



Sorcerers of the South

A supplement for Warhammer Fantasy Role Play 2nd
Edition, covering the magicians of the Southern
lands of Tilea, Estalia, and Araby

By Hectorius

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Introduction

“The Grey Wizards call themselves Masters of Illusion? They are children. Why, even the word “Illusione” is Classical. We, the men of Tilea, the true masters of magic, gave them the very words they boast in”. The old man whispered, in a dry, amused tone.

Erich stared at the shadowy figure. The room was darkened, and there was an eerie stillness about the place. He began to wish that he hadn’t been so foolish as to take the witchfinder’s orders, and his money.

“But...Is it not true that even the Tileans learned their arts from the Elves?” he asked, nervously.

The elderly scholar looked at him contemptuously.

“In part, young man, but only in part. We had their ruins, and listened to their traders. We took the seeds of learning from the ancient deserts, from the ruins of Reman temples, the libraries of the Cult of Verena, and we have fashioned them into something uniquely our own. Is that not why you have sought me out? To learn of our arts?”

The old man stared at him from under his ornate cap, his dark eyes glittering in a way that Erich did not like at all. The Wizard’s Familiar, a huge, silk-furred polecat, sat on his shoulder, and stared at Erich with beady black eyes that seemed to mock him. It sneered, exposing wickedly sharp teeth.

“Well...I have an interest in such things. Here, in the Empire, things are different. All our magic, from the highest to the lowest, is governed by the Colleges and Temples for our own good.” Erich explained.

“So, you wish me to teach you my arts, in defiance of the laws of your Colleges?” The old man sneered. “Unless you had begun your learning as a child, there is little I could teach one so...blinkerred.”

Erich leaned forward, eagerly.

“I would love to learn even a scrap of your knowledge. Especially...”

“...The Arte Necros? The Cursed Way? La Via Umbra?...Necromancy?” The old man hissed.

“Yes, Even that.” Erich stated, boldly.

“So be it...” the ancient sighed.

The door crashed open. Soldiers in the colours of Altdorf piled in, and a cloaked figure, stern and proud, marched in, brandishing his warhammer.

“I have you now, Eduardo Lazetti! I arrest you in the name of the Empire and Sigmar for heresy, necromancy and deviancy! Resist and die now. Surrender and repent before your end!” Their leader bellowed in triumph.

“Such melodrama! But..Such stupidity...” The old man sneered.

The witchfinder cursed, and hurled himself at the shadowy figure, but his hammer blow swept..through..the old man!

“Illusion is the very least of my arts.” whispered the old mage.

The glamour masking the rear of the room faded, and the hapless Altdorfers were suddenly facing a line of levelled pistols from the band of Condottiere mercenaries. The room was filled with the echoing crash of gunfire, and choking powder smoke, and then screams as the Tilean Dogs of War sprang forward and butchered the dazed and wounded militia. Erich crashed to the dirty floor, clutching the two bullet holes in his belly, and next to him the witchfinder lay sprawled, an expression of shock in the eye that Erich could still see. The other had been obliterated by the pistol ball that had punched through his skull and splashed his brain across the wall.

The last thing Erich heard before an unshaven bravo who stank of garlic slit his throat from ear to ear was:

“However, Anticipation is one of my greatest.”

The Old World has seen thousands of years of Human civilization, and many of these cultures have been very proficient in the magical arts. In the Empire, most of these techniques have long since been suppressed, as part of the move towards to powerful, but limited ‘Colour’ Colleges.

The Colour College magicians, who each limit themselves to the use of only one of the Winds of Magic, firmly profess what they were taught by the High Elf mage Teclis, that to mix the different Winds is a sure path to disaster, and opens the way to the forces of Chaos.

In the North, where the Winds flow strongly from the Chaos Wastes, an **untrained** mage would probably succumb to the forces of Chaos quickly.

But...If the mage has been trained from infancy....What then?

This supplement provides some optional rules for the Mages of the Southern Tradition, whose long history and weird rites enable them to dare things that most Empire magicians would shudder to think of.

Unlike the very specialised Empire Colleges, the Southern mages are used to working in collaboration, and also are famous for the use of magical devices, and mastery of techniques that would normally be lethal in the north, but which still work, albeit at some risk, if the practitioner is expert.

It covers the *Maestros* of Tilea, *Directors* of Estalia and the little that is known of the horrible Arabyan *Viziers*.

Overview

Once there was a mighty Elven civilization, and it ruled from the Mountains to the Western Sea, including the lands along the northern coast of the Southern Sea, where Estalia and Tilea now exist. In alliance with the master craftsmen of the Dwarves, the Elves built great cities, and worked marvels, until the War of the Beard split the two races forever, so that by -1500.IC (Imperial Calendar) the Dwarves had driven the Elves from most of the Old World. The charred husks of the Elven cities still lie beneath many modern Human towns.

The earliest true Human civilization was that of Nehekhara, which ruled the South Eastern coast of the Southern Sea. Its borders reached northwards into what is now the Border Princes and the Badlands, and it had colonies throughout what is now Tilea, and along the coast of Araby. It had few dealing with the Dwarves or the Elves, as by the time it rose to greatness, the two elder races had largely fought themselves to near extinction.

It was a mighty culture, but it was defined by its obsession with the afterlife. The priestly class, the main users of magic, were fixated on death, the afterlife and all aspects relating to it. Originally, they concentrated on healing and life extension, but slowly the emphasis changed to war, and the search for eternal life.

Finally, around -1650 IC the great Necromancer Nagash destroyed the whole civilization in one night with one mighty act of necromancy, turning the realm of Khemri into the barren and cursed Land of the Dead, raising Undead throughout the lands of the Southern Sea.

It is said by some that Nagash created his dark magic from his own native arts, mixed with knowledge tortured from the Dark Elves, and incidentally spawning the race of Undead monsters, the Vampires.

It is known that the Winds of Magic blow weakly in the South, so it is theorised that Nagash and the Vampires and Tomb Kings of Khemri who followed him became adept at using the stagnant magic known as *Dhar*.

The Nehekharans were also very good at binding spirits, (either man, animal, or the petty Chaotic and Elemental desert spirits known as *Djinn*) into artefacts. Some were used to power vast automaton war machines, tomb guards called *Ushabti*, weapons, protective amulets, or divination devices.

Many of these arts are still practised by the Tomb Kings themselves, and their enemies the Vampires, but some have found their way into the magic arts of the lands of the South, especially Araby.

The utter destruction of the homeland of Khemri caused the colonies, garrisons and towns of the Nehekharan empire to wither away, leaving nothing but mysterious ruins and the occasional odd object to be ploughed up by barbarian peasants. The subject lands of Tilea also fell into ruin, overrun with plague and Undead.

Hundreds of years later, the Classical, or Second Reman Empire rose (1-c457 IC). Although it was a mighty military power, and brought Estalia under its sway, it was riven with in-fighting, cursed with the legacy of Undead and it finally collapsed under assault from Tomb Kings, Vampires and Dark Elves. It left a rich legacy of science and magical literature, and most magical texts up to the present day are written in Classical. The Reman Empire in Tilea and Estalia disintegrated into many small squabbling city states, a state of affairs that continues to the current day, united only by their worship of the Goddess Myrmidia.

In the 13th Century the Southern Ocean was dominated by the Wars with Araby. The Arabyans had built up a thriving trading and piratical culture in ports along the Southern Coast, and were partly influenced by ancient Nehekharan cultures, but also by their own tribal religions.

They were skilled scientists and sailors, and built a clever and sophisticated culture, steeped in treachery, cruelty and cunning, that was easily subverted by the Skaven. Prompted by the vile Ratmen, in 1448 the Sultan Jaffar, a powerful magician, attempted to overrun Estalia, but the Arabyans were eventually driven out of Estalia by crusading Tileans, Brettonian and Imperial forces. The war lasted a century before the Arabyans were crushed, but they left some traces of their magical arts, especially their skills in divination and alchemy. In their own lands, Sultans and Emirs became strictly wordly rulers, in a land of warring petty states, with the magical arts the possession of clans of evil and selfish scholars, known as *Viziers*.

In the past two hundred years the Tileans have opened land routes to the oriental civilizations of Ind and Cathay, and the Estalians have reached across the Western Ocean, to Lustria, where they discovered great wealth and the ruins of a great alien civilization, the Slann. Some adventurous traders have sailed south, and encountered the savage Lizardmen of the southern jungles. Odd relics and magical trinkets, and weird drugs and potions have begun making their way into Tilean magic schools, and the gold of Lustria is funding ever more impressive devotional works for the Church of Myrmidia.

Before Emperor Magnus the Pious acted on the advice of Teclis of the High Elves to legalise magic through the Colour Colleges in the Empire in the early 2300s IC,

Tilea was a haven for those Empire citizens with magical aptitude who did not wish to ally themselves with Chaos, or be burnt by witchfinders.

These refugees and scholars brought some knowledge of Dwarven rune craft and alchemical sciences, but most importantly they brought warning of the corrupting effects of *Warpstone*. This dreadful substance, a form of raw solidified magic, had long been used in magic-poor Tilea to aid in spellcasting. *Wyrdstone* (as it was then called) was much sought after. It was only after the ruin of the proud city of Mordheim around 1999 IC that the Empire realised what it was, and banned it.

Alert to the danger, Tileans still sought to tame it, and used various techniques to ward it and contain its malign influence (Some of these techniques, were, it is said, stolen or won from the Skaven.). Warpstone is still used in the South to a much greater extent than in the Empire, where possession is a capital offence.

It can be seen that the realms of the South are heirs to many ancient and sophisticated magical traditions, very alien to that of the Empire.

The Classical Period

The history of the development of magic in both Tilea and Estalia is intimately connected with the worship of the Goddess Myrmidia.

The lands now known as Tilea were originally a province of the Nehekharans. When they were destroyed, a long Dark Age fell. Small city states grew up, whose religion was dominated by Old Father Morr (Death) and his daughter Verena (Wisdom), and Myrmidia was one of many local demi-gods and spirits. She was originally a Goddess of Civilization, honour and beauty but rejected the early Tileans for their vanity and foolishness.

However, around -15 to 50 IC, a minor noblewoman turned outlaw called Macaria Medina suddenly rose to become a mighty warrior queen, and after unifying the city states of Tilea, and conquering Estalia, she was acclaimed as Myrmidia Reborn.

Although Medina was assassinated at the height of her power, she is considered to have been reborn as the Goddess of War. However, She does not value the bestial fury of Ulric or the brutal obstinacy of Sigmar. She values intelligence and learning in War.

Although the Empire She founded lasted about four centuries, it was constantly challenged by Orcs, Skaven, Vampires and the Tomb Kings. Dark Elf raiders and Norscan raiders pillaged its coasts. However, the love of learning She gave the Tileans and Estalians persisted, and faced with magically powerful foes, they quickly began to learn the magic arts themselves.

There was some limited exchange of knowledge with the High Elves, (and possibly the Dark Elves as well). The Remans developed the Classical language, which was a powerful unifying force amongst the City States, but they also developed an Arcane version, sometimes using borrowed words and concepts from Eltharin, and sometimes from the few remaining traces of Nehekharan lore captured from the Tomb Kings or Vampire magicians.

Although Estalia was quickly lost to the Roman Empire, the Cult of Myrmidia was so firmly entrenched there it was almost impossible to find any other form of worship. This would have profound influences on how the study of magic developed.

When the Roman Empire finally fell, it took much knowledge with it, but it left a strong legacy.

Modern Tilea

“It’s as tight as a Tilean ward.”

Averland proverb, meaning practically unbreakable.

“He said: “I am Giovanni di Pavona. I am a *Tifosi* of Lorenzo Scacchi, who was a *Tifosi* of Black Antonio Falconi. Now that we are properly introduced, I will kill you.”... Then he said “Yes, *Signore*, your wards are so very, very thick. A pity they are also so very, very flat.”...And then they all died, sir.”

Witness statement of Feldwebel Markus, Carroburg Greatsword, at the secret enquiry into the total destruction of the party of Inquisitor Gottfried Belsen. 2216

Little is really known in the Empire of Tilean magic. A great deal is known about Tilean *magicians*, who have a shockingly bad reputation. They are known for their skill, their heretical techniques, and their amoral attitudes. Many have been burnt, hanged, or hunted down. However, they are extremely dangerous prey to hunt, as many a Grey Wizard or witchfinder has found out to their cost.

Modern Tilean magic was born in the worship of Myrmidia, and the temple practices of Morr and Verena. It grew in response to the threat of the Undead. The raiding fleets of the Land of the Dead still threaten by sea, and the Blighted Marshes of Tilea are still a hotbed of Undeath. More recently, the endless conflict with the horrible Skaven, whose capital is said to be somewhere in Tilea, and who are gifted at dark magic, has shaped their arts.

There are, as ever, some minor Hedge magicians in remote areas, and some expatriate Empire Wizards (Often on the run from the authorities.). There are two Tilean Old Faith Hedge magic traditions, the *Way of Body* and the *Way of Mind*. The Way of Body specialises in shapeshifting, and the followers of the Way of Mind are prophets and diviners.

‘Organised’ Tilean magic is controlled by Guilds, and are very highly respected amongst the City States.

- The *Alchemists Guild* is a licensed arm of the Empire Gold College.
- The *Shadow Academy* is an illegal outgrowth of the Grey College, set up by a renegade Shadowmancer.
- The *Astral College* has close links with the Light College in Altdorf.

All these are reasonably close in practices, if not motives, to Empire Colour College magic. They are seen as safe, competent, and rather boringly commercial organisations. Most Tilean mages view them as plodding and dull, as they employ many who fail to rise to prominence in the **true** schools of Tilean magic.

These guilds do not explain the notoriety of Tilean mages.

For this, the explanation lies in the *Studio*, and the '*Maestro al Tifosi*' system, where most Tilean mages learn their craft.

Maestro al Tifosi

The Tilean *Studio* is harsh and unforgiving of failure. The junior members are well taught, but are also used as a consumable asset by their seniors. Perhaps one in a thousand will become a *Maestro*. The rest die young, aged beyond their years.

An apprentice, or *Ragazzo*, is the bottom of the hierarchy. These are trained from childhood in the peculiar rituals of the Studio, so that by the time they present their masterpiece they have a deep academic knowledge of magic, plus some marginal casting ability. They are also 1d10 years older than their calendar age.

If accepted as competent, they become a *Tifosi*. This is the equivalent of the Journeyman and Master Wizard rank in the Empire. They tend to be very well travelled, and very worldly by Empire standards. Many have served as mercenaries in a *Condottiere* company. They also spend some time in the Studios of other Maestros, which ages them another 1d10 years.

Early in the development of Tilean magic it was realised that the Winds of Magic in the South were rarely strong enough for the more spontaneous casting found in the north.

Instead, every spell would require every scrap of magic, of whatever colour. It would also require time and preparation to an unusual degree. Spells would have to be much more persistent, as otherwise the effort would be wasted.

It was quickly realised that Human mages had enormous difficulty in handling more than one Wind. The problem lies not in the ability of one Human to master all the Winds, (whatever the Elves might have told the Empire), but the inability to master them ***all at once*** without them corrupting the caster into a thing of Chaos, or the spell decaying into an uncontrollable mess.

The Tileans have developed cooperative ritual magic to an unusual level for Humans. One master magician can draw on the power of many juniors and would use his arts to shape and control their raw power. This allowed the imposition of order on a multi-colour spell.

Later they developed the ability to cast spells very slowly, so that the mage can cast only the Wind they require at any one time.

Tilean magic is not just a simple collaborative ritual. It values elegance, wit, and design over brute force. They are also masters of prior preparation and defensive magics.

Tilean schools developed an intensive training system based on the Temple practices of the Verenans, coupled to a division of labour. Potential mages are selected for intelligence, not magical aptitude, at age 7. After an intensive theoretical grounding in languages and meditation exercises, at age 12 those with some magical aptitude would be apprenticed, not to a Master magician, but to a school, or '*Studio*', as a '*Bambino*'. Those without much aptitude would go on to be trained as scholars, alchemists, clerics or scribes, or go to one of the 'pedestrian' Colour Colleges.

By age 14, as a '*Ragazzò*', they would be allowed to contribute small amounts of magic to assist in the castings of senior apprentices. By 21, they would be drawing on the power of their own *Ragazzi* to assist the *Maestro* in charge of the *Studio* in his casting and his researches.

By 25, they would be expected to present their 'Masterpiece'. This could be a new spell, an artefact, or something that advanced the magical arts, but that also did so with elegance and style.

If judged proficient, they would be allowed to join the *Studio*, studying directly under the *Maestro*. As a '*Tifosi*', the new master magician would be free to work independently, or in collaboration with the *Maestro*, or in other *Studios*.

A *Tifosi* will begin to be considered a *Maestro* and will begin to attract potential apprentices at about age 40. They do not suffer the personality and physical changes often seen in Colour magicians. **However, the nature of their craft causes extreme premature ageing. A peculiar side effect of the collaborative magic is that *Maestros* can reach incredible ages-Practitioners aged 150 and more are not unknown.** (A very advanced knowledge of magic is required (**Academic knowledge-Magic-Very Hard**) to know that this is due to the *Maestro* stealing a little life from each of his *Tifosi*, who in turn steal from the *Ragazzò*. It is in fact a form of Necromancy.)

A *Tifosi* can use *all* the Winds *in sequence* to build a complex spell. It lacks the speed and brute force of an Empire magician, but is far more subtle and elegant, and much harder to detect. The spell will tend to be more like the natural background flow of magic. He or she will also have a much greater ability to Channel and a far deeper academic and theoretical knowledge of the Art. Indeed, a Tilean *Tifosi* finds Empire magic flat, boring, and laughably easy to circumvent.

Their style of magic does have its dangers. They are aware of this, and if things do go wrong, they always, ALWAYS have a contingency plan, and layer upon layer of countermeasures capable of stopping a threat in its tracks. This attitude permeates their whole life. A *Tifosi* is crafty, paranoid, devious and cunning. They are very hard to trap or surprise, and supremely dangerous when cornered.

Many *Tifosi* leave their *Studios*, and travel. A surprising number enlist with merchant caravans or *Condottiere* mercenary companies, who are usually pleased to have them. The relationships they build during this time serve them and their *Maestro* well, allowing them to build contacts at all levels of society, and in the halls of power.

A full *Maestro* is probably one of the most dangerous magical practitioners in the Old World. Wealthy, powerful, influential, devious and amoral to a startling degree, with access to a private mercenary army, and a loyal team of trainees, he can dare almost anything.

Languages and techniques

Tilean magic is governed by **Arcane Lore: Tilean Magick**, and **Academic Knowledge: Tilean Magick**

- **Unless brought up in the Tilean *Studio* system, these are Very Hard tests for any other wizard to understand, or recognise.**

Tileans tend to use Classical for most of their magical writing, but they also use a peculiar dialect to cast in. **Arcane Language -Tilean Magick**. Based on High Elvish, it has borrowed many terms from Estalia, Araby, vampire lore and even ancient Nehekharan.

It is a much more flexible language than the Empire version, but very difficult for a non-Tilean to master. (-20% Read/Write for non Tileans). Tileans can read the Empire version quite easily.

Tileans have access to all the spells known to Empire mages of all Colleges, and more. They have no compunction in attempting to cast any of them, as they do not recognise the false limits of the Colour magic system. To them, what matters is not **what** is cast, but **how** the spell can be cast most efficiently and elegantly.

The drawback is that although they **can** cast quickly, when rushed their spells tend to fail catastrophically.

If a Tilean tries to cast a spell using the normal listed time, he or she may very easily put too much effort into it.

<u>Tilean mages must always use ALL their magic dice.</u>
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Their training emphasises the use of all magic available, and this means that they will often critically overload even a very simple spell. Since Tileans get an extra magic dice when travelling in the Empire anyway, this means that a *Tifosi* might be rolling three or four dice for a mere Petty Magic spell. The risk of failure is reduced, but the risk of Tzeentch's Curse is much higher.

Fortificatzione

Tileans have a healthy respect for the dangers of their art. They have a huge technical knowledge of defensive magic, which they call ***Fortificatzione***. They are very adept at both active and passive defences.

Active defences include very powerful protective spells, including warding and barrier spells that are capable of confining powerful Undead or Daemons, and shields that can disrupt or absorb incoming magical attacks.

Passive defences are a favourite form of the Art in Tilea. These are often magical devices or artefacts that require an attack to switch them on. These are many and varied, ranging from simple charms that increase the ability to pass Magic resistance tests, up to Noble robes that can harden like iron to turn an assassins' dagger, (so long as it is made of steel), poison detecting rings, or mosaic pavements that burst into flame when they detect the presence of Undead or Chaos.

Some of these are masterpieces of magic, but can become very dangerous and unstable if not maintained. Some very serious incidents have occurred in the Empire when old protective spells have malfunctioned.

A famous form of Tilean technique is the '***Vocative.***'

Vocative spells

Most Tilean mages hate to work quickly. They have developed the ability to store partly completed spells in crystal prisms, made by the famous glass makers of the Tilean cities. Some of these crystals, which are usually made with a small quantity of Warpstone, allow the mage to cast the spell as slowly as he wants to, but save it while he or she works on it at leisure. With the correct vocal command, they can then activate the spell instantly.

Each crystal can only contain one spell, and the size and weight of the crystal dictates the complexity of the spell it can hold. Very large crystals have imperfections that can seriously disrupt the spell.

Crystal size	Spell casting number	Cost	Modifications to casting roll
Tiny (Gemstone set ring)	1-5	50 GC	-5%
Small (Pendant)	6-10	300 GC	-10%
Medium(Tennis ball)	11-25	800 GC	-15%
Large (Soccer ball)	16+	Priceless	-20%

These are risky devices, but the ability to cast a very complex spell quickly often makes them worth having.

The prisms are very dangerous in the hands of an untrained user. The Tileans usually fill them very slowly, so an untrained user trying to load a spell into one is very likely to overload it and destroy it and themselves.

The prisms can be spell ingredients in their own right, and are often used in Illusionist spells. (See **Appendix 1**)

Daemonology

Tileans are fully aware of the untold horrors that exist in the realm of Chaos. They just see no reason why they should not do a limited amount of business with them on a contract basis. This attitude is one of the things that makes Tilean mages so distrusted in the Empire and elsewhere.

Tileans can and do practice daemonology, but rarely make deals with the greater Daemons, and only work with the lesser breeds. They do not worship the things, but bargain for services and information.

Weak daemons are offered small amounts of magic, and the opportunity to cause trouble. In return, they can act as spies and assassins, or sometimes sources of information.

Tileans have been known to use small Spawn of Khorne as assassins, and have sometimes used Nurglings to spread the plague in an enemy city, but a famous technique involves summoning a Daemonette of Slaanesh, then cloaking it with illusion spells, and using it to seduce enemy politicians and seek out their secrets.

They usually try to avoid using daemons of Tzeentch. The risks are too high, and the daemons are too unreliable (or clever).

There are also untold numbers of 'unaligned' things of Chaos, some of which actively enjoy working for the Tileans.

Skaven

However cynical and amoral the Tilean mage may be, it is almost unheard of for them to have any dealings with the Skaven. Unlike Empire citizens, the Tileans know **for a fact** that their land is infested with these foul creatures.

The Tilean mages certainly lust after the Skaven warpstone, and their odd devices, but they also know that the Skaven are utterly treacherous, and there is an ancient blood feud between the two races. Tileans are infamous for their long memories and devotion to *Vendetta*. Their magicians are no different. Some would say that they are much, much worse.

Tilean mages will often volunteer their services against the Skaven, either in mercenary units or sometimes going to great lengths to individually undermine and destroy the rat-men's plans. On occasion this has caused them to run into conflict

with Grey Magicians or Temple agents, who are suddenly rather surprised to find a Tilean *Tifosi* working towards the same end, but who is also expecting to profit from the work.

There is at least one *Studio*, the *Casa Rentocili*, who specialise in Skaven slaying.

Arcane Knowledge: Illusione

Illusion is, without doubt, the favourite aspect of the Art in Tilea. This art is almost extinct in the Empire, and the Estalians have little interest in it. Apart from the Grey College, (who the Tileans consider rank amateurs), there are no other Humans who can match them in this field. Many *Tifosi* devote themselves to this Art above all others. A spell list for *Illusione* is in Annex 1

New Talent-Intaglio:

Intaglio is another uniquely Tilean casting technique. By deliberately leaving holes in the ‘weave’ of the spell, underlying levels of magic using different Colours can be used to multiply the effects of spells. This makes the spell very resistant to attack, lethally powerful in offence and also much harder to detect. However, it can be remarkably dangerous to use.

- It requires an Average Channelling test per colour AFTER the spell has been cast.
- Each success allows another Colour to ‘show through’. Each additional colour makes the spell one level harder to Dispel, and adds +10% to attack and defence tests. For instance, a ‘Three colour’ spell with *Intaglio* is 30% harder to resist. It is theoretically possible to build an 8 Colour spell, but these are things of legend.
- If it fails, by **two** levels, the whole spell is ruined, and it needs to be cast again.
- If the failure is by **Three** levels, there is a **Minor** Chaos Manifestation
- If the failure is by **Four** levels or more, there is a **Major** Chaos Manifestation.

New Talent -Chiaroscuro

Chiaroscuro is an ability to find an attractive, stylish contrast between different colours. It is a Talent, allowing the mage to gain +10% on all Channelling tests using multi-colours in a spell (Including the *Intaglio* talent).

New Lesser Magic Spell- Gesso:

Casting Number: See below

Casting time: See below

Ingredient: Elderwood paintbrush, handmade by the mage with the hair of a *Maestro* Magician (+1)

Description:

Gesso is a uniquely Tilean concept. A long lasting minor spell is used as a foundation for all the others. Their style of magic requires a lot longer to prepare a spell than an Empire mage would need, so they have developed ways to maximise the duration of the spell. Normally *Hysb* is used, but some radically dangerous mages use *Dhar*.

It requires an Average Channelling test per hour. If it fails, the *Gesso* is ruined, and the process has to start again. (This is considered a terrible embarrassment for a *Tifosi*.)

Casting number	Minimum hours of <i>Gesso</i>	Maximum hours of <i>Gesso</i>
1-5	0	+1 to casting, 1 per hour up to 3 hours
5-10	1	+1 to casting, 1 per hour up to 3 hours
15-20	2	+1 to casting, 1 per hour up to 6 hours
25-30	4	+1 to casting, 1 per hour up to 12 hours
35-40	8	+1 to casting, 1 per 4 hours up to 24 hours
40+	24	+1 to casting, 1 per 4 hours up to 36 hours

The *Gesso* means that casting is a very time consuming process, but the duration of the spell can be enormous. Where an Empire spell fades rapidly, a Tilean spell is made to last.

- As a general rule, Spells of casting number 5-10 last one hour.
- Spells of casting number 15-20 last 12 hours, 25-30 last a day, and 35+ will last indefinitely, unless cancelled or dispelled.

Potions

Tilea is a land with a long history of alchemy-It is famous for “*The Three P’s*”- **Perfumes, Potions and Poisons**. Some preparations may, in fact, be all three.

***Tifosi* will almost always have at least 3 potions. *Maestros* may have up to 10.**

Potions are covered at length in **Realms of Sorcery, Page 192 onwards**, but the Tileans are particularly good at making them.

All Availability, cost and difficulty tests are one level easier.

Their poisons also have an addition class available,

Lethal Effect, Damage 10 attack, ignoring armour, but not Toughness Bonus.
-20% to all primary characteristics for a week, as the victim lies screaming and twitching in their bed.
For years after, the victim will be prone to the Galloping Trots, and other digestive disorders.

Magic Items

Every *Tifosi* will have *at least* one magic item-Their masterpiece. They also have access to grimoires and libraries of magic prohibited in the Empire.

Favourite items are Amulets, Charms, and Jewellery, although some Schools favour grimoires. Many items can be linked to certain Schools by the heraldry used in their making.

A peculiarity of Tilean items is that they often become terribly dangerous in the North. Many of them are designed to act as a focus or reservoirs of power, and when placed in a high magic environment, they can easily overload.

Familiars

It is rare to find a *Tifosi* without at least one **Bound Familiar**. (See 'Realms of Sorcery, P183). However, Tileans do not need a Magic Characteristic of at least 3. They begin training their Familiars when they are chosen as *Raggaʒi*. Another peculiarity of their Art is that Tilean Familiars do not seem to age. Only the death of their master causes them to die of natural causes (and sometimes not even then.).

They prefer predatory animals, and they always try and get particularly handsome and elegant specimens. The demand is so high that there are merchants who specialise in breeding them. Availability and cost is one level lower in Tilea than in the Empire. These captive bred Familiars are slightly more reliable than wild caught specimens, but not quite as flexible.

For their first, or *Primo*, Familiar the *Tifosi* requires:

- Academic Knowledge (Tilean Magick)
- Arcane Lore (Tilean Magick)
- Charm Animal
- Average Fellowship test
- Average Intelligence test

Tifosi usually try to bring out in their Familiar the various abilities that most benefit them. The first Ability is as follows.

Roll	Ability	Notes
1	Aethyric Reservoir	Although it can be used to absorb spells cast at the mage as per RoS, p191, Tileans often deliberately cast spells at the Familiar so it can carry it in reserve for them.
2	Link of Psyche	Increase WP and Int by 10% for each as long as both are alive and conscious
3	Lucky Charm	Has 2 Fortune Points.
4	Magic Focus	Any one aspect of the spell is doubled,
5	Magic Power	+1 Magic Dice for the Mage. BUT if in Tilea, the spare dice is NOT a Chaotic Dice. (See below) If in the Empire, it is. (Note-This could give the <i>Tifosi</i> TWO Chaotic dice)
6	<i>Chiaroscuro</i>	A Tilean Talent, the Familiar allows the Mage to deepen the contrast of the Colours in the spell. Only usable in multi-colour spells, it reduces the difficulty in Channelling in casting multi colour spells by +10%.

The defining characteristic of Tilean magic is its collaborative nature and the highly individualistic character of the *Maestro* in charge of each school. Without the *Studio*, there would be little magic worth the name in Tilea. However, a *Ragazzzi* in the *Studio* who does not advance to *Tifosi* has a grim future ahead of him. Prematurely aged, many die young, drop out as part-qualified hedge wizards and petty sorcerers, or turn to necromancy.

The Studio:

Tilean Studios work in POINTS, not DICE.

10 POINTS=1 Magic Dice.

A *Studio* is designed to assist in a casting. Because each Tilean mage starts with a low basic magic capacity, they can draw power from their *Ragazzzi*. Ideally, there should be one *Ragazzzi* per Wind, but this is often impossible.

Each *Ragazzzi* makes an **Average** Channelling test. If successful, the *Ragazzzi* contributes **1 point**.

For each level of success, another point is contributed to the Studio. (It might take a minimum of 5 *Ragazzzi* to contribute the 10 points required to generate 1 Magic Point for the *Tifosi* or *Maestro*.)

HOWEVER:

- For each additional level of success the *Ragazzo* achieves, and each additional point of magic, the *Ragazzo* takes 1 Wound.

The *Tifosi* himself spends one Magic DIE in *Gesso*, creating a smooth ‘underlay’ for the other colours to lie upon. He then spends any remaining dice available to cast the spell itself, **not** including any points donated by *Ragazzi*.

Example:

Giovanni is a Tifosi with 2 magic dice, and a Studio of 8 Ragazzi. He is casting a spell with a casting number of 15.

His Ragazzi take some time to get organised, so he spends time on Gesso. This requires a minimum of 2 hours Gesso, and two Average Channelling tests. He passes these easily.

Then, each Ragazzo must make an Average Channelling test. Of the eight only 6 pass (they are only beginners,) so they contribute only 6 points, not enough to add up to the 10 required for another dice.

On the second hour, they scrape up 10 points, enough for Giovanni to use another casting dice. Two of them have succeeded by one level, so they take a Wound each.

He has three dice (Two his own, plus one from the Ragazzi), plus the +2 for two hours of Gesso, and rolls 3, 5, and 6+2 =total 16.

The spell goes off, and the underlying Gesso ensures that the effects will last for 12 hours, unless cancelled.

Tileans in the Empire:

When a Tilean mage of *Ragazzo* or higher travels to a more magic-rich environment, he or she acquires one extra magic dice. They are, man for man, far more powerful than an Empire trained magician, as they effectively use the same powers as a Chaos magician.

Example:

Giovanni is a Tifosi with two magic dice. Signing on with a Condottieri company, he travels to Middenheim. As he moves northwards, he finds his powers growing, until he has three dice. (One of them ‘Chaotic’-see below)

Although he no longer has his Ragazzi to support him, he does have his Familiar, and his ‘Masterpiece’ magic item, and that, coupled to his unusually high Channelling skills and Academic knowledge, makes him very dangerous indeed compared to the average Colour College Journeyman.

Many Tileans who do not advance in the *Studio* system, and fail to pass their test to become *Tifosi* seek quick power through the use of necromancy, and the lure is especially acute for those who are jealous of the *Maestros* and their extended life

spans. Many failed *Ragazzi* appear much older than they are, as their lives have been drained to support their masters. If they travel northwards, they do become more powerful, but they are still bitter, resentful, and easily corrupted. These 'failed' mages are behind many of the horror stories around Tilean magicians.

Tzeentch's Curse.

Sadly, the extra power comes with a penalty. As stated above:

Tilean mages must always use ALL their magic dice.

Normally, the extra time and care Tilean mages typically take protects them from the ill effects of their peculiar spells, but in the more magic rich and Chaotic north, the extra Die they gain is a ***Chaotic Dice***. (Two Chaotic Dice if their Familiar also has that ability!)

It is rolled **twice**, and the **lower** number is taken for casting, but **both** rolls are taken into account for doubles and triples.-In short, Tzeentch gets two tries at getting the magician.

Giovanni has reached Middenheim and now has three magic dice. Whenever he casts a spell 'normally', (i.e., as an Empire magician would) he must ALWAYS use all three, AND the extra dice is rolled TWICE to see if Tzeentch notices him.

Regard of Nagash.

Tileans are infamous for being very prone to the lure of necromancy. Some theorise that there are fundamental faults in some rituals that were accidentally or deliberately imported from Nehekhara, and that the Great Necromancer uses them to spy on potential slaves.

If a Tilean mage suffers a Major Chaos Manifestation, he may (at the GM's discretion) become subject to the **Regard of Nagash**.

This gives them the **Dark Lore: Necromancy** skill, but it also gives them the Insanity **Slave of Nagash**.

New Insanity: Slave of Nagash.

The sufferer becomes a morbid devotee of death. He or she becomes fixated on the subject. They begin to seek out cemeteries, break into undertakers, collect bones from gallows to wear as jewellery, associate with tomb robbers, and wear ragged clothes made out of stained winding sheets.

In itself, this is bad enough. Since they are almost always powerful magicians, it is a short step to full blown necromancy. At the very least, they become obsessive collectors of illegal necromantic literature and artefacts.

Some sufferers fail to make the final fatal pilgrimage to the Land of the Dead, but instead devote themselves to serving a Vampire Lord. A very few have been elevated to Vampire status themselves, and they are terrible foes.

Modern Estalia

“When you said you were going to call in some specialists to deal with that vampire, I didn’t expect the Estalian Inquisition!”

Kapitan Konrad Shumacher, vampire hunter, overheard at the Old Gallows Inn, Sylvania border, 2506

“My *Orchestra* will perform for this filth of Naggaroth. They think of themselves as swordsmen and magicians. We do not. We think of them as vermin to be exterminated. We are the strong right arm of the Holy Church, as much as we are the cunning left hand. We use blade and magic together only to please Our Lady, who delights in the clever use of Man’s skill and wits in conflict. Putting them to the slaughter is...a symphony of grace.”

Director Pancho Spanzetto, Cardinal of the North Coast, bearer of the Blessed Blade “Kiss of Our Lady’s”, on the Eve of the Holy Massacre of the Dark Elves, 2215.

Modern Estalian magic grew directly out of the worship of Myrmidia, and was shaped by the ongoing conflict with a Wizard Vampire, a Necrach called Nourgul, who has a stronghold in Estalia.

The Estalian school began by using the same ritual magic basis as the Estalian, but diverged rapidly. The key point is that it never split clerical from arcane magic in the way the Empire did. Apart from a few diviners and healers, or expatriates trained in foreign lands, the vast majority become warrior mages of the Estalian Inquisition. In addition to their magic arts, they are, as Estalians, also completely devoted to the arts of war through the worship of Their Lady, and the national fascination with swordplay.

Almost every magical practitioner in Estalia is a cleric of Myrmidia. They are trained in one of two schools, one in Bilbali, and one in Magritta.

This does not mean that they are limited to clerical magic, only that **every** mage is dedicated to use his powers in Her service. Armed with holy weapons and the authority of the Church, they specialise in destroying Undead, heretics and alien magic, such as Dark Elves and the weird powers of Lustria.

They are few in number, rarely seen outside Estalia, and quite possibly some of the most deadly and terrifying Human beings on the planet.

Directores and the Orchestra

Estalian magic is an odd form, as it does not recognise a difference between Clerical magic and wizardry. In this, it is very like High Elven, but the Estalians have rationalised it. Although the Clerics of Myrmidia can perform miracles in Her

name, the warrior mages of the Inquisition use the power of magic in Her name. Magic is merely another application of the skills of science and warfare that She loves.

Estalian Mages do not cast spells *through* their Goddess like a cleric would. They cast spells *on Her behalf*.

Estalian mages view their magical gifts as something to be used only in Her service. Other uses are at best frivolous, and at worst possibly heretical.

All Estalian mages, however junior, are equal in the eyes of the Goddess. There are junior mages, and more experienced, but no formal apprenticeship system. It is more like a monastic brotherhood. All contribute what powers they can to the higher purpose, through the *Orchestra*, and the power is usually focussed through the most senior, or the most competent mage, who is the *Director*. *Directors* do not suffer the physically distorting effects of magic seen in Colour magicians, but they do not reach the extreme ages of the Tilean *Maestros*, because they do not use the unhealthy, necromantic rituals that have become common in Tilea. Instead, filled with religious certainty and the confidence of their cause, they have an aura of intimidation that is capable of stopping a charging ghoul in its tracks.

With this power comes great authority, and so most *Directors* are given high Clerical rank, but without being ordained into the Church. They are Princes of the Church, as well as the most powerful magicians. They lead their *Orchestra* not through magical aptitude, but through the authority of their Church position.

In this, they are wildly at odds with the Empire, which sees a huge contrast between Clerics and Mages, and most Empire Clerics see all Mages as potentially heretical.

Any Priest of Sigmar who was foolish enough to accuse a *Director* of Myrmidia of backsliding or heresy would be lucky to escape with his life. They are fanatically devoted to their faith and also insanely proud of their nation and their Goddess.

Languages and techniques.

Estalian magic is based on the same ancient principles of collaborative magic as Tilea, but is very different. For its literature, it uses **Arcane Language- Estalian Magick**, an ancient form of Classical, which is easily read, but the religious concepts mixed up with it make comprehending the deeper aspects of it almost impossible to someone who is not a talented scholar, magically gifted **and** a devotee of the Goddess. (**Academic Knowledge: Estalian Magic**)

Where the Tileans created the *Studio*, with a pyramidal structure which allows the small elite to prosper, the Estalians developed the *Orchestra*.

This functions like the Tilean system, in providing a collaborative form of magic, but even the junior mages who do not progress are assured of continuing roles in the Church. There are very few deserters or renegades-Any that try are hunted down without mercy. They know that their gifts for magic may be outweighed by their other services for the Church. Some become teachers, recruiters, spies or Inquisitors.

This lack of a fixed rank structure is very useful, as it allows specialists within the *Orchestra* to step up and lead. This allows the *Orchestra* as a whole to have an enormous repertoire of spells, and the *Director* can call upon the technical abilities of a few specialists, known as *Principals*, but reinforced with the power of the whole group. The juniors are known as *Members*.

Orchestras may be as small as four (Quartets) or as large as forty or more. (Symphonia)

Estalians concentrate on the Channelling arts as fiercely as the Tileans do, but they use religious rituals as well. They have the solid bedrock of faith under their world.

Estalian Mages may use any Colour Magic spell and clerical spells of Myrmidia, but use the Tzeentch's Curse table in the event of failures.

The Orchestra:

Orchestras work in POINTS, not DICE.

10 POINTS=1 Magic Dice.

An *Orchestra* can assist in a casting. Because each *Director* starts with a low basic magic capacity, they can draw from their *Orchestra*. Long practice in Channelling on particular colour at a time makes them quite versatile.

Each *Member* makes an **Average** Channelling test. If successful, they contribute **1 point**.

For each level of success, another point is contributed to the *Orchestra*.
HOWEVER:

For each additional level of success the *Member* achieves, and each additional point of magic, the *Member* takes 1 Wound.

A full *Symphonia*, with a *Director*, and three or four *Principals*, with up to ten *Members* supporting each *Principal*, represents one of the largest concentrations of magical and clerical firepower in the World. On the rare occasions when they venture into the north, and begin drawing on the more abundant magic there, they are awesomely powerful.

Estalian magical techniques are almost entirely military.

They live to apply the Arts of magic in the field of War. They have little interest in abstract magical science and research, but a real interest in the creative application of magical violence. What recent development of theoretical magic there has been has largely been imported from the Empire. The Estalians view the Empire as corrupt and ignorant, but that is still better than the Tileans, who they despise as amoral degenerates, and dabblers in daemonology and necromancy. They loathe the Arabyans, partly because of the old Crusades, but mostly because of their cowardly inability to free themselves from the grip of the horrible *Viziers* on their society.

They may not be the most modern of magicians, but they freely use what the Empire would consider clerical magic alongside any of the conventional spells known by the Colour Colleges. Although not the most powerful **individual** mages in the world, the mix of mage and clerical powers, plus the combined power of their fellows in the *Orchestra*, means that they can often cast very powerful combinations of spells.

Not every member of the *Orchestra* knows **all** the spells, but all will be present in a full *Orchestra*.

Unlike the Tileans, they are not fond of magical devices, considering them childish trinkets, but they are **very** good at using religious icons and relics as sources of power that soak up prayer energy from devotees for use by the *Orchestra*.

Icon	Size	Power
Tiny	Necklace, ring	+1 Magic Dice
Small	Book	+1 Magic Dice, +10% on casting tests
Medium	Shield	+1 Magic Dice, +20% on casting tests
Large	Battle flag	+2 Magic Dice

Like most Estalians, apart from their Goddess, their other abiding love is swordplay. For them, the sword is ritual, devotional, and practical. There are few fat clerics of Myrmidia, and fewer flabby mages. They are fit, slim, lethally fast, and highly aggressive. This has shaped their attitude to magic as well.

There are many blessed artefacts, but relatively few magic items in Estalia, and almost all of these are weapons. The Goddess Herself favours the spear, but for the Estalians, the sword is the pinnacle of weaponry. Estalian swords are famously good, and when blessed, enchanted, **and** in the hands of a *Director*, they are fearsome indeed, often on a par with the finest Dwarf work, and some are almost as powerful as a Runefang.

Estalians in the Empire.

Estalian mages are very uncommon in the Empire, and are often mistaken for visiting pilgrims or delegations of senior Myrmidian clerics. On very rare occasions, the Church (Not to be confused with the forces of the various squabbling city states in Estalia) have been known to launch unannounced incursions into the Empire, or other neighbouring states, usually on some urgent mission to stamp out some form of Vampire activity, for which they have a deep hatred.

When an Estalian *Orchestra* is on the move, it resembles a cavalcade of senior clergy accompanied by a few hundred Estalian infantry, and a squadron of cavalry. There have been some regrettable incidents when particularly stupid or fanatical followers of Sigmar have attempted to block their way, or nobles have objected to the Estalians purging some evil in their territory.

There are a number of small monasteries and chapter houses throughout the southern Empire maintained by the Cult of Myrmidia, but which are secretly financed by the Estalians as bases for intelligence gathering, especially on the approaches to Sylvania.

The staff there may include some elderly *Directors*, but their *Orchestra* are often senior *Principals*, highly skilled warrior mages in their own right, who are also capable of acting as witchfinders and vampire hunters.

If an Individual Estalian mage is encountered, he is probably a *Principal*, or a *Member* with a special mission. *Directors* rarely leave Estalia.

Modern Araby

“A priest once came to my tower and had the impudence to try and convert me to the ways of his God. I would have killed him straight away, but something in his words stayed my hand. I placed him in one of my cells, and meditated on his preaching.

Why should I, who had gone to such lengths to become a Vizier, continue to stain my soul with sins beyond forgiveness? What did I truly gain from my pursuit of power and dominance?

And then I saw it.

I, who had captured and tortured beings as ancient as the Cosmos, and mightier by far than myself, and bled them of their essence to fuel my powers, I, whose very whim was more powerful than the order of an Emir, had achieved an entirely different order of existence.

I live a life so far above and beyond the common herd of filthy peasants as to be literally incomprehensible to the grovelling follower of ANY God save those insane things of Chaos.

I am a truly a God among men, and only my few peers can judge me. This was what I had been seeking from the day I strangled my parents and used their worthless lives to bind my first slave Jinn.

In gratitude for reminding me of the infinite joys of my life, I have kept the priest alive to this day.

I only allow my Jinn to eat a little piece of him at each meal.”

Malikal el-Jehenni, Vizier.

After the Fall of Nehekhar, Arkhan the Black, one of Nagash's minions, destroyed most of the Nehekharan cities in what is now Araby. Modern Araby is based on new cities built around a few small fortified fishing villages that have grown and prospered since then, and the many tribes of the deep desert.

All Arabyan magic is based on much debased ancient Nehekharan techniques. They rely on the ancient arts to bind spirits into inanimate objects, but their arts are vile and diabolical. These are based on the enslavement of magical beings, human sacrifice, and concentrate on the arts of Elementalism and Divination

Although there are many petty kings, tribal chieftains and Emirs who all pay tribute to the Sultan, the one thing that most have in common is that they all have a least one highly skilled magician at court. The desert tribes have shamans and some scholarly Hedge wizards, but the Arabyan magical tradition is very urban.

These wizards are normally called by the Court title *Vizier*. Some do actually perform that role for their Emir, for others it is an empty honorific. The best way for these horrible individuals to escape the fury of the mob, and earn the protection of the local Emir and the funds (and sacrificial prisoners) for their unholy researches, is to support the Emir in his politics and wars. Some Emirs openly use their *Viziers*, while others cower in fear of the *Vizier* who holds the kingdom hostage with his dark powers.

Not all *Viziers* are evil, cruel magicians.

All evil, cruel magicians are *Viziers*.

Araby is almost as much a magical desert as it is a physical one. The main way in which their magic works is through the enslavement of the local Elementals and *Jinn*, primitive Chaos daemons that exist in the wild places. These *Jinn* are living resources of magic. *Viziers* are often very able Elementalists, which is an art now almost extinct in the Empire. Some have dealings with the Tomb Kings, trading with them for arcane knowledge. *Viziers* trade knowledge freely with Tileans, but are very unlikely to have any dealing with the Estalians. The memory of the Crusades is still fresh.

Unlike Familiars, who work in partnership with their owners, the relationship between *Vizier* and *Jinn* is usually a brutal one. The *Vizier* seeks to find out the true name of the *Jinn*, and bind it to service. Once captured, the *Vizier* uses the *Jinn*'s life to power his spells.

This is agonisingly painful for the *Jinn*. They hate their masters with a passion, and seek to undermine them at all times.

Some *Viziers* have also been known to collaborate with the Skaven. Their characters are very similar. *Viziers* have also been known to indulge in mass human sacrifice to power binding rituals, or just to intimidate the common folk. Or for fun.

Viziers are some of the nastiest, most vicious and cunning Humans alive. They are in many respects as evil as Skaven or Chaos worshippers, and some do eventually commit themselves to the Powers of Chaos.

Languages and techniques

The Arabyans use a complex magical language (**Arcane Knowledge-Arabyan Magick**) which can be learnt by scholars with some difficulty.

It uses the Arabyan alphabet, but many of the invocations it uses are debased forms of Nehekharan, which are particularly dangerous for an Empire wizard to use, both due to their necromantic content, but because they are very powerful in a high magic environment.

The skills **Academic Knowledge: Arabyan Magick**, and **Arcane Lore: Arabyan Magick** are also based on a debased form of Nehekharan, and are unusable to anyone not fluent in that language, or born and brought up in Araby.

In the very low magical environment of the south, spells have to be extraordinarily powerful to have any effect at all. To cast spells, the *Vizier* cannot usually draw on sufficient power himself, as the Winds blow too weakly. They may become necromancers, using *Dhar*, or (more commonly) use external sources of magic from slave *Jinn*.

The *Vizier* enslaves magical beings, through ritual magic, and uses their power to cast. Slaves are of two types: **Minor Chaotic (*Jinn*)** creatures, and **Elementals**. **Unlike in the north, these creatures rarely need to be summoned. They are trapped in certain places in the desert, and the Vizier normally has to go to them to attempt to bind them. Failure to bind can be fatal.**

Jinn

Jinn are Chaos creatures of the desert. Many thousands of these petty daemonic nuisances were left behind when the Warp Gates collapsed, and the first great incursions of Chaos occurred. As the Winds of Magic changed, many Chaos creatures died out, but some found ways of surviving in the desert places. They gave up their physical bodies, and linked themselves to pockets of residual magic, warpstone contamination, or the holy places of primitive Humans.

Many of them are deeply stupid, some are intelligent but ignorant, but others can have a large amount of knowledge. All are spiteful, treacherous, and vindictive.

The *Vizier* will usually bind the *Jinn* into an artefact. Recorded items include rings, jars, lamps, and mirrors. Use of the *Jinn*'s true name is required, but *Jinn* often betray each others' names to *Viziers* out of spite. Few *Viziers* proceed far beyond this stage. Their neighbours tend to kill them. Unfortunately, this means that there are always a considerable number of artefacts with bound *Jinn* around at any one time, and the seductive power offered by these beings means that there are always more recruits. Some *Jinn* are followers of the Four Gods of Chaos, but most are not. They are the Chaos equivalent of vermin, petty and malicious creatures of limited power, but easily intimidated.

A *Jinn* is only enslaved to a *Vizier* who both holds its container, AND knows its true name. It may, at its own discretion, fulfil wishes or provide aid for someone who owns its container, but this is usually under threat of imprisonment, such as sinking the container in the deep ocean, or as part of a promise of freedom. It is not obliged to power their spells with its life, but may provide knowledge.

Many *Jinns* trade the true names of other *Jinns* for enslavement as part of a contract for their own freedom. Such contracts are invariably dangerous, as *Jinn* are treacherous in the extreme.

Elementals

Arabyan Elementalism is an unclean art, as it usually requires the use of enslaved *Jinn* to impose the Viziers will on the Elemental. The use of Chaos naturally taints all it touches. It is not as sophisticated as the Nehekharan (or even Classical or early Empire) Elementalists were, as the *Viziers* tends to concentrate on crude brute force and terror.

Elementals are primitive spirits bound to the world itself. They are often either remarkably stupid, or so alien in their thinking that they are useful mainly as weapons. They are not usually as deliberately obstructive as *Jinn*, so many *Viziers* prefer using them, and specialise almost entirely in Elementalism. They are some of the most dangerous wizards, as their slaves are more than capable of destroying entire towns.

The Nehekharans had many rituals for dealing with Elementals, and some of these have survived or been rediscovered in Araby. The Nehekharans had great respect and reverence for the Elementals, and would respectfully solicit their services. Only in their decadence did they force Elementals to serve in their semi-intelligent tomb guardian mechanisms.

Viziers tend to use Elementals for mundane tasks, usually as guardians, transport, or grossly powerful offensive weapons, all of which could usually be done more easily with other spells or even Human troops. They are often used purely to demonstrate status amongst *Viziers*.

Various uses have been made of the Elementals, but the most famous is the binding of Air Elementals into carpets. The 'Magic carpet' is a traditional means of transport for *Viziers*, even if they are in fact extremely uncomfortable and unsafe.

It is normal for an Arabyan *Vizier* to use a *Jinn* to cast Elemental binding spells. As a result, if the spell fails, the Elemental may attack the *Vizier*, at the same time as he is dealing with a Tzeentch's Curse. Alternatively, the 'Elemental Fury' table from **Lost in Translation: The return of Elementalism** may be used.

Arabyan Magick

Casting magic in the Arabyan desert is very difficult. All Channelling is at -20%, and all Casting rolls are at -5, due to the weakness of the Winds.

The Vizier may have Magic Dice as a normal mage, but instead of Channelling, he usually draws the necessary power straight from his slave *Jinn*. He can commit AS MANY DICE (Wounds) from their slave as he wishes in a single spell.

- A *Vizier* needs to commit at least one Human sacrifice to bind his first slave *Jinn*.
- He can enslave as many *Jinn* as he has Magic Dice.
- Second and subsequent *Jinn* will also need at least one Human sacrifice, and often more.

Too much use of a slave *Jinn* can destroy it, or banish it from this plane, so the *Viziers* are usually very careful about how they manage their slaves.

After use, a wise *Vizier* will either allow the *Jinn* to rest and recover, which may take a very long time, or feed it, usually with more Human sacrifice.

As a general rule, each human sacrificed to the *Jinn* will transfer 10% of the victims' Wounds to the *Jinn*. Weaker *Jinn* may also be sacrificed, and yield 50% of their Wounds.

As the *Jinn* grows in power and cunning, it will teach the *Vizier* more and more magic. In effect, they become Chaos sorcerers but they tend to survive a lot longer than most northern Chaos worshippers, simply because they have so little magic to work with. They usually do not become mutants, but most are irretrievably insane mass murderers and megalomaniacs.

The *Vizier* does not have a significantly higher risk of failure in his spell casting, but he does have a huge risk of the *Jinn* spitefully misinterpreting his orders. Every *Jinn* hates its master, and is constantly trying to lure him into some lethal mistake, badly phrased order, or logical paradox that will enable them to escape their servitude.

If they do manage to break loose, the first thing they usually do is to attempt to kill their recent master. The *Viziers* know this, and spend a lot of time and effort on defences, and are extremely careful and precise in drafting of orders to their slaves.

If an order is badly drafted, the *Jinn* will either fail to complete it, will deliberately exceed its orders, or will contrive to mess up the plan in some other way.

Tzeentch's Curse applies as normal to Arabyan *Viziers*, because of the Chaotic nature of their *Jinn* power source.

Divination

The Arabyan arts of Divination are very famous, as they use a combination of Astrological techniques that would be familiar to any Light Wizard, but also a variety of other skills prohibited in the Empire (or anywhere else). Their rituals are slow and time consuming, and very bloody, but are famously accurate. This is

often because they use Divination to determine the True Names of *Jinn*, and getting this wrong can be fatal.

These include a variety of necromantic rituals derived from Nehekbara, and some very odd rituals from the jungle tribes of the South. They often use powerful narcotic drugs to assist them.

Each *Vizier* develops their own ways of Divination, with their own limitations.

Appendix 1

Spell Lists

Tilean Illusionist

These spells are based on those in **Lost in Translation: Where has all the Magic gone?** by **Alfred Nunez**, but some Tilean scholars have gone further in the Art than others. These Spells are unique to Tilean mages.

Illusione Magic aims to deceive the senses. However, some powerful illusions are so good that they may be said to alter Reality itself, thus becoming very close to Chaos itself.

Tilean Illusionists are so good that all tests are at a minimum base of -10% to detect.

Most *Illusione* spells allow the targets of the illusion an Int test to see through the deception. However, it is harder for one Illusionist to fool another. If the spell allows for this, the Int test for the victims is modified by –10% for every Magic Dice characteristic of the Illusionist. If the intended victim is another Illusionist or Grey Magister the Int test is modified +10% or –10% for every point of difference in Magic Dice characteristic between the casting illusionist and intended illusionist victim.

Illusione

Casting Number: 5

Casting Time: Full action

Ingredient: A paper mask of the creature or person to be impersonated (+1)

Description: The illusionist assumes the appearance of any other, living bipedal creature below 10 feet in height **or** a specific individual for 3 hours. Anyone viewing the illusion may make an Int test in an attempt to see through it. This spell is very popular in Tilea, especially on Festival days, where masks are expected to be worn.

Camouflage *Illusione*

Casting Number: 5

Casting Time: Full action

Ingredient: Silvered mirror (+1)

Description: This spell enables the illusionist to give the impression that he or she is 2 yards away from her actual position. Any attack against the illusionist is made

with a –10 to the attacker's WS or BS, depending upon the mode of attack. The spell moves with the illusionist, but when this occurs, the viewing character may test against Int to see through the illusion.

Glamour Casting

Number: 5

Casting Time: Full Action

Ingredient: A small glass mirror (+1)

Description: This enchantment temporarily improves the Fel of the illusionist by +10% (up to a maximum of 95%) for 3 Hours.

Deception

Casting Number: 5

Casting Time: Half Action

Ingredient: A two headed silver coin (+1)

Description: The illusionist can create a single small object up to 2 cubic yards in size anywhere within 12 yards for 1 hour. The illusion appears solid, but can be passed through. It makes no sound and does not carry a scent, although it can make simple movements. The illusionist can create the illusion of something they seen in the past, but must make an Int test (with appropriate modifiers) to remember the details if the item is to be identical. If the illusionist wishes to move the object, he must concentrate on the illusion and do nothing else during that time.

Ventriloquist

Casting Number: 5

Casting Time: Half action

Ingredient: Ear ring in the shape of an open mouth. (+1)

Description: The illusionist can throw his voice for 30 minutes, making it appear as if it's coming from somewhere else within 48 yards. The illusionist can even link this spell to another active illusion, thereby giving voice to an illusionary character.

Bewilder Casting

Number: 10

Casting Time: Full action

Ingredient: A glass of red wine (+1)

Description: Same as the Lore of Shadow Spell of the same name (WFRP2e, page 158 and RoS2e, page 162). Duration of spell is measured in minutes, not rounds.

Camouflage Area

Casting Number: 10

Casting Time: Full Action

Ingredient: A watercolour paintbox (+1)

Description: The illusionist can conceal anything within 10 feet in each direction – doors, treasure chests, and the like – by making them appear just like the rest of the space within which these are situated. The intent is to discourage people from searching an area. Any character not so dissuaded will see through the illusion on a successful Int test.

Illusory Feature

Casting Number: 10

Casting Time: Full action

Ingredient: A sculpture of the individual to be changed.

Description: The illusionist can create a single feature or appendage on herself or another individual that looks and feels as good as the sculpture. This illusion will fool all sense of the onlooker. The creation has no sense or strength -- a blow on an imagery arm will do no harm, a one-legged man cannot stand on his illusionary leg, and a new ear cannot hear. The effects of the spell last for 3 hours.

A talented illusionist/sculptor can make a very good living making the wealthy *Patrone* or his mistress look youthful and healthy.

Gemini

Casting Number: 10

Casting Time: Full Action

Ingredient: vials of caster's blood (+1)

Description: The illusionist is able to create one identical clone image per vial of blood. The clone looks solid, can speak, (but not hear) and has no body odour. It is dressed identically. The illusionist looks like he splits into multiple beings – one

of which is the actual illusionist. Though the clones can move independently of one another, each must stay within 2 yards of the illusionist. The spell lasts for three hours.

Cloak Activity

Casting Number: 10

Casting Time: Full action

Ingredient: A black silk scarf (+1)

Description: Similar to the Lore of Shadow Spell of the same name (WFRP2e, page 158 and RoS2e, page 162-163). Duration is 3 hours, unless seen through.

Shroud of Invisibility

Casting Number: 10

Casting Time: 1 and Half action

Ingredient: A shroud at least 100 years old from a tomb of a Wizard. (+2)

Description: Same as the Lore of Shadow Spell of the same name (WFRP2e, page 158 and RoS2e, page 165). Lasts 3 hours.

Hallucinate

Casting Number: 10

Casting Time: Full Action

Ingredient: A model of the desired creature cast in lead. (+1)

Description: The illusionist can cast this spell on any individual or small group of four within 48 yards. The victims must successfully pass a WP test to resist the spell's effects. If the test is failed, then the victims believe that they are being stalked by any creature of the illusionist's choosing. Only selected victims can see it, and other people think that they are insane. Depending upon the creature, the victims may have to make the appropriate psychological tests (e.g., fear). If this test is successful, then the illusion is dispelled.

Minor Eidolon

Casting Number: 10

Casting Time: Full Action

Ingredient: A small bronze mirror (+2)

Description: This spell enables the illusionist to create illusionary terrain within a cube ten feet on each side of the caster. The terrain can be anything the illusionist desires so long as it doesn't include anything living or moving. Should any other illusion be cast in the area, then both spells are dispelled. Anyone approaching within 24 yards of the illusion can take an Int test to see through it. This spell remains active so long as the illusionist concentrates on the illusion and does not move.

Banish *Illusione*

Casting Number: 12

Casting Time: Half action

Ingredient: A prism of Tilean warpstone crystal glass (+1)

Description: The illusionist can use this spell against any opposing individual, small group, or object within 48 yards that they suspect is an illusion. There is a base 50% chance that this spell will destroy the target illusion. The illusionist can add a +10% modifier for each point her Mag characteristic exceeds the original caster's or -5% for each point her Mag characteristic is less than the original caster's.

This is one of the few spells a Tilean will rush, as the ability to spot a hostile illusionist may be the difference between life and death. Most Tilean Illusionists wear a crystal prism on their tunic, and they have become something of a fashion item.

Fantasma

Casting Number: 12

Casting Time: Full Action

Ingredient: Grave cloth (+2)

Description: Through use of this spell, the illusionist can assume the appearance of any Undead creature for 3 hours, even the guise of a specific deceased individual if so chosen. This illusion causes the same psychological reaction (e.g., fear) in anyone observing the illusion as a real Undead creature. Anyone suspecting that this is an illusion may roll an Int test to see through it. While in this form, the illusionist is still able to cast spells if he chooses.

Warning: due to the high levels of *Dhar* in areas of Tilea, this spell is extremely dangerous. On several occasions the ACTUAL ghost of the dead person or creature has manifested, and attacked the magician.

Il Gran Illusione

Casting Number: 15

Casting Time: Two Actions

Ingredient: Leather Mask (+1)

Description: Through use of this spell, the illusionist can assume the appearance of any creature desired for 6 hours, reproducing its special abilities and/or psychological effects. Anyone viewing the illusion can take a VERY HARD Int test to see through it.

This spell can be so powerful, that it is almost on the edge of altering reality. It is similar to some transformational spells, and rumour has it that some mages have been trapped in the form that they are impersonating.

Legione Infernale

Casting Number: 20

Casting Time: Two Actions

Ingredient: Skull of a wizard of Journeyman status (+3)

Description: This spell lasts 6 hours. The illusionist can create a group of either up to 24 humanoids, OR 10 Undead creatures, OR a single monster or lesser daemon within 48 yards of the illusionist. The illusion is controlled by the Illusionist as if they are real. The image may reproduce any of the special abilities and/or psychological effects of the illusionary creatures. Anyone viewing the illusion can take an Int test to see through it.

Again, a very dangerous spell, and one that has caused some creatures, especially Undead and Daemons, to manifest inside it, outside of the will of the magician.

Destroy Illusion

Casting Number: 20

Casting Time: Full Action

Ingredient: A Tilean warpstone crystal glass prism (+3)

Description: When the illusionist casts this spell, all illusions within 1200 yards (about 2/3 miles) currently maintained by any and all illusionists or other magicians – including the caster – are instantly dispelled.

Moreover, the illusions will implode or malfunction, causing a Minor Chaos manifestation to affect the other magician. This is one of the reasons Grey Magisters hate Tileans.

Rigodoon

Casting Number: 25

Casting Time: Two Actions

Ingredient: Map and painting of buildings (+1)

Description: Through use of this spell, the illusionist can create the appearance of a group of buildings anywhere within 1200 yards (about 2/3 miles). The spell will last up to 12 hours. The illusion can take the form of a village, farmstead, lone tower, or whatever the illusionist chooses of similar size. The illusion can be cast between two groups of observers, masking one from the other. Any creature or group within the area of the illusion will be seen as if on an imaginary street or open space. This group is not affected by the illusion and anyone approaching within 24 yards of the illusion can take an Int test to see through it. This spell remains active so long as the illusionist concentrates on the illusion and does not move.

Note: Originally used for entertainments at Festivals, this is also a favourite battlefield spell, causing enemy units to form up and attack the wrong place. It is said that one particular use of this has become stuck, and the village now exists as a sort of ghost town, inhabited by confused and desperate trapped travellers.

Illusionary Woods

Casting Number: 25

Casting Time: Two Actions

Ingredient: Small model trees (+1)

Description: Through use of this spell, the illusionist can create the appearance of woods of up to 24 yards in width and depth anywhere within 1200 yards (about 2/3 miles), for 12 hours. Creatures covered by the illusionary woods are hidden from view, but can see out of the “woods” normally.

Anyone approaching within 24 yards of the illusion can take an Int test to see through it. This spell remains active so long as the illusionist concentrates on the illusion and does not move. Wood Elves can naturally detect this spell automatically.

Legione Fantasm

Casting Number: 25

Casting Time: Two Actions

Ingredient: Small painted lead model figures of the troops desired by the caster (+2)

Description: This spell lasts 12 hours. The illusionist can create 2D5 groups, each comprising up to 20 humanoid or Undead troops within his line of sight. The illusionist can control and move these illusionary troops as if real. Anyone viewing the illusion can take an Int test for **each** group to see through it. It is possible to see through some and not others.

On occasion, it has been known for real Undead to infiltrate the ranks of the illusion.

Confound Foe

Casting Number: 25

Casting Time: Full Action

Ingredient: An hourglass with crushed diamonds instead of sand, value 100 GCs (+3)

Description: This spell is exceptional as it can be cast by an illusionist after a round in which he suffered combat damage, even if he is “killed.” This spell effectively negates all combat damage from that round as it didn’t happen. The Mage may cast this spell into the Hourglass BEFORE combat, and activate it at will.

This is an illusion so powerful it is reality-altering.

Illusione Imperiale

Casting Number: 25

Casting Time: Two Actions

Ingredient: A Tilean Warpstone glass crystal prism (+3)

Description: Same as the Lore of Shadow Spell of the same name (WFRP2e, page 159 and RoS2e, page 163-164).

Tileans take a little more time to prepare this, but the Int test to identify it is HARD, as the Tileans are more convincing artists.

Confusion Universale

Casting Number: 30

Casting Time: Full Action

Ingredient: Skull of a Master Wizard (+3)

Description: Same as the Lore of Shadow Spell of the same name (WFRP2e, page 159 and RoS2e, page 166).

Occulta

Casting Number: 30

Casting Time: one and half actions

Ingredient: Pitch from the mummy case of a Nehekharan (+2)

Description: The illusionist creates an illusion of complete darkness in a circle with a diameter of 24 yards centred anywhere within 96 yards. The darkness lasts twelve hours and cannot be illuminated by any normal or magical light sources. Movement within the area of darkness cannot be more than at the Hampered rate in a random direction. Missile fire and armed combat are impossible within the darkness. Characters are even blind to a light source in their hand.

Estalian Orchestra

An Estalian mage may use any conventional mage spells, and those of the Lore of Myrmidia used by the Clerics of Myrmidia. (Tome of Salvation, p 226). The difference is that the mages do not invoke the power of the Goddess in their casting, but use the powers of their *Orchestra*. Any *Member* of the Orchestra may learn the three Petty Magic Spells. *Principals* and *Directors* may learn the other Lore spells..

Petty Magic

Blessing of Fury

Casting Number: 5

Casting Time: Half action

Duration: 1 minute (6 rounds) or triggered

Range: Touch (Self)

Ingredients: A polished ball of copper engraved with a Holy Symbol (+1)

Description: The *Orchestra's* passionate invocations fill a single character with righteous fury, allowing one missed close-combat hit to be re-rolled.

Blessing of Myrmidia

Casting Number 5

Casting Time: Half action

Duration: 1 round

Range: Touch

Ingredients: An eagle's eye stone (+1)

Description: You bless a character to have the keen combat insight of Myrmidia Herself. This allows the target to act first next round, disregarding normal initiative. If two characters have abilities that allow them to act first, use normal initiative order.

Mystic Shield of light

Casting Number : 8

Casting Time: Half Action

Duration: 1 minute

Range: Visual

Ingredients: Coin sized Polished copper Icon shaped as shield with Holy Emblem.(+1)

Description: Works as a *Shield of Myrmidia*-

Templars of Myrmidia march to war armed with great polished bronze shields which are used to reflect the glare of the sun and give the impression of a fiery horde going to battle.

Ranged attacks made against caster incur a -10% Ballistic Skill penalty if the bearer is aware of the attack. This penalty increases to -20% in areas of bright sunshine, as the reflected light dazzles attackers. In addition, wielders can actively use the shields to reflect sunlight at nearby foes as a half-action, dazzling and blinding them. To do so, they must make a Challenging (-10%) Agility Test; if successful, all targets within a cone template originating from the caster have a -10% penalty to their Weapon Skill, Ballistic Skill, Agility and Perception Tests involving sight for 1 round. The penalties, to Ballistic Skill tests from this spell stack with those caused by the passive use of a real shield.

Arabyan Vizier

Viziers may use any Wizard spells, or Chaos Lore spells. They may also use Elementalism Lore spells.-IF they have a *Jinn* to power their Magic Dice.

The key rite they have is in the preparation of the containment items for *Jinn*.

Petty Magic Ritual

Prepare Vessel.

Casting Number :n/a

Casting Time: 1 day

Duration: Permanent

Range: Contact

Ingredients: Item, inscribed with *Jinn*'s true name, written in the *Viziers'* blood.

Description:

A long ritual, **not** requiring the expenditure of magic, but which uses ancient Nehekharan ritual to link the *Vizier* and the target *Jinn* through the chosen containment vessel. A successful Hard **Arcane Knowledge Arabyan Magick** test is required.

New Petty Magic Spell:

Bind *Jinn*

Casting Number: See below

Casting time: See below

Ingredient: Human sacrifice (+5) **and** a prepared artefact (+1)

Description: Once the Vizier has found where a *Jinn* has taken up residence, **and** learned its name, he must attempt to trap it into an artefact. The human sacrifice allows him enough magic power to incant the ritual of binding. The more powerful the *Jinn*, the more blood he must spill to enable him to capture it. Before embarking on this, the *Vizier* must either judge how powerful the *Jinn* is, or alternatively, play safe by sacrificing more people than he actually needs. This initial Binding is terribly dangerous, as it requires the *Vizier* to draw on the *Jinn* for the power to bind itself, inflicting 1 Wound to the *Jinn*. The sacrifice of the Human heals this wound, but also seals the spell.

Note: If the True Name is wrong, the *Jinn* will automatically attack the *Vizier*, and all around him.

<i>Jinn</i>	Casting number	Casting time	Artefact Size	Sacrifice	Jinn Wounds
Tiny	10	2	Necklace, ring	10+ Wounds	1-5
Small	20	4	Crown	20+ Wounds	6-10
Medium	40	8	Lamp	40+ Wounds	11-20
Large	50	10	Jar	50+ Wounds	21+

Once enslaved, the *Vizier* can use the *Jinn* as a power source, which, as a general rule, will allow him to roll **one Magic Dice for each Wound the *Jinn* possesses**, over and above the Dice he has already.

Each dice he chooses to roll, inflicts one Wound on the *Jinn*.

When the *Jinn* reaches zero Wounds, it is **not** dead, but it becomes unbound.

Example:

Zulman is a vizier with one Magic Dice, and an enslaved Jinn, of 10 wounds.

He wants to cast a fireball spell. He decides to commit two dice (1 to power his own Magic dice, and 1 extra) and rolls normally. The Jinn takes 2 wounds.

Some days later, Zulman decides to try a more powerful spell.

He decides to commit all but one of his slaves' remaining Wounds as Magic Dice.

Alongside the power needed to roll his own 1 Die, that means that he drains 6 Magic dice from his slave, leaving it on 1 wound.

He casts the spell with 7 magic dice (1 his own, and 6 from the Jinn). This gives him a reasonable chance of achieving a Casting Number of 30 or more in one casting.

The Jinn is left to recover in time, or Zulman may increase its Wounds by feeding it, in the form of other Jinn or Humans.

New Arcane Lore Spell: Enslave Elemental

More powerful than other Binding Spells, and using the ancient Nehekharan skills of binding an Elemental into an object, this spell can normally only be performed with the aid of a *Jinn*. Most Arabyan Elementals have picked up some Human languages-Sadly, their immortality and slow learning means that they usually only speak extinct languages like ancient Nehekharan.

Elementals are awesomely powerful beings, and effectively unkillable. An Elemental that has been Enslaved, rather than Bound, will be freed if it is reduced to 0 Wounds, OR the Vizier is slain.

Casting Number: Variable

Casting Time: Variable

Ingredient: Prepared artefact (+1) with the Elemental's Sign (Earth, Air, Fire or Water) inscribed in the Viziers' blood.

Description: Creatures of a more primitive magical form than *Jinn*, in their basic form they are a form of energised gas. (Some think that they are not native to this world). Once bound, they manifest as a form of matter- Earth, Air, Water, or as a blazing hot form of gas (Fire). The version listed below is about the most powerful that *Viziers* can Enslave, although they have been known to attempt more powerful temporary bindings. Unlike *Jinn*, Elementals are very resistant to being bound **INTO** things, but may be bound **TO** things.

Unlike *Jinn*, Elementals do not have True Names, so it is a case of imposing the *Viziers'* Will on the Elemental to control it.

Elementals can be compelled to take on fixed forms, so Earth and Air Elementals are the most popular, as they are the most controllable. Fire Elementals are extremely hard to command and control. The Spell must be cast, and the Vizier must make a successful Will Power Test to overcome the Elemental.

This can be modified with other spells designed to fortify the *Viziers'* will, artefacts, or drugs. Each *Vizier* develops his own techniques.

Elemental	Casting number	Casting time	Artefact type	Sacrifice	Magic Dice
Earth	10	2	Stone or pottery	10+ Wounds	1-5
Air	20	4	Carpet	20+ Wounds	6-10
Water	40	8	Crystal Container of Water	40+ Wounds	11-20
Fire	50	10	Jar	50+ Wounds	21+

Slave Elemental

WS	BS	S	T	Ag	Int	WP	Fel
80	80	50	90	50	70	70	5
A	W	SB	TB	M	Mag	IP	FP
9	50	5	9	5	0	0	0

Skills: Perception, Speak Arcane Language (Elemental) Speak Language (Nehkharan)

Talents: Ambidextrous, Natural Weapons, Will of Iron, Frightening,

Armour: None

Spells: None. They have a natural command over their element, and can control it absolutely.

Appendix 2 New Careers.

Tilean Ragazzo

WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	-	+5	+15	+10	+5
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	+1	-	-

Skills: Academic Knowledge (Tilean Magick), Channelling +10, Magic Sense, Perception, Read/Write, Speak Arcane Language (Tilean Magick) Speak Language (Classical), Academic Knowledge (any), Gossip, Speak Language (Any), Trade, Heal, Common Knowledge (Tilea)

Talents: Aethyric Attunement, Fast Hands, Savvy, Suave, *Chiaroscuro*, Petty Magic (Arcane)

Trappings: Robes. Writing set, Familiar

Career Entries: Wizards' Apprentice, Hedge magician

Career Exits: *Tifosi*, Hedge Magician, Initiate, Scholar, Student, Scribe

Tilean Tifosi

WS	BS	S	T	Ag	Int	WP	Fel
+10	+5	-	+5	+15	+15	+15	+20
A	W	SB	TB	M	Mag	IP	FP
+1	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Tilean Magick), Channelling, Magic Sense, Perception, Read/Write, Speak Arcane Language (Tilean Magick) Speak Language (Classical), Academic Knowledge (any), Gossip, Speak Language (Any), Trade, Speak Arcane Language, Secret Language (Any), Ride, Command, Navigation, Heal, Common Knowledge (any two)

Talents: *Chiaroscuro*, *Intaglio*, Dark Lore (Necromancy), Arcane Lore (Any) Lesser Magic (Any four), Linguistics, Seasoned Traveller

Trappings: 1 magic item, printed book, 1 set Best clothes, 3 potions. Familiar

Career Entries: *Ragazzo*

Career Exits: *Maestro*, Mercenary, Burgher, Ambassador, Explorer, Scholar, Noble,

Tilean Maestro

WS	BS	S	T	Ag	Int	WP	Fel
+10	+5	+5	+5	+5	+10	+30	+10
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	+6	-	-

Skills: Academic Knowledge (Tilean Magick), Channelling, Magic Sense, Perception, Read/Write, Speak Arcane Language (Tilean Magick) Speak Language (Classical), Academic Knowledge (any), Gossip, Speak Language (Any), Trade, Speak Arcane Language, Secret Language (Any), Ride, Command, Navigation, Heal, Intimidate +10, Common Knowledge (Any two),

Talents: Arcane Lore (Any three) Schemer, Suave, Strong minded, *Intaglio*

Trappings: Three Magic items, Grimoire. 2 sets Best quality clothes. 500 GC, 5 followers, Familiar, 8 potions

Career Entries: *Tifosi*

Career Exits , Ambassador, Explorer, Scholar, Guild Master, Noble Lord, Politician

Estalian Member

WS	BS	S	T	Ag	Int	WP	Fel
+10	+5	-	+5	+15	+15	+15	+20
A	W	SB	TB	M	Mag	IP	FP
+1	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Tilean Magick), Channelling, Magic Sense, Perception, Read/Write, Speak Arcane Language (Tilean Magick) Speak Language (Classical), Academic Knowledge (any), Gossip, Speak Language (Any), Trade, Speak Arcane Language, Secret Language (Any), Ride, Command, Navigation, Heal, Intimidate +10, Common Knowledge (Any two), SWG Fencing

Talents: Arcane Lore (Any three) Schemer, Suave, Strong minded,

Trappings: 1 Icon. 1set Good quality clothes. 10 GC, Career Entries:

Career Exits , Scholar, *Principal*, Initiate

Estalian *Principal*

WS	BS	S	T	Ag	Int	WP	Fel
+20	+5	+5	+5	+5	+10	+30	+10
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	+4	-	-

Skills: Academic Knowledge (Estalian Magick), Channelling, Magic Sense, Perception, Read/Write, Speak Arcane Language (Estalian Magick) Speak Language (Classical), Academic Knowledge (Theology), Gossip, Speak Language (Any), Trade, Speak Arcane Language, Secret Language (Any), Ride, Command, Navigation, Heal, Intimidate +10, Common Knowledge (Any two), SWG (Parrying)

Talents: Arcane Lore (Any three) Strong minded,

Trappings: 1 Icon, Grimoire. 1 sets Best quality clothes. 100 GC, 5 followers,

Career Entries: *Member*

Career Exits , Ambassador, Explorer, Scholar, Initiate, Politician

Estalian *Director*

WS	BS	S	T	Ag	Int	WP	Fel
+30	+5	+5	+5	+5	+10	+30	+10
A	W	SB	TB	M	Mag	IP	FP
+1	+5	-	-	-	+6	-	-

Skills: Academic Knowledge (Tilean Magick), Academic Knowledge (Theology), Channelling, Magic Sense, Perception, Read/Write, Speak Arcane Language (Estalian Magick) Speak Language (Classical), Academic Knowledge (any), Gossip, Speak Language (Any),
Speak Arcane Language, Secret Language (Any), Ride, Command, Navigation, Heal, Intimidate +10, Common Knowledge (Any two),

Talents: Arcane Lore (Any three) Schemer, Suave,

Trappings: 1 Magic item, 2 Icons, 2 Grimoires. 2 sets, 2 Holy weapons Best quality clothes. 500 GC, 15 followers,

Career Entries: *Principal*

Career Exits , Scholar, Noble Lord, Politician,

Arabyan Vizier

WS	BS	S	T	Ag	Int	WP	Fel
+30	+5	+5	+5	+5	+20	+30	+10
A	W	SB	TB	M	Mag	IP	FP
+1	+5	-	-	-	+6	-	-

Skills: Academic Knowledge (Arabyan Magick), Channelling+10, Magic Sense, Perception, Read/Write, Speak Arcane Language (Arabyan Magick) Speak Language (Classical), Academic Knowledge (any), Gossip, Speak Language (Any), Trade, Speak Arcane Language,(any 3) Secret Language (Any), Ride, Command, Navigation, Heal, Intimidate +10, Common Knowledge (Any two), Heal, Surgery, Intimidate,+10, Hypnotism, Prepare Poison, Torture,

Talents: Arcane Lore (Any three), Dark Lore, Frightening, Menacing, Meditation, Schemer, Suave,

Trappings: 1 Magic item, (Bound Jinn), 2 Grimoires. 2 sets Best quality clothes,. 500 GC, 10 slaves,

Career Entries: Any.

Career Exits , Scholar, Noble Lord, Politician,

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