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WARHAMMER FANTASY ROLEPLAY  
UNOFFICIAL RULE EXPANSION

# Elemental Magic

by Jackdays



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# House Rule: Elemental Magic

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This document is Expansion to Warhammer 2<sup>nd</sup> Edition magic rules. Some of the following information has been taken from the *Realms of Sorcery* (WFRP1 sourcebook), as also most of the text. I am trying to connect WFRP1 rules to second edition rules. Rules about Elemental Rituals and Dwarfen Runes and also details about Elemental creatures can be found from my *Bestiary: Elementals* document. Found from the same site as this document.

Elementalist is the user of Elementalism or Elemental Magic, which includes Elemental Rituals. Elementals are creatures summoned from the other realm and connected to one element.

## History of Elemental Magic in the Empire

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

In Nuln, Gunthar was befriended by the Wizard **Berthold Fessbinder of Nuln** (said to be Alchemist and user of Wind *Chamon*), who taught him the alchemical theory of the four elements: Air, Earth, Fire and Water (in the Empire only four are used). Everything, Berthold said, was made up of these four elements combined in varying degrees. Again he did not understand about Metal and Wood element. Gunthar deduced that in some way magic too must follow this law. Thus, he reasoned, magic must likewise be divided into four elements; the common spells must draw a little from each of the four types of magic in order to work on the corresponding four elements of the material world.

It was a simple theory, but it was better than any other Wizard had at that time. What is more, it was surprisingly close to the theories Teclis would elaborate on some years later. Soon a small but thriving school for Wizards was born in Nuln, founded and run by Gunthar.

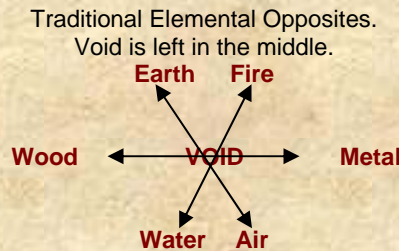
In those early days the Old World was a much wilder place. The forests were greater, the mountains unchallenged by humanity, and the pockets of civilization were widely scattered and isolated. Much of the magic developed by the new-fledged Elementalists related to this natural, untamed world. Most Elementalists eventually travelled to the wilderness and lived hermit life. This is true even now. Also many Elementalists were just Hedge Wizards easily corrupted by the Chaos.

An early surprise for the Elementalists was the discovery of the strange creatures known as Elementals. At first the wizards thought they had discovered a new type of being, but they soon came to realize the truth was nowhere near so straightforward. Instead, they found that in fact they were allowing the elements to manifest corporeally through the application of magic.

With Hedge magic-users the Elemental Magic remained in human memory with Hedge tradition. Still this was "most" respected magical art before the Color Magic was taught by the Elves. Then became mighty Chaos Incursion and this was the beginning of the Great War Against Chaos. And then Elves and **Teclis** came to Empire. After Elves taught the real use of *Aethyr* they also helped humans to use and understand Elemental Rituals and magic involved to those elements far better. Teclis was genuinely impressed by the Elementalism theories, but corrected few teaching for better use of elemental magic. Not all humans wanted to follow the teaching of Elves, but many did. Elementalism became part of Orders that Elves helped to create. At least mostly. Elementalism became specialized type of magic, which only few took to themselves inside those Orders to learn. But also Hedge tradition lived. After the Colleges Elementalism loosed its status.

As there was in the old times (before Colleges), there is also now. There are Hedge Wizards that learn these Elemental powers without Colour Magic training in the Orders. These Elementalists must gain their spells with *Witchcraft* Talent taking spells connected to the element. Their power is never as powerful as College Wizards power (which can summon more powerful elemental forces) and they risk more for Tzeentch Curse and corruption. With Elemental Rituals they can be very powerful opponents.

There are some theories that Elementals come from the same realms as Chaos, even they are immune to Chaos effects. Not even the Elves are really sure about this, but they do believe that Elementals are also used by Chaos as servants. Chaos servants commonly call Elementals as Elemental Masters and they are usually linked to the Lord of Change Tzeentch.



There are many other ways to present elements. Above present all six and Void. Some pictures show different connections between elements. Also more variation comes among different Nations and Races that do not use all elements. Example in the Empire only four basic elements are commonly pictured and they form Elemental "Circle". Opposites, yet connected in the circle.

## Elementalists and the Orders of Magic

Elementalists are not separate group of magic-users outside the Orders. They are separate groups inside certain Orders specialized in shaping of elements. One could say that these are just elitist groups inside Orders. Each Elementalist group teaches and researches ways to control one type of Elemental Force. This means learning certain type of magic (check below from the schools) and Elemental Rituals for that Element, which are the highlight of their study. Elementalists guard secrets of these Rituals jealously not giving them to any outsiders that haven't been accepted to Elementalist Schools and trained there. Those who enter these schools have access to learn these Rituals. Because Elementalist have their own schools not all of them are in good terms with the elder Magisters of their own Colour Orders.

Usually Elemental schools do not train Apprentice Wizard's. They are directed to Colleges of Magic to learn the basics of magic. When these Magister reach the level Journeyman Wizard they may travel to Elemental Schools to specialize. Not many magisters actually care to join Elemental Schools, but even those few are tested and not all are accepted.

There have been some Battle-Wizards that have come from the ranks of Elementalists during the history. But this is not common. Elemental creatures can be powerful ally when summoned, but they can be also very dangerous foe, if something fails. Failure to use these rituals in battlefield may cause serious damage to own troops. This is why most armies do not prefer Elementalist magisters among their ranks.

## Creating Elementalist

All Elementalists must learn first **Arcane Knowledge (Elementalism)** and **Speak Arcane Language (Elemental)** skills when they start training to become full Elementalists. You may substitute any Academic Knowledge and Arcane Language (Magick) for those. Magister must take right Lore (check below from the schools) and Hedge Wizards right spells with *Witchcraft* Talent. Usually Least Ritual is taught to the Journeyman Wizards. Lesser- and Major Rituals for Master Wizards and Greater Ritual maybe when Elementalist finally reaches Wizard Lord career. Greater Elemental ritual is very well protected secret. These rules are for College Magisters.

Also check my document *Career Expansion: Hedge Wizards*, found from the same site as this document. This gives expanded rules for Elemental Hedge Wizards.

Commonly in the Empire magic-users only know four basic elements: Air, Earth, Fire and Water. Among other countries and races different elements are known. Lore connected to different elements are following:

- **Elementalism (Air):** Lore of Heavens or with *Realms of Sorcery* use *The Heavens Elemental*
- **Elementalism (Earth):** Lore of Life or with *Realms of Sorcery* use *Life Cardinal*
- **Elementalism (Fire):** Lore of Fire or with *Realms of Sorcery* use *Fire Mystical*
- **Elementalism (Metal):** Lore of Metal or with *Realms of Sorcery* use *Metal Elemental*
- **Elementalism (Water):** Lore of Life or with *Realms of Sorcery* use *Life Elemental*
- **Elementalism (Wood):** Lore of Metal or with *Realms of Sorcery* use *Life Mystical*

## Elemental Schools in the Empire

### The Eldritch University (Elementalists' Guild)

The Eldritch University of Nuln is a specialist Elementalist College (or University), and the biggest organized centre of the study and teaching of Elementalism in the Empire. Originally the university styled itself as an Elementalists' Guild, but when the Academy of Wizardry (University College of the Nuln) took the title of "university" two hundred years ago it followed suit rather than lose face. The university has an ancient tradition – there has been a Wizards' Association on the site for almost a thousand years. The present tower was built six hundred years ago by **Kaspar Maurer**, a mason turned Earth Elementalist.

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

### Air Elementalism:

These Elementalists come from the ranks of **The Celestial Order**. They do not usually call themselves after specialization anymore Astromancers, but Air Elementalists. Air Elementalists usually study **The Heavens Elemental** –spell list (if you use *Realms of Sorcery*). And after this specialize more of air controlling spells than divinations.

Air School is situated high in the Grey Mountains, a day's travel south of Axe Bite Pass, at the edge of a terrifying precipice. School was build here in the year 2116. It can only be reached by climbing a dizzying trail through the mountains, requiring either an experienced guide or a map, or magical means. The Air School is gothic appearance castle on the edge of a cliff. Build from dark rock, with many towers, spires, ledges and gargoyles, together with one crystal dome. It is rumored that elemental creatures and gargoyles guard the castle.

### Earth Elementalism:

These Elementalists come from the ranks of **The Jade College**. They do not usually call themselves after specialization anymore Druids or Jade Wizards, but Earth Elementalists. Earth Elementalists usually study **Life Cardinal** –spell list (if you use *Realms of Sorcery*). And after this specialize more of earth controlling spells.

Earth School is situated high in the province of Stirland near Wurtbad. Legends tell that a school was found in 18<sup>th</sup> century, but officially it was probably created in the beginning of 24<sup>th</sup> century. School itself is built into the side of an east-facing hill in order to catch the dawn light. From the outside it does not appear to be a large building. Surrounding the school are cultivated fields which provide most of the food for its inhabitants. Beyond the fields lie the river Stir and the road to Wurtbad.

### Fire Elementalism:

These Elementalists come from the ranks of **The Bright Order**. They do not usually call themselves after specialization anymore Pyromancers, but Fire Elementalists. Fire Elementalists usually study **Fire Mystical** –spell list (if you use *Realms of Sorcery*). And after this specialize more of Fire controlling spells.

Fire School is in the city of Bechafen, in the province of Ostermark. It has been its current site since year 2493. Unlike most magical schools it is not in a dramatic building. Instead, the school is a small, undistinguished building in a back street in the poorest quarter of the city. Squeezed between a noisy tavern and a smithy. There is no sign marking it as a place of magic, except a small faded flame painted on the door. But building is fireproofed and guarded by magical means.

### Water Elementalism:

These Elementalists come from the ranks of **The Jade College**. They do not usually call themselves after specialization anymore Druids or Jade Wizards, but Water Elementalists. Water Elementalists usually study **Life Elemental** –spell list (if you use *Realms of Sorcery*). And after this specialize more of water controlling spells.

Water School is castle simply known as *Castle Water*. It is situated in the principality of Reikland along the Teufel river near the town of Grunburg. Castle and the school of Water Elementalism were created in year 2002. Actually the original, first High Master of school, was **Hildegard** daughter of **Baron von Teufel**. She holds the rank of High Master of the Water School and also noble rank of baroness. Her son became also Elementalism and Master, but also took over Barony. But he was childless. He also was good terms with current emperor and also the Grand Theogonist, so new rule was created – Anyone elected to be the schools High Master would also rule the Barony. But the rank would never be passed to any children High Master might have.

The *Castle Water* is a plain, sturdy castle of traditional design. The only unusual feature is that it is built over the river – right over it, in fact. The castle is constructed like a bridge between two islands in the fast-flowing river Teufel, with the water running around the outside of the building like a moat, as well as through the centre of it. An ability to swim, fly or walk on water is required to reach the castle. It is said that uninvited boats are destroyed by guarding Elemental creature hiding in the river.

## Elemental Magic Among the Races & Nations

Elemental magic was common among most of the human nations in the Warhammer World. Yet, also other races have knowledge about Elementals Magic. Still Elementalists are specialist magic-users not so common among any race. Elemental Rituals should be well-guarded secrets not easily passed to anybody and known only by few individuals among any race.

### Beastmen:

Beastmen have not mastered Elementalism. Some have theories, especially Elementalists and Druids, that because Beastmen are abominations to nature they cannot learn Elemental Magic.

### Daemons:

It is not really known can Daemons summon Elementals to their realm, but this is probably true. In this case they may use Elementals as their servants also. Elemental Rituals are probably only known by few Daemons. But it is known that some may have even taught these rituals to human Sorcerers.

### Dwarfs:

**Chaos Dwarfs:** Chaos Dwarfs have mastered more than their cousins the true Elemental magic and among their Sorcerers are Fire Elementalists, and also knowledge about both Earth- and Metal elements.

**Dwarfs:** Dwarfs, masters of Rune magic, also know the Elementals. They use them in their Rune magic. These Runes are used to protect and guard places. Common elements are Earth and Metal, but also Fire and Water are sometimes used. There are rumors that there has been Dwarfen Elementalists, which basically could be possible, with only the problem the *Curse of Stone* (details can be found from the *Tome of Corruption*), which turns Dwarfen magic-users eventually to stones. This Elementalism has even been connected to the isolated Norse Dwarfs, and also to the Dwarf Clan of Nornharaz. But it is not known are these rumors really true.

### Elves:

**Dark Elves:** From High Elves the rituals and knowledge about Elemental Magic has made its way also to the Dark Elves. Check High Elves.

**High Elves:** High Elves (and also Sea Elves of Marienburg) know the secrets of Elemental Magic, and there have always been few among them that have specialized to that. Actually many elder Loremaster do know the skills and rituals (for multiple elements). Elves do use Elemental beings. Most common are probably Air- and Water Elementals that are used to both guard and help their movement in the seas.

**Wood Elves:** Wood Elves commonly specialize to Air- and Wood elements.

### Giants:

Giants do not normally master any magic. Rare Giant race of Jotuns, found from the Norsca, have mastered the use of Winds of Magic in the beginning of time. Some may also possess the knowledge of Elemental Rituals, but magic-users are very rare among their kind also.

### Greenskins:

It should be very much possible that Greenskin shamans might actually learn Hedge way to cast Elemental Magic, but this still unheard. Elemental summoning Greenskin shaman could really be frightening enemy.

### Halflings:

Halflings just cannot master any magic.



### **Humans:**

Hedge Elementalists have lived among all the human nations in the Old World. Many scholars even believe that Elemental magic was known by the people of ancient Nehekara.

**Albion:** It seems that humans of misty Albion know also something about Elementalism, but it is rare, known by only few masters. Truthsayers, Albion Druids, may specialize to Air-, Earth- and Wood elements. Wood is the most common.

**Araby:** Elementalism is known by the magic-users of Araby. This could be heritage from ancient Nehekara. Most commonly they specialize to Earth element. But Air and Fire are common also.

**Cathay & Far-East:** Rituals of Elemental summoning are common in the Grand Cathay. In the far-east magic-users specialize to either Air-, Earth-, Fire-, Water- or Wood Elementals.

**Chaos:** Servants of the Dark Gods can learn Elementalism also, even some say that their status (aligned to Chaos) is against the natural order and this is not possible. Commonly it is the Lord of Change that teaches his servants the secrets of Elemental Masters. Servants of the Dark Gods may be the users of any elements in any part of the world. Even in the Northlands there are Sorcerers that know some of the Elemental Rituals, but this is very rare.

**Old World:** Coming of Colleges of Magic have divided Elemental numbers and turned, especially in the Empire, them to College Wizards that specialize in Elemental magic later, if they still want (problem is that Elementalists and pure College Wizards do not like each other). In other nations Hedge Elementalism lives more freely, not influenced that much by Colleges, but still very much controlled by local customs. In the lands of Old World Bretonnia and Kislev has least traditions concerning Elementalism. Bretonnia magic-use (except Grail Damsels) is very minimum and in Kislev Ice Witch tradition is very similar to Elementalism drawing the power from the elements of the very land. Even Elemental secrets do not live among the Kislev Ice Witches they could easily learn them.

**Primitive Tribes:** Some minor Elemental knowledge lives among some primitive tribes that can be found from the South Lands, Khuresh and from the New World. But their ability to wield magic is very weak.

### **Lizardmen:**

Elemental magic is known to the powerful magic-using Slann. They know the skills and all the Elementals.

### **Ogres:**

Ogres have not mastered Elementalism.

### **Restless Dead, the:**

Liches and some Vampires are powerful spell-casters. It is very much possible that some may have even been former Elementalists (example Hedge Elementalists) turned to the Necromancy. This would make powerful combination of magic. Among the Tomb Kings Air- and Earth elements are most common.

### **Skaven:**

There are rumors that some Grey Seers have actually tried to learn the secrets of Elementalism and have successfully learned skills and some rituals. Dark rumors, among the Skaven, tell that first experiments were sabotaged and the summoned Elemental attacked its summoners. For Skaven Elemental forces could be valuable allies (or slaves). Most common element is probably Fire.