

# Enchanting WRP1's magick mechanics

These rules attempt to retro-fit the best of WFRP2 and WFRP3 magic rules into WFRP1 to create WFRP1x.

## Casting spells

To succeed a spell, a mage must roll Casting Dice (CD) equal or higher than [the spell's Casting Number](#) (CN):

1. Select a CD according to the caster's discipline:

- Dark\* (Dhar), Hedge: D8
- Colour, Battle: D10
- Ice, High (Qhaysh): D12

\* Due to the unrefined source of their power, adepts of the Dark Arts can roll twice as many CD! But this reckless abandon leaves them terribly exposed to the attentions of the void... Thus they must add an extra dice or "void dice" which only counts to Tzeentch's Curse, i.e. it doesn't increase their chances of success.

2. Now roll the number of CD depending on the caster's experience:

Official title	Equivalent level	# of CD	Magic Points*
Wizard's Apprentice	0.5	1 dice	2D3
Journeyman Wizard	1	2 die	+2D3
Master Wizard   Imperial Magister   Artificer	2	3 die	+2D3
High Wizard   Lord Magister   Battle Wizard	3	4 die	+2D3
Magister/Supreme Patriarch   Battle Mage	4	5 die	+2D3

\* cumulative

3. Against the spell's CN and if the total CD is:

- **Higher** than spell's CN = spell **successfully** cast; deduct Magic Points (MP)
- **Equal** to spell's CN = spell **sputters, then misfires! (GM's discretion)** and MPs are expended
- **Lower** than spell's CN = spell **fizzles out in a damp squib** but MPs are not lost

## Tzeentch's Curse

Regardless of the spell's success, if any of the CD reveal a **double** (3, 3), **triple** (2, 2, 2) or **quadruple**, then Tzeentch's Curse has struck the caster! To determine the consequences, roll the appropriate number of D100:

- Double = Minor Chaos Manifestation, i.e. roll D100
- Triple = Major Chaos Manifestation, i.e. roll 2 D100
- Quadruple = Catastrophic Chaos Manifestation, i.e. roll 3 D100

and consult the [Advanced Tzeentch's Curse table](#).

## Expediency

Spells are not instantaneous. The gestures and incantations required for a spell take a few moments. So in combat a spell will take effect at the caster's **Initiative** minus the spell's casting level where:

- Cantrips = none
- Wizardry = -10 I
- Sorcery = -20 I
- Magistry = -30 I
- Arch Magistry = -40 I

E.g. if Simon the Sorcerer (I50) casts a level 1 spell (-10I) it takes effect with an *Effective Initiative* of 40 (50-10).

## Primary techniques

These practices are taught to every wizard's apprentice as they are fundamental to harnessing the winds.

## Hex priming

Magic users determined to succeed their conjuration can draw upon their personal reserves of power (Magic Points). So for every Magic Point they invest in a spell, they gain a +1 bonus to their CN.

## Dangers & precautions

The fickle winds of magic are influenced by a wide range of factors, the most common of which:

- Pentagram/Hexagram = **+2** to CD per level of the caster
- Using own locus, e.g. wand (apprentice), staff (wizard) = **+1** to CD
- No spell ingredients\* = **-2** to CD per level of the spell
- Unfamiliar with spell (reading from scroll or grimoire) = **doubles** CN & casting time

## Resist bewitchment

Spell casters concerned about aethyric assault can delve deep into their inner self to strengthen their wills. For every Magic Point invested in aethyric defence, the mage gains a 1/5 bonus, e.g. -1 damage or +5 **WP**.

## Crafting

A magic-user can craft any spell to his desire however these enchantments render it trickier to cast:

- Stronger – +1 damage or -10 **WP** = +2 **CN**
- Further – doubles range of the spell = +3 **CN**
- Longer – doubles the duration of the spell = +4 **CN**

## Advanced techniques (skills)

### Meditation

The caster enters a trance-like state (prone) in which he attempts to restore his aethyric reserves. Spell casters regain Magic Points at a rate of 1 **MP** per hour. Some academics claim that this recovery can be heightened through the employment of magical artefacts and/or rare fungi.

### Channelling

This practice allows the caster to harness the winds of magic for extra power. Though quite quick (1 round), it requires a caster's full concentration (prone) and, even then, it is risky (routine **WP** test):

Result	Degree	Description
Success	Incredible	A energizing storm - gains <b>4x</b> [level of caster] <b>MP</b>
	Stunning	A bracing gale – gains <b>3x</b> [level of caster] <b>MP</b>
	Definite	A stimulating gust - gains <b>2x</b> [level of caster] <b>MP</b>
	Lucky	A refreshing breeze - gains <b>1x</b> [level of caster] <b>MP</b>
Failure	Unlucky	A dead calm – tantalisingly close but nothing
	Awful	A chill wind – nothing other than doubt bordering on fear (roleplay)
	Terrible	A bitter gale – dreadful shrieking... roll D100 on <a href="#">Advanced Tzeentch's Curse table</a>
	Horrific	A dread storm – spine-chilling cacophony... roll <b>2</b> D100 on <a href="#">Advanced Tzeentch's Curse table</a>

### Distortion

A further risk of *Channelling* is that the magic user's psyche be distorted in some way. Indeed repeated distortions of the mind are rumoured to lead to corruption soul... Thus any doubles rolled, regardless of whether the Channelling test is a success or a failure, results in the gain of 1 Corruption Point (**CP**)! So great are the risks incurred that the Colleges of Magic teach wizards to favour "Hex priming" (see above) instead.

Wanda (**WP** 55) the Sorceress (Level 2) has a threshold (see below) of 11, which is sufficient to cast most spells but she's ambitious and wants to cast a powerful incantation, *Zone of Steadfastness* (**CN** 15). So she tries a routine magic check (**WP**) and rolls 33. This is a stunning success (passed by 23%) so she gains 6 **MP** (3x level 2) but she's also rolled a double! So she also gains 1 **CP**!! This is why apprentices are not taught channelling...

### Threshold

All magic users possess an innate ability to accumulate a certain amount of magical power. This aethyric reserve is measured in magic points (**MP**). So each magic user can comfortably maintain **MP** up to a limit called the *threshold*. If the mage ever fosters power past his threshold (e.g. *channelling*), he risks *disequilibrium*.

### Disequilibrium

Harbouring too much aethyric force is exceptionally perilous. So for every round that a magic user is above his threshold, roll a standard magic test, i.e. **Will Power** test with a -5 penalty for each **MP** over the threshold:

Result	Degree	Description
Success	Any	Manages to restrain the erratic energies that roil within
	Unlucky	Molten energy trickles out lancing the mage's mind (1 <b>W</b> to <u>head</u> )
	Awful	Smoke curls from the mage's hair as pain sears their body (1 <b>W</b> to <u>all body locations</u> ) and fear pierces their heart ( <b>Cool</b> test or -10 to all actions for 1 turn)
Failure	Terrible	As above except that fickle forces whisper mockingly inside their smouldering head, causing fear bordering on terror ( <b>Cool</b> test or gain 1 <b>Insanity Point</b> )
	Horrific	Mind spontaneously combusts with terror as the Warp seeps into their psyche ( <b>WP</b> test or gain 1 <b>CP</b> ) while their body is wracked by roiling forces (2 <b>W</b> to <u>all body locations</u> )

E.g. Wanda the Sorceress (**WP** 55) has a threshold of 11 but through a stunning feat of channelling finds her power level inflated to 17. She must therefore roll under 30 (55-25, i.e. 5 **MP** x -5 **WP**) to control this massive influx of power.

## Venting

Fortunately for mages, such phenomenal concentrations of aethyric power refuse to be bound for very long. They therefore naturally disperse at a rate of 1 **MP** per round, i.e. every round that a magic user is in a state of disequilibrium, they automatically vent 1 **MP**.

## Fast hands

This skill allows magic users to cast their spells in half the usual time (**Initiative** penalties listed under “Expediency” are halved) by shortening their gestures and uttering fewer words of power. The drawback is that these shortcuts increase the risks of disturbing the void, i.e. add a “void dice”. As such this practice is officially discouraged by the Colleges of Magic, even if it is regularly employed during Mage Duels.

## Lingua Praestantia or Colour Magic

For historical, tactical and religious reasons, magic in the Empire is practiced using a disciplined philosophy called *Lingua Praestantia*. This approach is a direct inheritance of Teclis’ instructions and is taught as it offers greater power and better protection against miscasts than old-fashioned (Hedge) magic. It achieves this by focusing a student’s study, practice and exercise on a specific colour of the Winds of Magic. The main drawback of this specialisation is that mages can only cast spells that harness their chosen colour of magic. Moreover by attuning themselves to a single colour, a wizard’s *Channelling* ability is much more sensitive to the surrounding spectrum:

D100	Dominant colour	Conditions	Impact on Channelling
01-12	Attuned	Auspicious	Easier (+20 WP)
13-36	Contiguous	Gracious	Simpler (+10 WP)
37-63	Neutral	Unremarkable	None
64-87	Obtuse	Awkward	Trickier (-10 WP)
88-00	Contrary	Adverse	Harder (-20 WP)

Finally it seems certain mediums (cf. *Colour of Magic* table below) are remarkably propitious (+20 **WP**) for certain colours.

## Ars Magica (Hedge Magic)

Most spells are conjured using *Lingua Praestantia* as it is a strict condition for all sanctioned mages... Nonetheless, despite the legal and practical risks, certain magic users continue to practice the old arts which eschew the rigours of modernity in favour of the wit and resourcefulness of the old ways. Essentially this allows magic users to instinctively conjure spells:

1. Caster determines how much power he will try to harness, i.e. calculate CD as usual (see above)
2. Caster describes the intended spell
3. GM estimates the intended spell’s difficulty (CN) by cross-referencing the caster’s intentions with this table:

Summary	Description	Equivalent	Casting Number	Penalty
Amusing	<i>Tweaks</i> the 5 senses <b>or</b> the 4 elements	Petty	3 - 6	None
Impressive	<i>Invokes</i> the 5 senses <b>or</b> the 4 elements	Level 1	7 - 11	+1 void dice
Awesome	<i>Bends</i> the 5 senses <b>and</b> the 4 elements	Level 2	12 - 19	+2 void die
Epic	<i>Moulds</i> the 5 senses <b>and</b> the 4 elements	Level 3	20 - 29	+3 void die
Incredible	<i>Influences</i> time or space	Level 4	30 - 45	+4 void die

4. Roll CD against spell’s CN and calculate result as usual

## Battle Magic

This proud school is an extension of High magic is focused on destroying the enemies of the Empire on the battlefield.

## Ice Magic

This ancient form of magic hails from the northern reaches and is rooted in shamanic traditions. Incredibly brutal, it appears to be oddly reliant on the harsh climate and so seems practically impotent outside of Kislev’s bitter expanses.

## High Magic (Qhaysh)

Practiced solely by elves, this is the pinnacle of magic being both awesomely powerful but also remarkably restrained.

## Wizards and their many titles

Level	1/2	1st	2nd	3rd	4th
Rough numbers (per school)	4 score	2 dozen	Half a dozen	A few	One
Guild/Academy	Wizard’s Apprentice	Journeyman Wizard	Master Wizard	High Wizard	
Imperial College		Imperial Magister	Grand Magister	Lord Magister	Magister Patriarch/Supreme Patriarch
Imperial Army			Artificer	Battle Wizard	Battle Mage



## Imperial Colleges of Magick

Colour	Winds	Lore of	Magick-users	Essence	Medium
Light	Hysh	Light	Luminary or Hierophants	Wisdom	Illumination (lights)
Gold	Chamon	Metal	Alchemists	Transmutation	Metallic ore (rocks)
Jade	Ghyran	Life	Elementalists or Druids	Creation	Water (rivers, oceans)
Celestial	Azyr	Heavens	Mediums or Astromancers	Foresight	Firmament (heights)
Grey	Ulgu	Shadows	Sages or Shadowmancers	Illusion	Mist, fog & shadows
Amethyst	Shyish	Death	Necromancers or Demonologists	Spirit	Scenes of death
Bright	Aqshy	Fire	Pyromancers or Warlocks	Destruction	Heat, fire & ardour
Amber	Ghur	Beasts	Shamans or Witches	Feral	Beasts, forests & wilds

