLL REQUIRED)

Lighting a candle within arms reach, making a coin-sized object vanish into a hand, changing the colour of the wizard's hair or eyes, conjuring a light, sweet-smelling breeze, pouring a glass of wine without touching either the glass or the bottle, opening a book to precisely the desired page.

## EASY (1D) SPELLCRAFT CHECK EFFECTS

Lighting every candle in the room at once in order to frighten or surprise someone, making an object the size of a book vanish while being observed, conjuring a wind sufficient to blow papers off a desk and around the room, shattering a bottle of poisoned wine before anyone can drink it, causing someone else to "just happen" to open a book to the page containing a vital clue, predicting the outcome of a coin flip or other random event just before it happens.

## AVERAGE (2D) SPELLCRAFT CHECK EFFECTS

Lighting and maintaining a fire to keep from freezing to death, pulling a rabbit from a hat, conjuring enough of a wind to move a small boat with every scrap of canvas spread, pulling a small object into your hand from across the room before your rival can get it, predicting the weather.

Note that as both the magnitude of the effect and the consequences of failure increase, so too does the difficulty. There's often no need to roll when there are no consequences for failing, but when lives are on the line, the GM may set the difficulty as appropriate to the drama of the situation!

Furthermore, consider whether or not the task is opposed. For example, an attempt to magically make an item vanish might have its difficulty set by the Observation score of the guard watching. Using Bright Magic to make a disliked courtier so sweaty and uncomfortable that he leaves the room might be opposed by the courtier's Resilience or Discipline, at the GM's discretion.


## MAGIC ITEMS

In the tales and legends of mighty heroes, wondrous and enchanted items feature prominently. The most famous example is, of course, Sigmar's mighty hammer, Ghal Maraz. However, magical swords, rings, books, boots, and even magical boats abound in popular myth.

Powerful magic items are quite rare. Common folk may believe that the amulet they bought for a penny from a travelling merchant will ward off the effects of the plague, but the vast majority of such things are hoaxes. The magical efficacy of even genuine relics, such as the legitimate fingerbones of saints or dragon's teeth, is difficult to evaluate.

However, such items do exist. Among the most common magic items in the Empire are of dwarf manufacture, crafted by their expert runesmiths. A smaller number of items are created by human wizards, but these are less reliable and durable than those of dwarf make. In any case, genuine magic items are often far too rare and valuable to be sold. It is generally more appropriate to have magic items found, gifted, or stolen over the course of an adventure.

Magic items in *Warhammer Fantasy Roleplay* are, by and large, unique. One example, Korden's Hammer, is included in the core product. GMs are encouraged to create their own items as appropriate to their own stories.



## CHAPTER SIX

# PLAYING A WIZARD

Wizards wield strange and awesome powers. They are interesting characters for players who want to use another set of abilities on top of the skills, talents, and martial powers used by more mundane character types. The ability to cast spells gives wizards impressive weapons with which to destroy their enemies, but also provides the opportunity to solve problems creatively and provide some interesting colour to the party's activities.

However, whilst they are powerful individuals, wizards have until recent history been the objects of fear and persecution in the Empire. Even today, superstitious peasants are ever vigilant for sorcerers, and they may be unwilling to befriend or help those who wield magical powers.

Witch hunters scour the lands of the Empire searching for those who practise magic that is unsanctioned by the Colleges of Magic. Also, the worship of Sigmar is seen by many men of the Empire as the one true path to righteousness, and the more zealous of his followers are mindful of the fact that their beloved god deemed sorcery unlawful when he ruled as Emperor. This innate distrust of magic has roots in the close relations that the men of the Empire have with their oldest allies, the dwarfs, who scorn all forms of spellcasting.

The laws against practising the arts of magic were relaxed by order of Magnus the Pious, the ruler of the Empire at the time of the Great War Against Chaos. With assistance from the elf mage Teclis, he founded the eight Colleges of Magic. These institutions were dedicated to the study and practise of magic under controlled conditions and expert tutelage.

In the two centuries since the Colleges were founded, wizards from the Colleges of Magic have accompanied the armies of the Empire to war, and have been instrumental in winning many great victories. Those who learn their craft at the Colleges are capable of using magic with a much greater degree of control and safety than the untrained sorcerers and wild hedge wizards of old.

Most folk in the Empire hold double standards when it comes to wizards from the Colleges. On the one hand, famous individuals such as Thyrsus Gormann or Balthazar Gelt are lauded as heroes of the Empire. They are celebrated as saviours who have vanquished the enemies of civilisation on battlefields or in the murky realms of forbidden cults. On the other hand, wizards make most common people highly uncomfortable. Even those who have never encountered a wizard before are unlikely to admire them.

## WIZARDS IN CULTURE

Members of the magical orders are popular subjects for the works of playwrights, storytellers, and minstrels. Because they are often eccentric personalities who wield dramatic powers, they make very good subjects for melodramas and mummery. The dualistic view that people in the Empire take of wizards, at once feared and feted, is reflected in the manner in which they are shown on stage.

In *The Birth of Volans* by Jacopo Tarradasch, the eponymous first human wizard is treated with great reverence; both he and the elf mage Teclis are given a number of very fine speeches and act as paragons of personal virtue as well as heroic saviours of civilisation.

Von Diehl's *The Grand Magister* is a more typically critical view of wizardry. It tells the story of Engrim van Horstmann, a once eminent member of the Light Order. Though van Horstmann had achieved the position of Grand Magister of the Order of Light, he grew ever greedier for arcane knowledge. The Grand Magister sought to wield powers deemed outside the remit of humankind by order of Teclis. In the play, he traffics with daemons to unlock the secrets of spells employed by the other Colleges of Magic and falls to Chaos as a predictable result.

Despite the rather sensationalist manner in which they are depicted onstage, a great many wizards are enthusiastic patrons of the theatre. A night spent watching a play is often regarded as a deserved luxury after a long eight day week of study. Some of the more successful theatres even offer wizards work – pyrotechnical displays by Bright Wizards and the mysterious illusions of the Grey Order have done much to enliven lavish productions of major works.

Wizards are a rare sight. With the exception of the Hierophants of the Light Order, each of the Colleges only takes in a few apprentices at a time, and many aspirant wizards do not reach the end of their training.

Those wizards who decide to leave the Colleges to take up a life of adventure are rarer still, for to do so for any great length of time is to ignore their duties to their order and risk the wrath of their masters. The player of such an eccentric character has tremendous powers to wield, but also finds himself a subject of suspicion and intolerance.

## BIGOTRY TOWARDS WIZARDS

Even the most patriotic citizen of the Empire might baulk at the thought of actually meeting a wizard. There are many reasons for this prejudice, and some of them are more justified than others:

“Wizards are all mad!” This piece of bigotry is not necessarily true, but many wizards do behave with a degree of eccentricity. Most wizards live rather cloistered lives, spending their waking hours in study and contemplation, and this can lead them to be awkward in social situations. There is also evidence to suggest that working with a single Wind of Magic, as all Collegiate wizards do, has some sort of psychological impact. For example, a great many wizards of the Bright Order are notable for being hot tempered and impulsive. This would seem to be a common side effect of their art, but it affects some Bright Wizards to a lesser extent. Some are more level-headed individuals despite their practice of Bright magic. Wizards put themselves under great strain when working their spells, and so do risk madness. However, it is far from a foregone conclusion that a wizard should be less sane than any other denizen of the Empire.

“Magic is dangerous!” Even the most ardent supporters of magic have to admit that this is a tautology. After all, how could magic be employed as a weapon if it were safe? As a counterpoint, they assert that well-controlled spells are less dangerous than many experimental weapons deployed by the Imperial College of Engineers. Most critics of magic do not hold the same prejudices against technological progress, so this counterpoint tends to expose them as nothing more than hypocrites.

“Sigmar banned sorcery!” True, though most advocates of magic point out that such an act was necessary at a time when humanity's greatest allies and mentors were the dwarfs (who loathe magic by and large). Such advocates argue that magic was viewed with some unwarranted superstition as a result. Subsequent alliances with elves have brought the men of the Empire to a better understanding of magic. Whilst there was some resistance to the formation of the Colleges from radical clerics during the Great War Against Chaos, most members of the Cult of Sigmar are not opposed to the teaching of magic. Indeed, some of those most likely to assert the role magic has played in keeping the Empire secure from invasion are Sigmarite priests.

“All magic derives from Chaos!” This complaint is the hardest one for wizards to offer a rebuttal to. Wizards use the term Aethyr to distinguish between the magical energies used to cast spells and those that give form to entities such as undead spirits and daemons, but they are thought by many scholars to be one and the same. When spellcasting goes badly wrong, it can lead to mutation or the manifestation of daemoniac creatures. Indeed, even the Colleges of Magic teach that learning the arts of spellcraft outside of their orders and traditions inevitably leads men to Chaos and corruption.

As a result of such controversies, a wizard can expect to be the centre of attention wherever he goes. Most of the common folk he meets will likely hold such prejudices to a degree, whether he is in the market square of a busy city or a hamlet populated by rustic folk. Fortunately though, there are powerful sections of society who patronise wizards and protect their interests.

## FRIENDS IN HIGH PLACES

*"Of course, the art of harnessing arcane power is a dangerous one for a human to attempt, even in the dilute form that we approved for them. Our people deliberated at length before deciding to encourage humans to learn how to do so. The question you have to ask yourself is would this world be better off without the Colleges of Magic?"*

*In teaching humans how to cast spells, we have colluded in all manner of catastrophes. We knew this path would lead to the accidental summoning of daemons. We knew it would result in the corruption of men like Engrim van Horstmann – who might otherwise have been a great hero of the Empire. We knew that many men would be driven mad by the strains of working the magical arts.*

*Surely those who claim we precipitated great disasters by teaching Volans and his followers the magical arts are quite right! But what the critics of our actions fail to do is face up to the uncomfortable fact that the world would be even worse off had we failed to do so."*

– Suriel Lianllach, High Elf Envoy

Whilst wizards are feared by the common folk of the Empire, they usually have powerful contacts. Although rustic people may feel threatened by the presence of a wizard, they would very rarely act on their prejudices, not only for fear of the wizard's arcane powers, but also in order to escape retribution from the powerful supporters he may well have.

The most obvious allies of any particular wizard are other members of his order. The Colleges of Magic are rather insular institutions that guard their secrets closely from the eyes of outsiders. However, a positive result from this cloistered privacy is that the masters and apprentices within each College tend to get to know one another well. Provided that an apprentice behaves according to the needs of his order, he will find that the Colleges look after their own. Should a member of a particular order require assistance, his colleagues will offer it if they are able.

The nobility of the Empire largely understand the benefits that the Colleges of Magic bring to the Empire. Not only do nobles provide leadership to the military, and therefore owe the wizards a debt of gratitude for the help they provide on battlefields, but they also tend to have cosmopolitan pretensions – the nobility like to cultivate coterie of unusual and eccentric friends, and wizards certainly fulfil such criteria.

Wizards also tend to get along better with elves than other folk from the Empire. Elven magic was instrumental in constructing the Colleges of Magic, and the elf mage Teclis personally instructed Volans and the first wizards. In private, some wizards regard the patronage of the elves as rather condescending – after all it was Teclis who deemed it necessary for human wizards to be denied instruction in the art of the High Magic practised by elven mages. Instead, he taught human wizards to dedicate their lives to the study of only one of the eight Winds. Such disgruntled wizards have to keep very quiet about their misgivings, as the religious and political authorities of the Empire overwhelmingly agree with Teclis's findings about the limitations of human wizards. As evidence of the wisdom of Teclis's decision, they point to the many wizards who have studied the use of multiple Winds of Magic, and who have subsequently fallen to the service of Chaos.

## TRAINING & ADVANCEMENT

Wizard characters have a lot of options to consider when deciding how to best invest their experience and advances. Not only does a wizard need to be as worldly and self-sufficient as other characters, but he also has a host of spells and special skills to develop in order to take advantage of his wizardly status.

## CHARACTERISTICS

The two characteristics required to become a competent wizard are Intelligence and Willpower. The typical Empire human is not an expert in these areas, at least not to the degree of the High Elves. Thankfully, the Apprentice Wizard career offers opportunities to address this, providing advances to improve both characteristics.

The improvement of a wizard's Intelligence or Willpower characteristic is one of the most flexible and useful advances for an arcane spellcaster. These characteristics are heavily relied upon for spellcasting, and Intelligence is used for many important skills of the erudite and learned wizard.

Even before increasing the characteristic permanently, an apprentice wizard can dramatically improve his spellcasting by acquiring fortune dice for Intelligence and Willpower. After only a few sessions, an apprentice wizard can start to develop impressive mental faculties – pouring over those dusty old grimoires in the College library really pays off!





## SKILLS

All apprentice wizards begin the game with the Channelling and Spellcraft advanced skills already acquired. Channelling is the process wizards go through in order to draw magical power and store it. Spellcraft is the skill used to allow wizards to convert the magical power into a particular spell. A player would be wise to invest extra advances to train these skills as soon as possible, if his character will rely on spells regularly.

An apprentice wizard would also be wise to invest some creation points into skills to allow him to train other skills available to him: Discipline, Education, Intuition, and Observation.

Education is based on Intelligence, often a strong characteristic for wizards. A canny player may wish to invest in Discipline. Spellcraft is mentally taxing, and wizards often end up gaining stress as the result of bad Channelling or Spellcraft checks. Whilst Discipline does not directly help with spellcasting, it does mitigate stress from other sources and therefore reduces the risk of descending into insanity.

Wizards should acquire Education right away so they can treat it as a basic skill, but may also wish to invest an additional advance into this versatile skill to gain an expertise die on Education checks. This makes the Education skill a popular choice, as all apprentice wizards will have learned to read before or during their training, and may have discussed subjects such as history or geography at length with their masters.

As learned and arcane individuals, apprentice wizards are often good at second-guessing the motivations of those around them. As a result, it is unwise to take a wizard for a fool. The Intuition skill represents this trait.

A man does not get to be a wizard without some keen observation skills; the training requires a lot of alertness and ability to spot correlations and best practises. The Observation skill represents the keen perception an apprentice wizard develops during his time in college.

Wizards also have the opportunity to acquire the Magical Sight skill, representing their ability to perceive lingering magic auras and the Winds of Magic with magic-heightened senses.

## ROLEPLAYING AN ARCANESPELLCASTER

Wizards are curious characters, and those who join parties of adventurers are more extraordinary still. An apprentice wizard will have had a very unusual upbringing. At some time during his youth, and usually as a young child, the aspirant wizard will have demonstrated some ability to perceive the Winds of Magic. This may have been a traumatic experience in itself – such as observing drifting colours that none of his friends or family could see. Many such children are treated as insane or are uncovered and executed by witch hunters.

Only a few parents of such children are enlightened enough to recognise what is happening and have the contacts necessary to get in touch with the Colleges of Magic. Doing so is a calculated risk, for if the Colleges do not have room for an apprentice, the child will surely be turned over to the witch hunters. Fortunately, the Hierophants of the College of Light are always on the lookout for apprentice chanters to fill their choirs, though even they do not just take any churl who possesses some Aethyric talent. While many apprentice wizards are from relatively wealthy backgrounds, magical talent can occur in someone from virtually any background or region in the Empire.

Some wizards seek out their own apprentices rather than wait to hear from potential applicants. They travel the Old World, often following portents or interpreting their dreams, in the search for youths who demonstrate the requisite mettle and intelligence to learn how to work magic safely. Other would-be apprentices approach the Colleges of their own accord, seeking answers to their questions, a refuge from potential prosecution, or in response to a strange calling, vision, or dream that leads them to a particular College building.

Whilst apprentices are taken in who have displayed some natural talent for working magic, only a very few are ever taken on who have taught themselves how to actually cast spells. Such people are usually considered to be already corrupted by the powers they have wielded, and so they are almost invariably turned over to the witch hunters, who dispatch them lest they taint others.

Once accepted by a College, the young aspirant wizard then begins his training. This usually takes a long time, as long as several years. During this period the apprentice becomes very isolated from the outside world. The only company an apprentice has whilst being tutored within the College are other wizards, and whilst he is encouraged to learn about a cosmopolitan selection of subjects from books in the College libraries, he has very little practical experience or skills apart from keeping the College clean, preparing magical ingredients, and learning the arts of magic. Little wonder that so many people consider wizards mad.

It is not unheard of for an apprentice to have seen a battle at some point in his training. He may be sent by his master to accompany Battle Wizards into areas of conflict. However, apprentices are valuable assets to their order, so they are commanded to view the action from a safe distance and from there learn what they can about a wizard's role on the battlefield.

Towards the end of his training, an apprentice will spend some time with his master to create an attuned item. This is a talismanic artefact that is designed to help channel the apprentice's particular Wind of Magic. The attuned item has a special affinity with one of the Winds, and does not confer any benefits to someone who lacks the appropriate talent (or indeed anyone but the person it was made for).

## APPRENTICES AT LARGE

Towards the end of their training, it is not unusual for apprentice wizards to spend some time wandering the Empire. This wandering serves a few different purposes. The study required to become a practising wizard is arduous, and all but the most gifted apprentices spend many years learning from their masters. Apprentices are often taken in whilst they are still children, but by the time they are trained, it is not unusual for them to have reached their twenties or even thirties.

This is a long time to be closeted up in a College with only wizards and the occasional guest for company, and many apprentices can become somewhat divorced from the real world as a result. In order to reacquaint them with the outside world and to have them prove that they have the wherewithal to survive, apprentices are often required to spend a period of time outside the College halls.

Many masters also require of their apprentices some kind of quest or favour before they officially end their training, and this mission usually goes hand in hand with living by their own wits. An apprentice may be asked to locate a magical item, or search out knowledge of magical lore, or discover information about a threat to the magical order to which he belongs.

This means that the apprentice wizard can make a very useful addition to an adventuring party, and he can be given a motivation to adventure as part of his character background. A Games Master might want to give the apprentice a mission that suits the themes of the campaign. For example, if the campaign involves discovering and following leads that uncover a Chaos cult, the party might have more motivation to stay on track if they are accompanied by an apprentice wizard tasked by his master to investigate such threats.

On the other hand, it doesn't always pay to be so obvious. The masters of apprentice wizards may well give them missions that could also be used as side quests to add complications to a campaign or as red herrings that do nothing more than provide a diversion from the main objectives of the party. Whether an apprentice wizard's quest is relevant or not is left up to the capricious whimsy of the Game Master.

## WITCHES AND WIZARDS

Given the degree of fear shown towards magic users, one might suspect wizards from the Colleges of finding allies amongst the unsanctioned magic users of the Empire. In fact, the opposite is more often the case – some of the most dedicated persecutors of sorcerers are wizards from the Colleges.

*My apprentice is a decidedly talented youngster named Cornelius Speng. He learnt the principles of Cryptoclastic Thaumaturgy with alacrity and quickly reached a level of some excellence. I felt it was appropriate for him to spend some time reacquainting himself with the world beyond the domains of the order, and began to cast about for a task that I thought would occupy his time away from the musty halls of the institution.*

*It was about this time that we learned some unsettling news. Several members of our order had been travelling abroad on the trail of a rumour that shards of wyrdstone were being smuggled through the Altdorf docks. As you no doubt know, the material is highly dangerous in the hands of those ignorant of its properties, leading to all manner of alterations of flesh and spirit.*

*Our colleagues were tracking the wicked substance to a source in Marienburg when they were uncovered and attacked. One valiantly gave his life to provide an escape route for the others. The whole exercise was a disaster, but not an unmitigated one. We recovered correspondence between the smugglers and a local lady of high society. Finding out more about her became a priority for us, but how to do it without raising her suspicions?*

*This was just the sort of mission with which to test Speng's mettle and ingenuity. As a fresh face, he would be unknown to our enemies, and with the arts of our order at his command, he is sure to unearth the true nature and scope of this threat. Now that I come to think of it, his report is slightly overdue. I expect I will be hearing from him presently.*

– Gavius Klugge, Grey Wizard

One of the reasons for this zeal is that trained magic users understand just how dangerous witches and warlocks are. Another reason is political: the Collegiate wizards know that they can diffuse some of the suspicion they arouse in the common folk if they are seen to uncover and punish illegal magic users.

## BRIGHT WIZARD CHARACTERS

Play a Bright Wizard if you want to...

- + Make the most of the Reckless Stance
- + Employ spells that directly and spectacularly assist the party in combat
- + Be feared and respected by many of the people you meet

A College wizard will very likely be alert to rumours of witchcraft, and may well want to follow any leads he uncovers that might lead to someone who practises magic without Imperial sanction.

## THE BENEFITS OF A PATRON

Wizards are in demand, and an apprentice who wishes to start making some money does not have to look very far to find an employer. Many of the people who seek to employ a wizard are rather serious individuals. Wizards are often sought by witch hunters to join their retinues in order to help them sniff out and destroy those who practise unsanctioned magic. A mercenary captain may also pay a handsome commission to any wizard who agrees to fight alongside his men for a period of time, as long as the mercenaries' interests do not conflict with those of the wizard's order or the Empire.

Not all jobs are a matter of life and death, though. A noble may want a wizard to join his court, to act partly as an advisor and partly as an entertainer, keeping the noble and his guests amused with magical displays. The proprietors of famous theatres in Altdorf also like to keep a wizard on the books in order to provide useful illusions and other magical effects.

The duty of all College wizards is first and foremost to their order, and such extra-curricular activity is not encouraged. The masters of the Colleges expect their apprentices to be available whenever they are needed. However, they are also mindful that after a long period of training and practice, it is perhaps for the good of an apprentice's sanity for him to spend some time doing what he wants, provided that the only harm done is to the enemies of the Empire and the wizard's order.

Unfortunately, harming people is what some of the potential patrons of wizards have most in mind. A tame wizard would be a great prize for a cutpurse lord or a Chaos cult, and individuals from the underworld of Empire society go to great lengths to win a wizard to their cause.

Apprentices are warned of dangers such as these, but every year the Colleges lose touch with one or two wandering apprentices who are never heard from again. In some cases, other apprentices are dispatched to learn of their fates, hoping to locate the missing student. In other cases, witch hunters are dispatched instead, a death sentence should the missing apprentice be found.

## BRIGHT WIZARDS — THE ORDER OF FIRE

Bright Wizards are some of the most flamboyant and flagrant of all wizards. The magic employed by the Bright Order is clearly very dangerous – pyrotechnic blasts and walls of roaring flame employed to dismay and destroy their enemies. As a result, the Bright Wizards are some of the most effective and celebrated of all Battle Wizards, regularly marching alongside the armies of the Empire to wage war against their multifarious foes.

Many observers note that members of the Bright Order are often hot tempered and passionate individuals. They are said to suffer from hyperactivity, and to suffer from chills during inclement weather. These qualities would seem to be a consequence of working closely with Aqshy, the Wind of Magic used to fuel spells from the Lore of Fire.

Because of their bellicose reputation and the visible contributions they have made to the military successes of the Empire, Bright Wizards are treated with a bit more respect than their counterparts from the other Colleges of Magic. Whilst the common folk treat them as objects of awe and with not a little reverence, Bright Wizards also inspire a lot of fear. They are known as quick tempered individuals who are liable to set people and their possessions alight with their magic.

Bright Wizards dress flamboyantly in red and orange robes and openly bear the signs of their order, such as bronze keys or small portable braziers filled with burning coals. There is a fashion amongst Bright Wizards for tattoos, in particular screeds of text written down the lengths of the arms. Some members of the Bright Order tattoo their flesh with enchanted ink that glows fiercely under their skin or writhes like flame. These trappings have both symbolic and ritual significance and help the Bright Wizard to channel and control the wind of Aqshy.

Upon their belts, Bright Wizards wear a set of keys. These are the Keys of Secrets. They are often awarded to apprentice wizards by the head of the Bright Order to represent how far they have come in mastering the Lore of Fire. On first being accepted into the order, an apprentice wizard is given a simple iron key, which also unlocks the door to his sleeping quarters.

By the time an apprentice nears the end of his training, and is ready to spend some time in the world outside the college, he is given a second key. This is a rather grand bronze key that will open the door of the College when the apprentice is ready to return. Over time many more keys will be acquired, the nature and purpose of the locks these belong to unknown to all but senior Bright Wizards.



## GREY WIZARDS — THE ORDER OF SHADOWS

More so than any other wizards, the members of the Grey Order seek out their own apprentices. They tend to take on such students of magic at a very young age. The Grey Order values secrecy, resourcefulness, and anonymity highly, and the younger their apprentices are, the fewer contacts they will have in the world outside the College. These qualities suit those who teach the arts of illusion.

Working with the Grey Wind of Ulgu can have a strange influence on the personalities of its practitioners. Many Grey Wizards seem to suffer from wanderlust, and such members of the Grey Order spend their lives moving from place to place. Because the wizards of the Grey Order tend to travel abroad more than other wizards, they often take their apprentices with them when they do so.

The Grey Order includes some of the most enigmatic of all wizards. It is not unknown for a master of the College to demand that his apprentice swear an oath to never reveal his membership in the order to any outsider. Even when apprentices from the Grey Order leave the College during errands, or when they join parties of adventurers to search out forgotten lore or arcane items, they often conceal their true natures through their magic.

This can be the cause of a great deal of hostility if the companions of a covert Grey Wizard feel that he is doing nothing to contribute to their efforts, or if they begin to notice odd occurrences happening in conjunction with the actions of the clandestine wizard. Most members of the Grey Order recognise how irritating it can be for outsiders to deal with such ciphers and often make compromises. As a result, not every apprentice is sworn to such an oath of confidentiality.

The robes of the Grey Order are voluminous and, unsurprisingly, grey. They often wear deep hoods and scarves in order to disguise their identities. Like all college trained magic users, the clothing worn by Grey Wizards is a conspicuous uniform designed to aid the way they manipulate the winds of magic. The clothes they wear tend to be somewhat more practical for travel, but when they wish to disguise their appearance they tend to use illusionary spells to do so.

In addition to a staff, Grey Wizards usually carry a sword, which is often attuned to Ulgu. Most wizards from other Colleges forego such obvious weapons as attuned items in favour of a staff or wand. However, the Sword of Judgement is an important symbol of the Grey College, representing its members' ability to cleave through both illusion and reality, and so makes an obvious choice of weapon for Grey Wizards.

### GREY WIZARD CHARACTERS

Play a Grey Wizard if you want to...

- + Play a magical trickster
- + Maintain an air of secrecy and mystery
- + Use magic as a subtle device to confound foes and gather intelligence

# CELESTIAL WIZARDS — ORDER OF THE HEAVENS

*Oh last Mitterfruhl I had my fortune told,  
I met an astromancer and crossed his palm with gold.*

*He charted my stars and slowly shook his head,  
He told me within months I would surely be dead.*

*I reasoned a short life could still be lived well,  
So in taverns and gambling dens I did dwell.*

*I visited money lenders and cleaned out their stores,  
By the time that they catch me, I'll be dancing with Morr.*

*I met with a maiden who said she'd love me  
If her loyal husband I would vow to be.*

*I made this promise to more than a score  
I told them by Mondstille we'd betrothed for sure.*

*Well now I had no need to beg, work or rob  
I told the foreman where he could stick his job.*

*The astromancer called by for some ale and a pie,  
Said he'd made a mistake – it'd be years 'fore I'd die.*

*Well the bailiffs' clamour grew louder each day,  
They beat me and robbed me and won't go away.*

*And my problems don't end with a lack of hard cash,  
For my wenching gave me an incurable rash.*

*Denied Morr's lands, so with debtors I stand,  
In Mundsens Keep with my tears flowing free.*

*I've been ruined now and forever  
By an incompetent augury.*

– This bawdy tune is popular with drinkers in Altdorf's dockside, and provides a rude moral warning to those who would seek to pry into the mysteries of the future.

Whilst Grey Wizards are mysterious and subtle, the members of the Celestial College are also widely viewed with suspicion due to their peculiar abilities. The magic taught by the Celestial College varies from spectacular manipulations of heavenly bodies to the contentious practice of reading and manipulating the future.

The masters of the Celestial College are rigorous in the selection of their apprentices, even by the high standards set by wizards from the other orders. Aspirants are expected to display a high degree of academic achievement. In particular, they are required to show some talent in the identification of stars and constellations by name, and an ability to chart and predict the movement of the moons, Mannslieb and Morrslieb, and the planets. All wizards from the Celestial College are experts in both the science of astronomy and in the folk beliefs of astrology. Combining such arcana with their magical arts, they can learn how to foretell future events with frightening accuracy.

Members of the Celestial College are often characterised as dreamers. They seem contemplative and distant to outsiders. It is not known whether this is as a result of the rather studious culture that is encouraged within the order, or as a result of working with the Blue Wind of Azyr. It is true that the wizards of the Celestial College are even more studious than their equivalents from other orders, spending the hours of night in observatories studying and recording the stars.

Celestial Wizards with a particular scholarly interest in the heavens like to stay within the confines of their College or wizard's observatory, although they sometimes undertake great journeys to observe an unusual astronomical event. The inhabitants of a faraway town might suddenly find themselves catering to an influx of Celestial Wizards, along with their apprentices and attendants, shortly before witnessing an eclipse or shower of falling stars.

The wizards of the Celestial College dress in ostentatious and flamboyant deep blue robes and often wear pendants and brooches in the shape of stars or moons. When an apprentice of the Celestial Order reaches the end of his training, he is presented with a small telescope, which he is expected to carry at all times.

The general public are even more wary and suspicious of wizards from the Celestial Order than they are of their equivalents from other Colleges. Meeting someone who practices magic is bad enough, but meeting someone who could tell you the time and manner of your demise is even more unsettling.

## CELESTIAL WIZARD CHARACTERS

Play a Celestial Wizard if you want to...

- + Cast spells to produce a wide variety of effects, from damaging combat magic, such as lightning, to alterations of the weather or fate
- + Receive cryptic clues as to the nature of future events
- + Revel in the uncertainty that your pronouncements or visions may cause others

## THE WIZARD SPECIALTY CARD

At one point, every wizard spent time as an apprentice. Apprentice wizard is a career with several special features which make it quite different from other careers.

One of the more noticeable differences is that the apprentice wizard career sheet has a special type of socket called an **Order** socket, where one of the normal talent sockets would appear on a normal career. During character creation, an apprentice wizard must choose which one of the eight Orders within the Colleges of Magic he belongs to. Over the course of his wizardly careers, the character can only acquire and cast spells from his chosen school.

After making his selection, the player finds the corresponding Order card and attaches it to his character's career sheet, as he would a talent. In addition to indicating the wizard's chosen Order of magic, this card also confers a special benefit to the spellcaster, as shown on the card. Finally, each Order card indicates the default stance meter for a wizard from this College of Magic.



Also, a player with a wizard character will want to keep a supply of tracking tokens nearby to represent his character's current power. Place the tokens next to the Order card to see how much power is at the wizard's disposal. A second colour of tracking token can be used to represent power in excess of the wizard's Willpower rating, as a visual reminder that the wizard is overchannelling, and is exposed to greater risks, including venting excess power.





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