

# Aranai's WFRP Magic Overhaul

## Part I — Arcane Magic

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Special Thanks to

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# Preface

It's been 7 years at the time of this writing since Warhammer Fantasy Roleplay 2e was first written, and it still stands the test of time as an excellent game, and I love every dollar I've spent on it.

However, while the game as a whole is excellent, some aspects of the system have aged poorly, looking especially dated compared to later games that run off of the same system that have polished the mechanics considerably (I'm looking at you, *Black Crusade*).

There are also some inconsistencies in the writing of the Lores. Certain concepts or spell effects from *Warhammer Fantasy Battle* concurrent with the game's publishing are inexplicably missing—for example, the weather and earth control concepts from the Lore of Life.

The spell selection given also heavily favors some Lores over others. The Lore of Light, for example, is generally excellent in all capacities, whereas the Lore of Fire is less than spectacular, and doesn't accomplish what a Bright Wizard is supposed to be (namely, a living artillery unit) very well.

This brings me to the purpose of this project—a face-lift for the most lacking part of WFRP, the magic systems. The project is presented in its initial stage, with Arcane Magic and its trappings updated to run more smoothly. Runecrafting is the next projected stage, followed by Divine magic, and then Hedge magic, and finally Dark magic.

As we now move into the update, I would like to extend thanks to Games Workshop, Green Ronin, and Black Industries for providing the world with this excellent game; and especially to Games Workshop for their notably welcoming attitude to fan works.

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# Arcane Mechanics

## PROPERTIES OF SPELLS

Spells have properties that are a bit different than in the base rules.

- » *Magic Requisite*: The required level your Magic Characteristic must be in order to cast the spell. This isn't as rigid as one might think, and there are methods discussed later for casting spells of higher Magic Requisite than your current Magic.
- » *Casting Time*: Acts exactly as it does in the base rules.
- » *Range*: What the spell targets. Sometimes there are two entries here, if a spell has a target and radius that does not use a Template.
- » *Duration*: How long the spell lasts. A duration of Instant means the magic acts and then is gone. Otherwise, the listed duration is how long the spell persists for. The primary difference here is taking the spell's duration out of the descriptive text and placing it in an easy-to-reference location.
- » *Casting Tool/Ingredient*: These are components of the spell's ritualistic nature. They are discussed in more detail later.

## CASTING ARCANES SPELLS

Arcane spells are cast by making a Channelling Test, as long as you meet the Magic Requisite of the spell. Rolling doubles triggers Tzeentch's Curse, using the charts provided in *Realms of Sorcery*. In certain circumstances detailed later, you may have to roll *Chaos Dice*—additional dice that only count for triggering Tzeentch's Curse. In such a case, it is possible to roll triples or quadruples, which cause Major and Catastrophic manifestations, respectively. Should multiple instances of Tzeentch's Curse be rolled, only the most severe is used.

Compared to the method used in the base rules, this method results in the clarity of chance of success that all other rolls in *WFRP* benefit from. Spellcasters are more consistently able to succeed spells of their level.

## CONTROLLED CASTING

Practitioners of Arcane Magic benefit from greater understanding of the warp and weave of the Winds of Magic, and can therefore twist them to suit their needs more easily. This manifests itself mechanically as an Arcane spellcaster having three distinct levels of power he can put behind a spell.

An *Unfettered* spell is the “default” form of spellcasting. Your Magic Characteristic is used exactly as-is. You may not cast a spell Fettered if you are receiving Chaos Dice from any source.

A *Fettered* spell is much safer, but at the cost of being less powerful. Fettered spells do not trigger Tzeentch's Curse, but the caster's Magic Characteristic is treated as one point lower than normal. In addition, all bonuses to the Magic Characteristic, save that from using an Ingredient, do not count for the purposes of the Fettered spell.

Finally, an Arcane Spellcaster can *Push* a spell to temporarily increase his Magic Characteristic. When Pushing, a caster can increase his Magic Characteristic by up to +3, at the cost of an equal number of Chaos Dice.

## SPELL—GRANTING TALENTS

The structure of Talents that grant spells has been altered.

The spells granted by the *Arcane Lore* Talent has been split into two distinct Talents—*Petty Magic (Colour)* covers all of the Lore's generic spells with a Magic Requisite of 1 and 2; *Arcane Lore (Colour)* covers all of the remaining generic spells from Magic Requisite 3 to 6. *Petty Magic (Colour)* is part of the Apprentice Wizard career, and *Arcane Lore (Colour)* is part of the Journeyman Wizard career.

The Lesser *Magic Talent* has been renamed to *Common Magic*—the old name is misleading, as many of the spells contained within were just as powerful (or more powerful, in some cases) than spells belonging to full Lore talents. In addition, the *Common Magic (Dispel)* Talent has been added

to the Apprentice Wizard career to comply with all casters being able to dispel in *Warhammer Fantasy Battle*.

The concept of three distinct spell lists (Elemental, Mystical, Cardinal) has been excised. In many cases, this lead to one spell list being significantly better than the other two, and PC wizards rarely deviating from the “best” list. Thus, a Wizard gains all the spells listed in a Petty Magic or Arcane Lore Talent.

## GRIMOIRES AND TOMES OF LORE

The concept of Grimoires has been expanded upon and properly defined. A new concept, a Tome of Lore, has been introduced.

A **Tome of Lore** is a thick book describing the methods for casting the traditional set of spells that make up a Lore of Magic (the spells contained within the *Petty Magic (Colour)* and *Arcane Lore (Colour)* Talents). Tomes of Lore come in two volumes, aligned to a specific Talent. A *Tome of Lesser (Colour) Lore* grants access to the *Petty Magic* spells, and a *Tome of Greater (Colour) Lore* grants access to the *Arcane Lore* spells. Each of these books cost 100gc, but the Colleges often waive the cost for the Lesser Tome in order to expedite a prospective’s induction into the Order. A *Tome of Lesser (Colour) Lore* replaces the printed book trapping in the Apprentice Wizard career, and a *Tome of Greater (Colour) Lore* replaces the Grimoire trapping in the Journeyman Wizard career.

A **Grimoire**, by contrast, is a research journal that describes the methods necessary to cast a spell that is not part of the Lore’s generic lists. Writing a grimoire is a mandatory part of learning to cast a non-standard spell, or any form of ritual. The cost to create a Grimoire varies depending on its power level:

- » Petty Magic — 200gc
- » Common Magic — 300gc
- » Arcane Lore — 500gc
- » Ritual Spell — 500gc

Note that these costs include the costs to purchase write the book itself; but also the costs required to purchase research materials, and to maintain a magical laboratory. In order to create a Grimoire, you must roll a number of Academic Knowledge

(Magic) Skill Tests, accumulating a number of Degrees of Success equal to ten times the spell’s Magic Requisite. Rituals require fifteen times the spell’s Magic Requisite. In this special case, you add your Magic characteristic as Degrees of Success on any successful Test. Each roll represents four hours of work, and you cannot test more than twice a day without the GM’s permission.

A Wizard can learn from another Wizard’s Grimoire, but most Grimoires are very personal in nature, and thus discerning the magical knowledge therein is often difficult. Utilizing another’s Grimoire works much like creating one on your own, except all of the Academic Knowledge (Magic) tests are Hard (-20%). Note that while many Wizards guard their Grimoires jealously, many others are perfectly willing to share their knowledge—for a healthy fee, of course.

## MAGICAL TOOLS AND INGREDIENTS

All spells have a listed Tool and a listed Ingredient. These objects are physical components used to better channel the Winds of Magic and enhance the spell.

A **Tool** is an object that is part of the spell’s casting, but is not consumed or otherwise rendered useless by the spell. When casting a spell with its Tool, if Tzeentch’s Curse is triggered, you may roll the result twice and take whichever option you prefer.

An **Ingredient** is an object that is consumed or otherwise changed beyond use as part of the spell. When casting a spell with an Ingredient, you gain a +1 to your Magic Characteristic.

## INHIBITED CASTING

Chanting incantations in an Arcane Language and making physical motions to channel the Winds of Magic is part of what helps keep magic safe (relatively) for Arcane Spellcasters. However, a Wizard may be restrained, or gagged, or in some other way inhibited. In these cases, a Wizard may still cast spells if he is deprived of either linguistic or physical components at the cost of a Chaos Die, or two Chaos Dice if both are deprived.

## ALTERED SKILLS AND TALENTS

Several Skills and Talents have, understandably, been altered to comply with the new rules. In addition, a new Talent has been added, and another removed. The changes are as follows:

### Skill Group – Arcane Language

The following Arcane Language names have been changed to their more proper names:

- » Magick → *Lingua Praestantia*
- » Arcane Elf → *Anoqeyån*

### Skill – Channelling

The skill has been changed to the general method for casting. The skill description has changed to follow suit.

**Skill Type:** Basic

**Characteristic:** Willpower

**Description:** Use this skill to control the Winds of Magic. All spellcasting involves manipulations of the Winds of Magic, thus, a Channeling skill test is used to cast a spell.

**Related Talents:** Aethyric Attunement

### Talent – Dark Magic

The Talent description has changed to the following:

You know how to manipulate *Dhar* (black magic) to fuel your spells. Using Dark Magic gives you more power, but is much more dangerous. When you cast a spell, you can opt to use the energy of *Dhar* to fuel it. When making a Casting Roll for a spell modified in such a way, count your Magic characteristic as double its normal value, before adding any benefits that increase Magic, such as a familiar. However, you must roll two additional Chaos Dice. When using Dark Magic to fuel a spell, Pushing a spell increases your Magic Characteristic by +2 for each Chaos Die, up to a maximum of +6.

### Talent – Lesser Magic

The Talent's name has changed to Common Magic. It is otherwise functionally identical.

### Talent – Petty Magic

Petty Magic has been expanded to include a spectrum of Petty Magic (*Colour*) talents. These talents are required to get the associated Arcane Lore (*Colour*) talent. In addition, the skill associated with

the Arcane Lore talent is now gained with the Petty Magic (*Colour*) talent. You must have Petty Magic (*Arcane*) before you can take Petty Magic (*Colour*).

### New Talent – Arcane Mastery

The following Talent has been added to the Wizard Lord career.

Your grasp of the ways of the Winds of Magic has reached a level can few ever hope to achieve. When casting a *Common Magic*, *Petty Magic (Arcane)*, *Petty Magic (Colour)*, or *Arcane Lore (Colour)* spell, subtract up to one Chaos Die.

### Excised Talent – Hedge Magic

The *Hedge Magic* Talent has been removed. Its function—casting without an Arcane Language Skill at a cost—has been made into a generic function. Thus, *Hedge Magic* is no longer needed.

# Revised Spell Descriptions

## Petty Magic (Arcane)

### DROP

Magic Requisite: 1  
Casting Time: Half Action  
Range: 24 yards  
Duration: Instant  
Casting Tool: Any weapon  
Ingredient: A dab of butter

You compel a target within range to drop whatever he is holding if a Willpower Test is failed.

Apprentice Wizards are taught this spell as a primary method of self defense—a wizard who makes his enemy drop his weapon and runs away is likely to be treated a lot fairer than one who injured his assailant.

### GLOWING LIGHT

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A candle  
Ingredient: A drop of lamp oil

You can cause any item in your grasp to glow with the light of a lantern. You can only have one item affected by this spell at a time.

### MAGIC DART

Magic Requisite: 1  
Casting Time: Half Action  
Range: 16 yards  
Duration: Instant  
Casting Tool: A sling  
Ingredient: A small wooden dart

You throw a dart of magical force at an opponent. Although small, the magic dart strikes with considerable force. A magic dart is a magic missile with Damage (Magic).

Apprentice Wizards are often taught that this spell is only to be used in situations where lethal

force is absolutely necessary, and that *drop* and *sleep* are far more preferable if possible.

### PHANTOM SIGHTS

Magic Requisite: 1  
Casting Time: Half Action  
Range: (12×Magic) Yards  
Duration: (Magic) Days  
Casting Tool: A paintbrush  
Ingredient: A dab of paint

You can create a small static image taking up no more space than a sphere with a 1 yard radius. The image can be as simple or detailed as you like, though sufficiently detailed images may require a longer casting time at the GM's discretion. The image is obviously false and of supernatural origin. The image cannot move or change once conjured, if you wish to make a new image, you must cast the spell anew. The spell persists until you either choose to dismiss it, or you cast another *phantom sights* spell.

Collegiate Wizards often use this spell to leave notes to communicate with other Wizards, despite differing schedules.

### PHANTOM SMELLS

Magic Requisite: 1  
Casting Time: Half Action  
Range: (12×Magic) Yards  
Duration: (Magic) Days  
Casting Tool: A censer  
Ingredient: A small amount of incense

You can create a scent from nothing, with intensity ranging from subtle to overwhelming. The spell can emulate any form of smell. You may choose to either designate an object as the center of the smell (at which point the smell moves with it), or you may fill an area using the Small Template with the smell. Once created, the smell diffuses as normal.



## PHANTOM SOUNDS

Magic Requisite: 1  
Casting Time: Half Action  
Range: (12×Magic) Yards  
Duration: (Magic) Hours  
Casting Tool: A panflute  
Ingredient: A drop of oil

You can create a noise from nothing, with volume ranging from a whisper to a roar. You can choose the type of noise and the volume; the spell can reproduce any type of noise except speech. The duration given is a maximum—once the sound you wish is finished, the spell ends.

## ANIMATION

Magic Requisite: 2  
Casting Time: Full Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A puppet's strings  
Ingredient: A sketch of the action you want performed

You can give an object a small semblance of life, allowing the object to move around on its own. The object will only perform duties it is intended for, or duties directly related to this purpose—a broom will only sweep floors, a pen will only write (but will scoot papers out of the way to continue writing), and a frying pan will only attempt to cook food placed within itself. You cannot cast this spell on armour or weapons.

Elder Wizards often chastise Apprentices for using this spell to shirk chores, though Apprentices are quick to grumble that they see the elders using the spell for that exact purpose.

## MARSH LIGHTS

Magic Requisite: 2  
Casting Time: Full Action  
Range: 100 yards  
Duration: 1 Hour  
Casting Tool: A lamp or lantern  
Ingredient: A firefly

You create the appearance of a number of distant lights that suggest torches or lanterns. After appearing, they can be sent off in any direction. They natu-

rally follow corridors or paths, and do not need to be controlled or overseen in any way. You can control them more closely if desired, but only as long as they remain in line of sight. You can't perform any other actions while controlling the lights. The lights travel at various speeds, but never slower than 8 yards per round or faster than 16 yards per round.

## SLEEP

Magic Requisite: 2  
Casting Time: Half Action  
Range: Touch  
Duration: 1d10 Rounds, min (Magic - 1)  
Casting Tool: A strip of black cloth  
Ingredient: A piece of down

Your touch causes one opponent to fall into a slumber for the spell's duration, unless a successful Willpower Test is made. Sleeping characters are considered to be helpless.

# Common Magic

## AETHYRIC ARMOUR

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A mailed glove  
Ingredient: A ring of chainmail

You weave the Winds of Magic around you, creating an invisible barrier that helps protect you from harm. You gain (Magic) Armour Points to all locations for the spell's duration. These Armour Points are not cumulative with any existing armour.

This spell is more commonly cast by wizards than by the priesthood.

## CLIMB

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: An icon with the image of an ant  
Ingredient: A daub of glue

Your hands and feet become tacky, adhering to any surface you touch. You gain the Scale Sheer Surface Skill for the spell's duration, with a  $+(5 \times \text{Magic})\%$  bonus. If you already have the Scale Sheer Surface Skill, the bonus increases to  $+(15 \times \text{Magic})\%$ .

This spell is more commonly cast by wizards than by the priesthood.

## DISPEL

Magic Requisite: 1  
Casting Time: Full Action  
Range: 12 yards  
Duration: Instant  
Casting Tool: A Good craftsmanship hammer  
Ingredient: A glass bead

You cause a spell (but not ritual magic) within range to end prematurely. A spell of Magic lower than yours ends immediately. You must contest Willpower with the original caster of a spell of equal Magic; if you win, the spell ends. You cannot end a spell of higher Magic than yours. By virtue of this

spell, you know what Magic a spell has as you are casting *dispel*.

This spell is more commonly cast by wizards than by the priesthood.

## ORATION

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: Special  
Casting Tool: A bell  
Ingredient: The throat of a chicken

Your target's voice can be heard clearly up to 500 yards away, but it is not deafening to those standing close by. The spell lasts until the target stops speaking; normal pauses to draw breath do not end it, but finishing a speech does.

This spell is more commonly cast by the priesthood than by wizards.

## MANIPULATE

Magic Requisite: 1  
Casting Time: Half Action  
Range: 12 yards *or* 24 yards  
Duration: Concentration  
Casting Tool: A hand fan  
Ingredient: A pinch of sand

You use magical force to move and manipulate light objects. You can move any unsecured items of up to  $(5 + 5 \times \text{Magic})$  Encumbrance. You can also open or close any unlocked door or knock over items of up to  $(40 + 10 \times \text{Magic})$  Encumbrance at twice the spell's normal range.

This spell is more commonly cast by wizards than by the priesthood.

## PHANTOM VOICE

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: Special  
Casting Tool: An icon with the image of a face  
Ingredient: A script of the words you wish to create

This spell functions much like *phantom sounds*, except it can emulate voices. You can make the voice sound however you like.



This spell is almost exclusively cast by wizards.

## ANATHEMA

Magic Requisite: 2  
Casting Time: 1 Minute  
Range: Touch  
Duration: 1 Week/Magic  
Casting Tool: A bell and a book  
Ingredient: A candle

Your invocation marks a target, leaving a stain upon his soul. Whilst this mark is invisible, other living creatures unconsciously detect it, making them feel uncomfortable and hostile. The target takes a -20% penalty to all Fellowship Tests. Generally, this common spell is cast as a symbolic means to exile someone from a community. As a result, the target has usually done something to warrant this rebuke and is likely to already take a penalty to his Fellowship Tests.

The mark can be seen with a Challenging (-10%) Magical Sense Test. How it appears varies from subject to subject, but is usually symbolic of the event that caused this spell to be cast.

This spell is more commonly cast by the priesthood than by wizards.

## BIND

Magic Requisite: 2  
Casting Time: Half Action  
Range: 12 yards  
Duration: (Magic) Minutes  
Casting Tool: A bit of rope  
Ingredient: A daub of glue

You call up an invisible magical force to bind an opponent's hands, causing him to drop whatever was held. The target may spend one Half Action each round to attempt a Strength Test to break the bindings.

This spell is commonly cast by both wizards and the priesthood.

## BLESSED WEAPON

Magic Requisite: 2  
Casting Time: Half Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: An icon of a god of battle  
Ingredient: A dab of blessed water

You can enchant one melee weapon, thrown weapon, or up to (5×Magic) shots of missile ammunition (arrows, bolts, bullets, etc.). These items gain no bonuses of any kind, but they do count as magical, making them quite useful against ghosts, spirits, and certain other monsters.

This spell is commonly cast by both wizards and the priesthood.

## MAGIC LOCK

Magic Requisite: 2  
Casting Time: 1 Minute  
Range: 2 yards  
Duration: (Magic) Weeks  
Casting Tool: A small key  
Ingredient: A small blob of grease

You enchant one lock or bolt within range. It cannot be picked or forced open during that time. However, the spell does not prevent someone from smashing down a magically locked door or breaking into a magically locked chest.

This spell is more commonly cast by wizards than by the priesthood.

## MAGIC ALARM

Magic Requisite: 2  
Casting Time: 1 Minute  
Range: Touch  
Duration: Special  
Casting Tool: A small brass bell  
Ingredient: A circle of salt

You create a silent alarm on one spot. Whenever a creature comes within 2 yards of this spot, you will be mentally alerted instantly no matter how far away you are. This wakes you up if you were sleeping. *Magic alarm* provides no details as to the identity of the trespasser, only that someone has triggered it. You can only have one *magic alarm* active

at a time. This spell lasts until it is triggered or you cast it again on a different spot.

This spell is commonly cast by both wizards and the priesthood.

## SILENCE

Magic Requisite: 2

Casting Time: Half Action

Range: 24 yards.

Duration: (Magic) Rounds

Casting Tool: A gag

Ingredient: The tongue of a small animal

You magically silence one character within range. Unless the target passes a Willpower Test, he cannot talk, or even grunt, for as long as the spell persists.

This spell is commonly cast by both wizards and the priesthood.

## TREMOR

Magic Requisite: 2

Casting Time: Half Action

Range: 12 yards

Duration: Instant

Casting Tool: A small block of rubber

Ingredient: A bit of crushed stone

You cause the ground to suddenly shudder. Use the Small Template. All creatures beneath the template that are standing on the ground must succeed on an Agility Test or fall. You are not affected by your own casting of *tremor*.

This spell is commonly cast by both wizards and the priesthood.

## AETHYRIC JUMP

Magic Requisite: 3

Casting Time: Half Action

Range: You

Duration: Instant

Casting Tool: A pair of Good craftsmanship boots

Ingredient: A grasshopper

You vanish and reappear in a space of your choosing, up to (3×Magic) yards away. Jumping through the Aethyr is dangerous, however, and each time you use this spell there is a cumulative 1% chance that you attract the attention of some Daemon. If this occurs, a Lesser Daemon of the GM's choosing

grabs a hold of you. If you fail an opposed Strength Test, you are lost in the Realm of Chaos forever, unless you have a Fate Point to spend. For every 12 hours you go without casting this spell, the chance of attracting a Daemon decreases by 1%.

This spell is almost exclusively cast by wizards.

## COMMON TONGUE

Magic Requisite: 3

Casting Time: Half Action

Range: Touch

Duration: (10×Magic) Minutes

Casting Tool: A Classical dictionary

Ingredient: The tongue of a small animal

You weave the Winds of Magic into a bond between you and a touched target. For the duration of the spell both you and the target can speak Classical, even if you do not have the Speak Language (Classical) skill. You and your target can understand each other perfectly fine, but the magical interference shows through. Your dialogue sounds wrong to someone who has the Speak Language (Classical) skill, but they cannot pinpoint exactly why.

This spell is commonly cast by both wizards and the priesthood.

## REPEL TAINTED

Magic Requisite: 3

Casting Time: Full Action

Range: You

Duration: (Magic) Rounds

Casting Tool: A symbol of a god opposed to Chaos

Ingredient: A sprig of witchbane

You surround yourself with a shimmering barrier of blue magical energy. Creatures with chaos mutations who attempt to attack you in melee must succeed on a Willpower Test each round or be unable to attack you, instead choosing another target or action that round. Even on a success, they take a -(5×Magic)% penalty to Weapon Skill Tests against you.

This spell is commonly cast by both wizards and the priesthood.

## SAFEGUARD

Magic Requisite: 3  
Casting Time: Full Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A symbol of a god opposed to Chaos  
Ingredient: A sprig of witchbane

You twist and warp the Winds of Magic to swirl around your target, repelling the effects of mutation for a short time. While the spell persists, the target gains a  $+(10 + 5 \times \text{Magic})\%$  bonus to any test made to resist gaining a mutation.

This spell is commonly cast by both wizards and the priesthood.

## SANCTUARY

Magic Requisite: 3  
Casting Time: Full Action  
Range: Special  
Duration: (Magic) Hours  
Casting Tool: A stone from a well-used hearth  
Ingredient: A thin line of salt across each entrance

You ward a room you are within. Anyone attempting to enter the room must succeed at a Routine (+10%) Willpower Test to do so. This Willpower Test is instead Hard (-20%) for those with an actively malicious intent. This does not stop people throwing missiles, including large rocks and fire bombs, into the building, so it is most effective on strong, stone rooms.

This spell is more commonly cast by the priesthood than by wizards.

## SKYWALK

Magic Requisite: 3  
Casting Time: Full Action  
Range: You  
Duration: Casting Time  
Casting Tool: A pair of Good craftsmanship boots  
Ingredient: An eagle's feather

You briefly walk on air, moving up to triple your Movement Characteristic and then returning to the ground. You can reach a height of up to  $(2 \times \text{Magic})$  yards, allowing you to easily walk over ground obstacles.

This spell is more commonly cast by wizards than by the priesthood.

## SUPPRESS MUTATION

Magic Requisite: 3  
Casting Time: Full Action  
Range: Touch  
Duration:  $(3 \times \text{Magic})$  Hours  
Casting Tool: A wax effigy of an un-mutated person  
Ingredient: A healing draught

A Mutant you touch loses one mutation of your choosing for the spell's duration. If the subject is unwilling, he receives a Willpower Test to resist the spell. This spell has no effect on creatures with Instability (such as Daemons), nor on creatures without mutations (for obvious reasons).

This spell is rare, but more commonly cast by wizards than by the priesthood.

## VIGILANCE

Magic Requisite: 3  
Casting Time: 1 Minute  
Range: You;  $(6 \times \text{Magic})$  Yard-Radius  
Duration: 24 Hours  
Casting Tool: A grimoire  
Ingredient: A small circle of salt

You attune yourself to the winds of magic, feeling out into its warp and weave for pockets of power. While the spell persists, you are always aware of the exact number of spells in effect within *vigilance's* area of effect. If the spell detected is one you are capable of casting, you identify it immediately. Otherwise, its identity remains a mystery to you. The spell's existence (and identity, if applicable) are the only pieces of information revealed to you—you are unaware, for example, of the spell's position.

This spell is almost exclusively cast by wizards.

## Vow

Magic Requisite: 3

Casting Time: 1 Minute

Range: 2 yards

Duration: Permanent

Casting Tool: A symbol of a god

Ingredient: A written text of the vow

The target of this spell swears to carry out, or refrain from, a certain action. He must do so of his own free will, although he need not know the spell is being cast. If he breaks the vow, he immediately and permanently reduces his Toughness Characteristic by 1d10. If the target swears to do something, merely attempting is not enough; he must succeed to avoid the penalty. The spell remains in effect until the vow is fulfilled or broken, and may be dispelled before that point.

This spell is more commonly cast by the priesthood than by wizards. Priestesses of Shallya never learn this spell; it is a grave violation of their strictures.

# Petty Magic (Beasts)

## THE BEAST BECKONED

Magic Requisite: 1  
Casting Time: Half Action  
Range: (Magic) Miles  
Duration: Instant  
Casting Tool: A bone whistle  
Ingredient: A lump of sugar

You let out an imitation of an animal's call, beckoning either a specific beast or a specific kind of beast to you (You can be somewhat specific with a kind of beast, for example, you may request a stag instead of just a deer). The chosen animal drops whatever task it was performing (or finishes the task if it was of vital importance—such as feeding its young or eluding a predator), compelled to come to your side. If you summoned a specific type of beast, only the nearest beast responds to the call. A summoned beast is under no compulsion other than that which brought it to your location, and will otherwise act as it normally would. By virtue of this spell, you are immediately aware of roughly how long it will take for the beast to reach you, or if the requested beast is not in range.

## THE BEAST NAMED

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: Instant  
Casting Tool: A leather collar  
Ingredient: A lump of sugar

You touch an animal, bestowing upon it a name. The animal will forever understand this word as its name, and any direct commands given to a beast using its name grant a +10% to any tests made to control the animal. In addition, by virtue of this spell, a named beast has some small understanding of any requests made of it. If a beast is addressed by name and given complex orders (that it is capable of completing), it can make an Easy (+20%) Intelligence Test to understand and follow out the orders to the best of its ability. If failed, the orders are simply ignored, and cannot be attempted again.

## CALM THE WILD BEAST

Magic Requisite: 1  
Casting Time: Half Action  
Range: 48 yards  
Duration: (Magic) Hours  
Casting Tool: A non-percussive musical instrument  
Ingredient: A lump of sugar

Your soothing and hypnotic voice calms one animal unless it makes a successful Willpower Test. You may approach the beast and touch it without fear; it remains placid. If a mount, you may ride it with a +10% bonus to any Ride Skill Tests you are required to make. The animal remains friendly towards you for the spell's duration or until you attack it, in which case the spell is broken immediately.

## CRUELTY'S DESSERTS

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: Special  
Casting Tool: The skull of a man who was mauled to death  
Ingredient: A pinch of bat guano

You cast this spell while touching an animal, wild or domestic. Any intelligent creature who harms or is otherwise cruel to that particular animal before the next full moon takes a -10% penalty on all Fellowship Tests until the full moon after that one.

## FORM OF THE HUMBLE RAT

Magic Requisite: 2  
Casting Time: Full Action  
Range: You  
Duration: Permanent  
Casting Tool: A rat's skull  
Ingredient: A rat pelt

You transform yourself and all the equipment you are carrying into a rat. You retain your mental faculties and your Intelligence and Willpower, but your other stats are as a rat (see *Realms of Sorcery*, page 190). You cannot talk or cast spells while in rat form. You may end this spell at any time and resume your normal form, but the spell automatically ends if you suffer a Critical Hit. For every point of Magic

above the spell's Magic Requisite, you can sustain an additional Critical Hit before losing this spell.

## THE BEAST BROKEN

Magic Requisite: 2  
Casting Time: Full Action  
Range: 12 yards  
Duration: Instant  
Casting Tool: A bridle  
Ingredient: A lump of sugar

You break the wild spirit of a single animal that can be domesticated. These animals include horses, dogs, and some birds of prey. It does not include normally wild animals like wolves, bears, snakes, and so on. The target animal receives a Willpower Test to shrug off the effects of the spell. On a failed test, it remains docile towards Humans, Elves, Dwarfs, and Halflings forever, though it is still likely to be afraid—and rightly so—of creatures like Greenskins, Skaven, and those tainted by Chaos.

## THE BEAST MADE WELL

Magic Requisite: 2  
Casting Time: Full Action  
Range: Touch  
Duration: Instant  
Casting Tool: A sprig of aloe  
Ingredient: A poultice

You touch an injured animal, healing 1 Wound/Magic. Only natural animals may be healed by this spell; magical creatures (including familiars, even if animalistic) and monsters are unaffected.

## CLAWS OF FURY

Magic Requisite: 2  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A cat's claw  
Ingredient: A pinch of a cat's fur

Your fingernails turn into razor-sharp claws as you take on a feral aspect. You gain +1 to your Attacks characteristic and a +10% bonus to Weapon Skill. The claws are hand weapons with Damage (Magic) and the Fast quality. You cannot wield a weapon while this spell is in effect.

## FORM OF THE SOARING RAVEN

Magic Requisite: 2  
Casting Time: Full Action  
Range: You  
Duration: Permanent  
Casting Tool: A raven's skull  
Ingredient: A raven's feather

This spell functions much like *form of the humble rat*, except you transform into a raven instead. See *WFRP*, page 233, for raven statistics.

## LEATHERBANE

Magic Requisite: 2  
Casting Time: Full Action  
Range: Touch  
Duration: Instant  
Casting Tool: A piece of tattered leather  
Ingredient: A vial of powdered bull's horn

You touch a character, creature, or animal and all leather goods he is carrying or wearing—belts, pouches, straps, scabbards, and even armour—shrivel immediately and turn permanently to dust.



# Arcane Lore (Beasts)

## THE BOAR'S HIDE

Magic Requisite: 3  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: The hide of a boar  
Ingredient: A glob of boar fat

Your skin becomes as tough as a wild boar's. For the duration of the spell, you reduce the Critical Value of Critical Hits scored against you by (Magic), to a minimum of 1. Due to the rigidity of the hide, however, you also take a -10% penalty to your Agility.

## FORM OF THE RAVENING WOLF

Magic Requisite: 3  
Casting Time: Full Action  
Range: You  
Duration: Permanent  
Casting Tool: The skull of a wolf  
Ingredient: A pinch of wolf fur

This spell functions much like *form of the humble rat*, except you transform into a wolf instead. See *WFRP*, page 233, for wolf statistics.

## LIONHEART

Magic Requisite: 3  
Casting Time: Half Action  
Range: Allies within 48 yards  
Duration: Instant  
Casting Tool: The preserved heart of a lion  
Ingredient: A pinch of lion fur

You shout out to all allies within range. Any who are currently fleeing due to the effects of Terror, or who are currently paralyzed by the effects of Fear, are relieved of those effects and need not roll again under the present circumstances. If new sources of Fear or Terror come on the scene, however, they must be resisted normally.

## MASTER'S VOICE

Magic Requisite: 3  
Casting Time: Half Action  
Range: 24 yards  
Duration: 1 Round  
Casting Tool: A leather collar  
Ingredient: A lump of sugar

You command one animal within range to do your bidding unless it makes a successful Willpower Test. On its next turn, you decide what actions the animal will take, and it will do as you command.

## THE TALKING BEAST

Magic Requisite: 3  
Casting Time: Half Action *or* Free Action  
Range: 24 yards *or* You  
Duration: 1 Minute/Magic *or* Special  
Casting Tool: A necklace of teeth  
Ingredient: The tongue of the animal species you wish to speak

You may bless an animal within range, gifting it the power of speech as long as the spell persists. Alternatively, you may cast this spell immediately upon taking on an animal form to retain your ability to speak.

## THE BEAST UNLEASHED

Magic Requisite: 4  
Casting Time: 2 Full Actions  
Range: Allies within 12 yards  
Duration: Varies  
Casting Tool: The tooth or claw of a predator that has killed a man  
Ingredient: Freshly spilled blood

You unleash the primal savagery of your allies. Any friendly character within range of you goes into a frenzy, as per the talent of the same name. No roll is required; they become frenzied as soon as the spell is cast. Any ally that wishes to avoid the effects of this spell may do so with a Willpower Test.

## COWERING BEASTS

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Magic Requisite: 4  
Casting Time: Full Action  
Range: (2×Magic) Foes *or* 1 Foe within 48 Yards  
Duration: Varies  
Casting Tool: A lit torch  
Ingredient: Hair of a cowardly dog

You thunderously rebuke your foes, comparing them to base animals that had best cower before their master. This panics a number of foes, starting with those closest to you. Those affected must make Fear Tests every round until they succeed and shake off the effects of Fear, or until you leave the scene. Alternatively, you may focus the effects of this spell on one target, who must make a Challenging (-10%) Terror Test.

## CROW'S FEAST

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Magic Requisite: 4  
Casting Time: Full Action  
Range: 48 yards  
Duration: 1 Round/2 Magic  
Casting Tool: A Good craftsmanship knife  
Ingredient: A caged crow

You summon a murder of supernatural crows anywhere within range that swoop down upon your enemies. These are Aethyric creatures of vengeance, with iron-shod beaks and bleeding feathers. They may be summoned anywhere, as they are capable of passing through any form of non-sentient material—trees, rocks, metal, etc. These crows always appear in huge flocks—use the Large Template to represent this. Those affected take a Damage (Magic) hit from the furious crows. Do not roll for hit location; all hits are to the head. The Aethyric murder continues to swoop and dart through the area, making movement difficult. Anyone inside the spell's area of effect must make a Routine (+10%) Strength Test or only be able to move half as quickly. At the conclusion of the spell's duration, the crows scatter as quickly as they appeared.

## FANGS OF WRATH

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Magic Requisite: 4  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A snake's fang  
Ingredient: A vial of snake's venom

Your teeth turn into terrifying, knife-like fangs as you take on a feral aspect. You gain +1 to your Attacks characteristic and a +10% bonus to Weapon Skill. The fangs have Damage (Magic) and the Fast quality. The fangs deliver a dangerous poison with injury—when casting this spell, choose one of Weapon Skill, Ballistic Skill, Strength, Toughness, or Agility. After taking a hit that dealt at least one Wound, the target must pass a Toughness Test or take a 5% penalty to the chosen characteristic due to the poison. The poison remains in the target's system, repeating the same effect for an additional (Magic) Rounds at the start of your turn. Any given target can only be affected by this poison once.

## FORM OF THE PUISSANT STEED

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Magic Requisite: 4  
Casting Time: Full Action  
Range: You  
Duration: Permanent  
Casting Tool: A piece of a horse's skull  
Ingredient: A pinch of horse hair

This spell functions much like *form of the humble rat*, except you transform into a destrier instead. See *WFRP*, page 232, or the *Old World Bestiary*, page 122, for destrier statistics.

## FORM OF THE RAGING BEAR

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Magic Requisite: 5  
Casting Time: Full Action  
Range: You  
Duration: Permanent  
Casting Tool: A piece of a bear's skull  
Ingredient: A pinch of bear fur

This spell functions much like *form of the soaring raven*, except you transform into a bear instead. See *WFRP*, page 232, for bear statistics.

## REPUGNANT TRANSFORMATION

Magic Requisite: 5

Casting Time: 2 Full Actions

Range: Touch

Duration: Permanent (2 Degrees)

Casting Tool: A small bone totem

Ingredient: The skin of a blue toad

Your mighty magic transforms your target into its basest form, revealing its true character. Unless the victim succeeds on a Challenging (-10%) Willpower Test, he undergoes a terrible transformation, sprouting hair all over his body, losing the capacity for speech, and behaving in strange and inexplicable ways. On the victim's turn, he must roll 1d10 to see what he does for the round.

Roll	Result
1	Subject finds something interesting in his nostril and spends a round digging for it.
2	Subject defecates noisily, weeping for the force of the burst.
3	Subject screams for no reason and runs in a random direction, possibly into an obstacle.
4	Subject cackles wildly and attacks the closest living thing.
5	Subject looses a lowing noise and tries to embrace the nearest object.
6	Subject curls into a ball, giggling madly.
7	Subject dances a jig while waving his weapon (or hands) over his head.
8	Subject acts normally for this round.
9	Subject stands mute.
0	Subject brays like a mule, forcing all allies within 8 yards to make Fear Tests.

Casting the spell successfully on the target again reverses its effects, restoring the victim entirely. The victim is only vaguely aware of what took place while transformed, the memories appearing very hazy and dreamlike.

## WINGS OF THE FALCON

Magic Requisite: 5

Casting Time: Full Action

Range: You

Duration: 1 Minute/Magic

Casting Tool: A live falcon

Ingredient: A falcon's pinion

You grow wings from your back, which are strong enough to bear you aloft. You gain the Flyer (4) talent for the duration of the spell. For more information on flying, see **Chapter Six: Combat, Movement, and Damage** in *WFRP*. Obviously, simple folk, seeing someone transformed by *wings of the falcon*, will assume you are some form of Chaos Daemon and react appropriately.

## THE WINTER'S LONG SLUMBER

Magic Requisite: 5

Casting Time: Half Action

Range: Touch

Duration: Special

Casting Tool: A bear's pelt

Ingredient: A bear's tooth

You touch a willing character, creature, or animal, causing it to immediately fall into a deep sleep akin to a bear's hibernation. This state persists for many months, until the solstice or equinox after the next (that is, the remainder of the current season, plus the full season after that). During this period of slumber, the character need not eat or drink. Due to the magical nature of the hibernation, any diseases, poisons, or other similar afflictions the character endures are interrupted. No further damage or other maladies already in effect continue while the character hibernates (A penalty to Willpower Tests from some poison would affect the hibernating character, for example, but a progressive poison would not continue to get worse). Natural healing, however, does occur. The recipient of this spell cannot be woken by normal means; the caster must will a premature awakening. You may also cast this spell on a dying character, creature, or animal in order to halt the effects of their injury, if a Toughness Test is passed. You may also cast this spell on yourself. In the event that you do, you may—at your option—designate one other individual, who must be present when you cast the spell, who may wake you be-

fore the spell's expiration with a free action.

## FORM OF THE LEGENDARY DRAGON

Magic Requisite: 6

Casting Time: Full Action

Range: You

Duration: Permanent

Casting Tool: A piece of a dragon's skull

Ingredient: A dragon's scale

You transform yourself and all the equipment you are carrying into a dragon. You retain any characteristics that are greater than a dragon's, but otherwise use a dragon's statistics (see *WFRP*, page 233). Unlike other form spells, you can talk and cast spells while in dragon form. You may end this spell at any time and resume your normal form, but if you suffer a Critical Hit, the spell ends if a Willpower Test is failed.

As this is such a devastating conjuration, all Wizards within a 5-mile radius area aware of the disturbance in the Aethyr that this spell causes. Magisters of the Amber Order are quick to chastise use of such horrific force without very good reason.

## UNLEASH THE PRIMAL RAGE

Magic Requisite: 6

Casting Time: Full Action

Range: You

Duration: (Magic) Minutes

Casting Tool: A bone of a slain Chaos beast

Ingredient: A vial of bear, boar, falcon, and snake blood

You transfigure yourself into an avatar of wild fury. You grow claws as *claws of fury*, you grow fangs as *fangs of wrath*, your skin hardens as the *boar's hide*, and you grow wings as *wings of the falcon*. In addition, for the duration of the spell, you gain +2 to your Attacks characteristic, +20% to your Weapon Skill, +20% to your Strength, and can make Swift Attacks as a Half Action.

# Petty Magic (Death)

## BOON OF SHYISH

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: (Magic) Minutes  
Casting Tool: A scrap from a burial shroud  
Ingredient: A pinch of ashes from a corpse

You wrap a touched weapon in a pulsing aura of *Shyish*. When rolling damage for a weapon affected by this spell, damage dice always count as having rolled at least (2 + Magic), and Ulric's Fury is automatically confirmed. Additional damage dice triggered by Ulric's Fury do not benefit from this spell.

## DEATH'S MESSENGER

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A Good craftsmanship knife  
Ingredient: A drop of an enemy's blood

You infuse yourself with *Shyish*, emanating an aura of menace. You count as having the Intimidate skill with a  $+(5 + 5 \times \text{Magic})\%$  bonus while the spell persists.

## DEATHSIGHT

Magic Requisite: 1  
Casting Time: Full Action  
Range: You  
Duration: 1 Hour  
Casting Tool: A mourner's veil  
Ingredient: A pinch of grave dirt

You can see spirits and souls that are normally invisible to the naked eye. When living beings die, you can see their souls leaving their bodies.

## GRIEF'S END

Magic Requisite: 1  
Casting Time: Full Action  
Range: Within hearing distance  
Duration: Instant  
Casting Tool: An hourglass  
Ingredient: An object taken from the deceased

You speak comforting words to an individual bereaved by a recent passing. The target's pain is lessened as their understanding of fate deepens. Any effects of Fear or Terror, any Characteristic penalties, and any effects of Insanity that were brought on by the death are eliminated or nullified.

## TOMB ROBBER'S CURSE

Magic Requisite: 1  
Casting Time: 1 Minute  
Range: Touch  
Duration: 1 Year  
Casting Tool: A fragment of a broken grave marker  
Ingredient: A handful of dirt from a voided grave

This spell must be cast in the presence of a corpse or at a tomb or grave site. Anyone who desecrates the dead body or site while the spell persists feels the effects of the curse, and suffers a  $-(5 + 5 \times \text{Magic})\%$  penalty on all Willpower, Intelligence, and Fellowship tests for one week. The culprit also gains (Magic) Insanity Points unless a Willpower Test is passed.

## DEATH'S DOOR

Magic Requisite: 2  
Casting Time: Full Action  
Range: 24 Yard-Radius  
Duration: (Magic) Hours  
Casting Tool: An hourglass  
Ingredient: A vial of embalming fluid

Your power over death is such that you can briefly delay the inevitable. All allies within the spell's radius are affected. Those affected, if slain during the spell's duration, can take a Half Action on their normal Initiative before dying. As soon as the action is resolved, death beckons.

## FINAL REVELATION

Magic Requisite: 2

Casting Time: Half Action

Range: Touch

Duration: Instant

Casting Tool: A mourner's veil

Ingredient: Blood from the corpse in question

You can learn a few pieces of information about what a corpse was in life. You may choose two pieces of information off of the list below.

- » The subject's name
- » The subject's last place of residence
- » How many siblings the subject has
- » The subject's manner of passing (This is fairly unspecific—you can learn that the subject was stabbed seven times, but not who perpetrated the deed)
- » Other similar effects at GM discretion

You may only ever cast this spell once on any individual corpse, regardless of success or failure.

## SWIFT PASSING

Magic Requisite: 2

Casting Time: Half Action

Range: Touch

Duration: Instant

Casting Tool: A weapon that has harmed the target

Ingredient: A bit of the subject's blood

With a touch of your fingers, you can dispatch a critically wounded character. *Swift passing* kills any character with 0 Wounds. Sufficiently powerful creatures (at GM's discretion) may be allowed a Willpower Test to avoid the spell's effects. Souls dispatched in this way are immune to spells such as final words but still remain at risk of Necromantic reanimation.

## TORPOR

Magic Requisite: 2

Casting Time: Full Action

Range: 36 yards

Duration: Special

Casting Tool: An hourglass

Ingredient: A bit of preserved flesh

You reave through your enemies with a burst of

Shyish, making them feel elderly and tired. Use the Small Template. All within the spell's area feel exhausted, suffering a  $-(10 + 5 \times \text{Magic})\%$  to all Tests until they receive a full night's sleep. A successful Toughness test reduces the penalty by 10%.

## WARD AGAINST ABOMINATION

Magic Requisite: 2

Casting Time: Full Action

Range:  $(4 \times \text{Magic})$  Yard-Radius

Duration: Special

Casting Tool: An icon of a god of death

Ingredient: A handful of salt

Upon casting this spell, and for as long as you remain motionless thereafter, undead creatures are incapable of coming within the spell's radius. Powerful undead (such as Mummies, Vampires, Wights, and Wraiths) may make an Opposed Willpower test against you in order to ignore the effects of the ward.



# Arcane Lore (Death)

## ACCEPTANCE OF FATE

Magic Requisite: 3  
Casting Time: Full Action + Half Action  
Range: 12 Yard-Radius  
Duration: 1 Minute  
Casting Tool: An icon of a god of death  
Ingredient: A pinch of grave dirt

You and all of your allies temporarily put aside their fear of death. Everyone affected by this spell counts as having the Fearless talent.

## DEATH'S RELEASE

Magic Requisite: 3  
Casting Time: Full Action  
Range: 12 yards  
Duration: 1 Minute  
Casting Tool: An item that belonged to the ghost in life  
Ingredient: A pinch of salt

You conjure forth the Purple Winds of Magic to swirl about a target creature with the Ethereal talent. The target must succeed on a Willpower Test or be forced to confront its state. This imposes a -10% penalty to all Weapon Skill Tests, and the target can only take a Half Action on its next turn. On the following round, the Ghost must attempt another Willpower Test to throw off the effects of *death's release*. Ghosts who fail three Tests in a row are released from the mortal world.

## LIMBWITHER

Magic Requisite: 3  
Casting Time: Full Action  
Range: 24 yards  
Duration: (Magic) Minutes  
Casting Tool: A bone from a severed limb  
Ingredient: A pinch of ashes from a corpse

You deaden one limb—arm or leg—of a single target. You may choose which exact limb to affect, and it becomes utterly useless. While the spell persists, the target suffers the effects of either a Lost Arm or Lost Leg (see WFRP, page 134). Normal use of the limb returns when the spell ends.

## REAPING SCYTHER

Magic Requisite: 3  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Rounds  
Casting Tool: A quarter staff  
Ingredient: A small handful of grave dirt

A scythe formed of Amethyst energy materializes in your grasp. It counts as a magic weapon with the Fast Quality and Damage (1 + Magic). You also gain a  $+(5 + 5 \times \text{Magic})\%$  bonus to Weapon Skill when wielding it. You can retain the spell with a successful Willpower Test each round after its duration expires.

## TIDE OF YEARS

Magic Requisite: 3  
Casting Time: Half Action  
Range: Touch  
Duration: Instant  
Casting Tool: An hourglass  
Ingredient: A pinch of ash from a corpse

You cause one non-magical item with an Encumbrance of  $(25 \times \text{Magic})$  or less to age and decay. Items of Poor or Common Craftsmanship turn to dust. Items of Good Quality become Poor and those of Best Craftsmanship become Common.

## DRAIN LIFE

Magic Requisite: 4  
Casting Time: Half Action  
Range: 12 Yards  
Duration: Instant  
Casting Tool: A bowl  
Ingredient: A bit of freshly spilled blood

You suck the life essence of a foe, and use it to heal yourself. The target takes a Damage (Magic) hit that ignores Toughness Bonus and Armour, unless a successful Willpower Test is made. You are healed of as many Wounds as you inflict. If you already have your full amount of Wounds, you don't gain any more, though the target still sustains damage. This spell has no effect on Daemons or the Undead.

## FINAL WORDS

Magic Requisite: 4

Casting Time: Full Action

Range: 12 Yards

Duration: Instant

Casting Tool: A skull

Ingredient: A bit of blood from the subject

You can ask (Magic) questions of the departing soul of a slain character. This must be done within 1 minute of the character's death or the soul will have already passed on to the realm of Morr. The soul is not compelled to answer truthfully (or at all, for that matter). *Final words* cannot be cast on creatures without souls, like Daemons and the Undead.

## THE ICY GRIP OF DEATH

Magic Requisite: 4

Casting Time: Full Action

Range: 48 Yards

Duration: Special

Casting Tool: A skeletal hand

Ingredient: A small handful of grave dirt

You use the icy tendrils of Shyish to bind enemies within a target area. Use the Large Template. Those affected must make a successful Willpower Test or be stunned. They can test again at the start of their turn to break death's grip on them. They remain stunned until they make a successful Test.

## KNOCKS OF THE DEPARTED

Magic Requisite: 4

Casting Time: Full Action

Range: Special

Duration: Instant

Casting Tool: A percussive instrument

Ingredient: A small portion of the subject's body

You ask and can receive an answer to (Magic/2) questions you ask of a specific deceased individual, as long as the questions can be answered with a number of knocks other than zero ("How many robbers came into your house on the night you were beaten to death?"), or answered with a yes or no ("Would it please you for us to bring your body on our pilgrimage to Altdorf?"). In the case of yes/no questions, the spirit of the deceased knocks once for "yes" and

twice for "no". No matter the question, the spirit is not compelled to answer at all, has no knowledge beyond that which he had in life, and can lie if he wishes. The act of answering is neither inherently pleasant nor odious to the deceased, though it may well be emotionally painful because of the living who are present or due to the nature of the question. This spell must be cast in the presence of either the deceased or in the presence of one of his living descendants. It is said the dead answer by knocking on the gates of Morr's realm.

## REPOSE

Magic Requisite: 4

Casting Time: Full Action

Range: Touch or 24 Yards

Duration: (Magic) Years or Instant

Casting Tool: An icon of a god of death

Ingredient: A small handful of salt

You create a field of a soothing aspect of Shyish, which can be used one of two ways.

You can use this spell to attempt to destroy Undead creatures. Use the Small Template. Any Undead creature within the spell's area of effect must make a Willpower Test or be immediately brought to zero Wounds and suffer a Critical Hit with a Critical Value of (2×Magic) of any damage type of your choice. Should an Undead creature pass its Willpower Test, it can never be affected by this spell from the same Amethyst Wizard again.

Alternatively, you can use this spell to ward a corpse from the influence of the darker arts. Any attempt to perform Necromancy on bodies so warded automatically fail.

## FACE THE INEVITABLE

Magic Requisite: 5

Casting Time: Full Action

Range: 48 Yards

Duration: (Magic) Minutes

Casting Tool: A skull

Ingredient: A drop of blood

You craft Aethyric cloud, and all within the cloud experience visions of gruesome deaths. Use the Large Template. All within are affected by Terror for as long as the spell persists.

## LIFE'S END

Magic Requisite: 5

Casting Time: Full Action

Range: 12 Yards

Duration: Instant

Casting Tool: A weapon that has harmed the target

Ingredient: A small glass bead

You forcibly expel the soul from a target, killing him immediately and horribly shrivelling his earthly remains to a husk unless he succeeds in an Opposed Willpower Test against you, in which case the spell fails.

The Lords of the Amethyst Order do not look kindly on liberal use of this spell.

## WIND OF DEATH

Magic Requisite: 5

Casting Time: Full Action

Range: 48 Yards

Duration: Instant

Casting Tool: A scrap from a burial shroud

Ingredient: A couple bone chips

You call down a lethal wind of *Shyish*. Use the Large Template. Those affected suffer a Damage (Magic) hit that ignores Toughness Bonus and Armour.

## YOUTH'S BANE

Magic Requisite: 5

Casting Time: Full Action

Range: 12 Yards

Duration: Instant

Casting Tool: An hourglass

Ingredient: A couple bone chips

You cause one character to age years in a matter of seconds. The target must make a successful Willpower test or permanently lose (1d10)% from his Strength and Toughness Characteristics. While it affects animals, *youth's bane* has no effect on Daemons and the Undead. Similarly, it has no effect on items and natural materials such as food, plants, leather, etc.

## THE ANIMUS IMPRISONED

Magic Requisite: 6

Casting Time: 10 Minutes

Range: Touch

Duration: Instant

Casting Tool: An altar of bone

Ingredient: A flagon of embalming fluid

You imprison the soul of your victim, sealing it in a durable vessel of your choosing such as a bottle, vial, or pouch. The victim avoids the effect if an Opposed Willpower Test is passed. While the soul is so imprisoned, the victim's body lives as a vegetable, carrying on the basest functions of life—breathing, swallowing, excreting—without initiative or awareness. Though technically living, this husk cannot shuffle around or even sit up on its own and must be fed by others or die of thirst or starvation. Damage, diseases, poisons, and other sources of harm affect it normally. It similarly heals over time and can be healed as normal by magic or the Heal skill. You can restore the imprisoned soul to its body at any time by opening the sealed vessel in the presence of its body. Any priest of Morr or any other Amethyst Wizard who knows this spell can do so likewise. In either case, the restored individual gains 1d5 Insanity Points immediately from the harrowing experience. If the bottle is opened away from its body or is opened by one who does not know the proper rituals, the soul becomes lost in the world, wandering and damned to become a Ghost (See the *Old World Bestiary*, page 109). If the soul is lost, the body can be maintained in its state, but there is little point.

Due to the disruption in the fabric of life and death by the nature of this conjuration, all Wizards in a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes. The Lords of the Amethyst Order do not look kindly on those who use such powerful magic without appropriate cause.

## SOUL HARVEST

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Magic Requisite: 6

Casting Time: Full Action + Half Action

Range: 36 Yards

Duration: Instant

Casting Tool: A bowl

Ingredient: A drop of blood

You conjure a cloud of Shyish, draining fragments of the souls' of your enemies to use as sustenance. Use the Large Template. Each enemy within the spell's area of effect suffers a Damage (Magic) hit that ignores Toughness Bonus and Armour. You are healed of half as many Wounds as you inflict. This spell can increase your current Wounds above your maximum, up to a limit of (2×Magic) above your Wounds Characteristic.

# Petty Magic (Fire)

## CAUTERIZE

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: Instant  
Casting Tool: A small metal rod  
Ingredient: A piece of charcoal

You can lay your hands on an open wound and sear it shut. While this does not restore any Wounds to the subject, it does count as medical attention and can thus save the critically injured from certain death. At the GM's discretion, this spell can be used for similar tasks, such as branding. Your hands must be bare to cast this spell successfully.

## DRAGON'S CANDLE

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: Special  
Casting Tool: A Good quality glove  
Ingredient: A small handful of kindling

You stretch out your hand as a floating, gentle flame floats above your palm. The fire is bright and soft, and remains floating above your palm until you close your hand, at which point the flame is extinguished. If put into a situation where fire normally could not burn, such as under water, a successful Willpower Test sustains the flame for one additional round. The fire is bright, but not terribly intense—attempts to use it as a weapon deal a Damage 1 hit. If the target passes a Toughness test, the damage is negated entirely.

## FLASHCOOK

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: Instant  
Casting Tool: A metal fork  
Ingredient: A pinch of salt

You may either instantaneously cook one serving of food to your liking or cause one quart or less of

water (or a similar liquid) to immediately come to a furious boil.

## SEARING REBUKE

Magic Requisite: 1  
Casting Time: Free Action  
Range: You  
Duration: Immediate  
Casting Tool: —  
Ingredient: —

When you incur Tzeentch's Curse, before the effects of the Curse are revealed, you can choose to take the brunt of the Curse as damage. You lose one Wound for every 20 points you wish to reduce your Manifestation roll by as your skin chars and burns as though seared by fire. This damage cannot be mitigated in any way.

If the Major chart was rolled, add 1d5 to this amount. If the Catastrophic chart was rolled, add 1d10 to this amount instead.

## SMOKESIGHT

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A glass bead  
Ingredient: A pinch of soot

Your eyes adopt the visage of slowly-dying embers as you begin to see through the *Aqshy*. During the spell's duration, you ignore all penalties to any tests related to sight or perception imposed by fire or smoke.

## WARMTH

Magic Requisite: 1  
Casting Time: 1 minute  
Range: (2×Magic) people within 6 yards  
Duration: 24 Hours  
Casting Tool: A warm cloak  
Ingredient: A small handful of kindling

You surround your targets in a soothing cloak of the *Aqshy*. For the next 24 hours, the targets are comfortably warm regardless of how cold or unpleasant the environmental conditions are. Many Bright Wizards, after becoming accustomed to the

heat of the Bright College, find the rest of the Empire unbearably cold, and make extensive use of this spell.

## CHOLERIC

Magic Requisite: 2  
Casting Time: Half Action  
Range: 12 yards  
Duration: Variable  
Casting Tool: A lock of red hair  
Ingredient: A thimble of bile

A target you designate must succeed on a Willpower Test or become irate towards another target you designate. If the target fails the test by 20% or more, it attacks the designated target. Each round, the target may attempt a new Willpower Test to shrug off the effects of the spell.

## CROWN OF FIRE

Magic Requisite: 2  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A brass or golden diadem  
Ingredient: 1gc

A majestic crown of shimmering flame appears above your head. During the spells duration, you gain a  $+(5 \times \text{Magic})\%$  bonus to all Command and Intimidate Tests. Furthermore, enemies must make a successful Willpower Test in order to attack you in melee combat. If they fail, they must take a different action. The flaming diadem provides the illumination equivalent of a torch and can be used to ignite flammable materials, though this requires such undignified movements that few Bright Wizards use it for such a purpose. Note that it is impossible for a Bright Wizard to damage himself using this spell.

## FIRES OF U'ZHUL

Magic Requisite: 2  
Casting Time: Half Action  
Range: 36 yards  
Duration: Instant  
Casting Tool: A Good quality glove or gauntlet  
Ingredient: A ball of sulphur

You can throw a bolt of fire at an opponent. This

is a *magic missile* conveying a Damage (2 + Magic) hit with the Impact Quality.

## TASTE OF FIRE

Magic Requisite: 2  
Casting Time: Full Action  
Range: Touch  
Duration: Instant  
Casting Tool: A dinner knife *or* stirring implement  
Ingredient: A peppercorn

You impart one batch of food or drink with a fiery potency. This makes food spicy and imparts the burning flavour and effect of alcoholic spirits to beverages of any kind. A “batch” of food consists of a plate of food served to you, a common serving container of one dish (a whole stew pot, for example), or a single container of some beverage up to and including a whole barrel of water or keg of ale. The effects of alcoholic spirits are described in *WFRP*, page 115. Beverages which were already alcoholic have their potency increased to that of spirits. The effect of spicy food on those unaccustomed to it—the caster is always considered accustomed—causes intestinal distress for several hours unless a Toughness Test is passed.



# Arcane Lore (Fire)

## CURTAIN OF FLAME

Magic Requisite: 3  
Casting Time: Full Action  
Range: 48 yards  
Duration: (Magic) Minutes  
Casting Tool: A scrap of a tapestry, burned by fire  
Ingredient: A thimble of oil

You create a curtain of flame 4 yards tall and 12 yards long. You can shape the contour of the curtain without needing to spend an action, but moving the curtain requires you to spend a Half Action per 12 yards of movement. Although it always hangs downward like a curtain affected by gravity, the figurative rod that supports it can be bent at any angle, follow any curve, or be suspended from any height you choose. Anyone touching or adjacent to the curtain suffers a Damage (Magic) hit, and anything moving through it suffers a Damage (2 + Magic) with the Impact Quality. Furthermore, the curtain itself and the smoke rising from it cause all missiles fired through the curtain to suffer a -20% Ballistic Skill penalty, and there is a similar -20% penalty to any test related to sight or perception through the curtain. The curtain billows in the breeze or strong wind as a curtain of heavy cloth would, which can sometimes (GM's call) cause it to blow into nearby creatures (causing damage as described) or set nearby combustibles on fire.

## FIREBALL

Magic Requisite: 3  
Casting Time: Half Action  
Range: 48 yards  
Duration: Instant  
Casting Tool: A Good quality glove or gauntlet  
Ingredient: A ball of sulphur

You create and throw (1 + Magic/2) small, but brightly glowing spheres that explode upon impact with any point you choose. Use the Small Template. Anything within the spell's area of effect take a (Damage 2 + Magic) hit with the Impact Quality.

## FLAMING SWORD OF RHUIN

Magic Requisite: 3  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Rounds  
Casting Tool: A torch  
Ingredient: A pinch of iron filings

A fiery sword materializes in your grasp. It counts as a magic weapon with the Impact quality and Damage (1 + Magic). You also gain +1 to your Attacks Characteristic for the duration of this spell, but only when using the flaming sword. You can retain the spell with a successful Willpower Test each round after its duration expires.

## INEXTINGUISHABLE FLAME

Magic Requisite: 3  
Casting Time: Half Action  
Range: 12 yards  
Duration: Varies  
Casting Tool: A bellows  
Ingredient: A ball of sulphur

You render any single fire, up to the size of a campfire, inextinguishable by wind or water, whether magical or natural. In addition to being inextinguishable, the fire consumes no fuel while the spell persists. If the spell's fuel is scattered, the flame continues burning on the smaller pieces; an inextinguishable campfire kicked apart, for example, continues to burn as component logs. After the spell expires, the fire continues burning naturally until its fuel is consumed or some force puts it out.

This spell lasts one day at Magic 2, one week at Magic 3, one year at Magic 4, or indefinitely at Magic 5 or higher.

## SHIELD OF AQSHY

Magic Requisite: 3  
Casting Time: Half Action  
Range: You  
Duration: (5×Magic) Minutes  
Casting Tool: An iron amulet  
Ingredient: A pinch of charcoal dust

You wrap yourself with currents of the Red Wind, which shields you against fire attacks. You receive a

+ $(5 + 5 \times \text{Magic})\%$  bonus to any Toughness Tests to resist fire. While under the effects of this spell, any fiery source of harm that does not normally allow a Toughness Test allows one for half damage (at GM's discretion—sources such as lava should still be just as lethal). Effects that allowed a Toughness Test for partial reduction automatically give the partial reduction and instead allow a Toughness Test to completely ignore the effect.

## BREATHE FIRE

Magic Requisite: 4  
Casting Time: Half Action  
Range: Point blank  
Duration: (Magic) Minutes  
Casting Tool: A dragon's scale  
Ingredient: A thimble of alcoholic spirits

You infuse yourself with the power of the dragons of legend, allowing you to breathe out rolling bursts of flame. Upon casting this spell, you gain (Magic) fire breath attacks that can be used at any time during the spell's duration. Unused fire breath attacks are lost when the spell's duration expires. Obviously, simple folk, seeing such pyromantic exhalations, will assume that you are some form of Chaos Daemon and react appropriately.

A fire breath attack requires a Half Action and uses the Cone Template. Exhaling a fire breath attack does not count as casting a spell. All those within the spell's area of effect suffer a Damage (Magic) hit with the Impact Quality, and must test Strength or be pushed to the end of the cone.

## CONSUMING WRATH

Magic Requisite: 4  
Casting Time: Full Action  
Range: 6 yards  
Duration: Variable  
Casting Tool: A lock of red hair  
Ingredient: A thimble of bile

You cause a target to become overwhelmed with hate. The target must succeed on a Challenging (-10%) Willpower test to resist the effects of this spell. On a failed Test, the target gains a  $+(5 + 5 \times [\text{Magic}/2])\%$  bonus to its Weapon Skill and Toughness characteristics; however, each round, the target takes 1 Wound from the consuming fires

of rage within him. The target attacks the nearest creature, regardless of ally or enemy. He can break free from this spell by succeeding on a Challenging (-10%) Willpower Test—a free action he may take at the end of each turn.

## HEARTS OF FIRE

Magic Requisite: 4  
Casting Time: 2 Full Actions  
Range: You; 30 yard radius  
Duration: (Magic) Hours  
Casting Tool: The preserved heart of a predator beast  
Ingredient: A vial with a mixture of blood and oil

You unlock the fires of courage in the hearts of your allies. All allies within the spell's radius automatically pass any Fear and Terror Tests. Allies lose the benefits of this spell if they move out of the spell's area of effect, but regain it if they re-enter the spell's area of effect.

## HEATSIGHT

Magic Requisite: 4  
Casting Time: 2 Full Actions  
Range: You  
Duration:  $(5 \times \text{Magic})$  Minutes  
Casting Tool: A glass eye  
Ingredient: A pinch of soot

Your pupils turn a glowing red as the Aqshy floods your eyes. For the spell's duration, you can detect all sources of heat—flames, warm objects, living bodies, etc—within 6 yards  $\times$  Magic and within your vision. You can “see” these sources through most walls, but all distance through solid objects is counted as twice its actual distance for the purposes of determining the spell's range.

## RUIN AND DESTRUCTION

Magic Requisite: 4  
Casting Time: 2 Full Actions  
Range: Touch  
Duration: Instant  
Casting Tool: A scrap of a tapestry, burned by fire  
Ingredient: A piece of charcoal

You cause a non-living object to instantaneously be destroyed as if by fire. The precise remains of the object after the spell is cast depend on its nature and

are left to the GM to decide on a case-by-case basis. A sheaf of papers would be reduced to ash. A sturdy wooden chair would be reduced to a collection of charred bits of wood. A sword would be charred black and its leather wrappings destroyed, but the sword itself would be largely intact. The overall rule is any object that would be essentially destroyed by prolonged fire is essentially destroyed by this spell. After the spell is over, the object is left cold to the touch. At Magic 2 you can affect items up to Encumbrance 125, doubling for each point of Magic above that, up to a maximum of 4,000 at Magic 7.

## AQSHY'S AEGIS

Magic Requisite: 5  
Casting Time: 2 Full Actions  
Range: You; (4×Magic) Yard-Radius  
Duration: (Magic) Minutes  
Casting Tool: A miniature golden shield  
Ingredient: A pinch of soot

You and any of your allies within a (4×Magic) Yard radius become immune to any damage whatsoever caused by fire. If one so affected by the spell leaves this radius, he immediately loses this immunity, but is affected as though by *shield of Aqshy* until the spell's duration ends, or until he returns to the spell's radius, at which point he regains the full benefit of this spell. Those protected by *Aqshy's aegis* are immune to natural fires, as well as any magical fiery effects generated by spells with Magic less than this spell, as well as any fiery effects created by creatures whose Willpower is less than your own.

## BOILING BLOOD

Magic Requisite: 5  
Casting Time: Full Action  
Range: 12 Yards  
Duration: Special  
Casting Tool: An ogre's spleen  
Ingredient: A pinch of hot spices

You send lances of raging Aqshy coursing into your target, wracking him with indescribable pain as his very blood begins to boil. The target takes (Magic) Damage 0 hits that ignore Toughness Bonus and Armour, and takes a -(5×Magic)% penalty to all tests for 1 minute. Should the target survive, he must pass a Toughness Test or suffer the exact

same fate on your next turn. This continues until the target dies, or until the target successfully passes a Toughness test. Should the target die from the effects of *boiling blood*, he explodes in a rain of superheated blood and gore. Use the Small Template, centered on the victim. All within the explosion suffer a Damage (Magic) hit.

## FIERY BLAST

Magic Requisite: 5  
Casting Time: Full Action  
Range: 48 yards  
Duration: Instant  
Casting Tool: A Good quality glove or gauntlet  
Ingredient: A ball of sulphur

You create and throw (1 + Magic/2) small, but brightly glowing spheres that explode upon impact with any point you choose. Use the Large Template. Anything within the spell's area of effect take a Damage (2×Magic) hit with the Impact Quality.

## THE BURNING HEAD

Magic Requisite: 5  
Casting Time: Full Action  
Range: 6 yards  
Duration: (Magic) Rounds  
Casting Tool: A human skull  
Ingredient: A vial of oil

You conjure an aethyric skull, wreathed in fire and smoke. Use the Small Template. All enemies that can see *the burning head* are stricken with Fear. Anything that passes through the spell's area of effect takes a Damage (2 + Magic) hit with the Impact quality, and is stricken by Terror. At the start of your turn, you may move *the burning head* up to 20 yards (though you must move it at least 6 yards) as a Free Action.

## CONFLAGRATION OF DOOM

Magic Requisite: 6  
Range: 300 Yards  
Duration: (Magic) Minutes  
Casting Time: At least 1 Full Action  
Casting Tool: A dragon's tooth  
Ingredient: A pinch of powdered dragon's scales

This is the most destructive spell in the Bright Wizard's arsenal. Choose a point within the spell's range. A horrific, cataclysmic explosion bursts forth from that point, bathing a (6×Magic) yard radius area in fiery ruination, utterly destroying most objects and striking all within with a Damage (2×Magic) hit with the Impact Quality.

*Conflagration of doom* also lights everything within its radius on fire. Anything that spends any portion of its turn in the burning area suffers another hit.

After the initial explosion, you can continue to concentrate on this spell to make it more powerful. For each Full Action you spend on the cast time, the radius of the spell's burning area increases by an additional (3×Magic) yards, and the Damage rating of the burning area climbs by 2.

As this is such a violent and powerful conjuration, all Wizards within a 5-mile radius area aware of the disturbance in the Aethyr that this spell causes. Lords of the Bright Order often seek out those using this spell in a careless way to talk about limiting its use in a rather pointed fashion.

## TOWERING INFERNO

Magic Requisite: 6  
Range: Varies  
Duration: (Magic) Minutes  
Casting Time: Full Action  
Casting Tool: A torch  
Ingredient: A drop of lamp oil

Your body is encased in a roiling pillar of destructive aethyric flames, lifting you into the air and scorching the earth, as onlookers cower at your silhouette within the raging flames. Place a Large Template at your position—this is the area covered by the flaming pillar. Anything within this area of effect suffers a Damage (2 + Magic) hit with the Impact quality. In addition, while the spell persists, you

count as having the Flyer (4) Talent. As you move, the flaming pillar moves with you.

At the conclusion of the spell's duration, the fiery tornado dissipates into nothing as you slowly drift to the ground. You can retain the spell with a successful Willpower Test each minute after its duration expires.

# Petty Magic (Heavens) OMEN

## BOON OF AZYR

Magic Requisite: 1  
Casting Time: Free Action  
Range: You  
Duration: Instant  
Casting Tool: —  
Ingredient: —

You twist subtle strands of the *Azyr* around yourself, trying to draw some extra fortune. Cast this spell immediately after using a Fortune Point—there is a  $(12 \times \text{Magic})\%$  chance that your Fortune Point will not be consumed.

## FICKLE FORTUNE

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: Special  
Casting Tool: A rabbit's foot  
Ingredient: A drop of the subject's blood

Through a subtle tweaking of the *Azyr*, you twist the machinations of the heavens to suit your needs. You can grant yourself or a willing ally up to a  $+(10 \times \text{Magic})\%$  bonus on a single test within the next hour. Such changes come at a cost, however, and you will suffer an equal penalty to a test chosen by the GM at some point in the future.

## MISFORTUNE

Magic Requisite: 1  
Casting Time: Half Action  
Range: 12 Yards  
Duration: (Magic) Hours  
Casting Tool: A broken mirror  
Ingredient: A pinch of fur from a black cat

You twist a victim's fate around your finger, ready to pull and change an outcome for the worse at a moment's notice. Any time the target rolls a test during the spell's duration, you can pull the thread and force the victim to re-roll the test and take the worse result. You can pull the thread  $(1 + \text{Magic})$  times before the spell dissipates. You cannot affect a single target with this spell more than once per day.

Magic Requisite: 1  
Casting Time: 1 Minute  
Range: Nearby Ally  
Duration: Special  
Casting Tool: A star chart  
Ingredient: A small handful of feathers

You can divine the future in a limited way by reading the stars. When you cast *omen*, you can attempt to discover if the timing is favourable or unfavourable for an action you specify. The GM should secretly roll an Intelligence Test for you, with a  $+(5 \times \text{Magic})$  bonus. If it's a success, the result of the omen (favourable or unfavourable) is true. If it's a failure, the result of the omen is false, but you think it's true (this is why the GM rolls instead of you). In either case, the GM should also secretly roll 2d10; this is the number of hours for which the omen holds true. Beyond that time, results are too difficult to calculate. The GM must determine, to the best of his knowledge, the true answer when adjudicating this spell.

## POLISH, CLEAN, AND GLEAM

Magic Requisite: 1  
Casting Time: Half Action  
Range: 24 yards  
Duration: Special  
Casting Tool: A clean rag  
Ingredient: A small hunk of soap

Any object or area of around  $(2 \times \text{Magic})$  Meters in all dimensions is to be cleaned to spotlessness. Young Wizards in the College of Celestial Magic often surreptitiously use this spell to clean and polish the astronomy equipment of their elders (surreptitiously because circumventing chores with magic is grounds for punishment). Many apprentices use *polish*, *clean*, and *gleam*, then purposely introduce subtle smudges in order to disguise their magical handiwork, which surpasses what most people can accomplish with rag and brush.



## BIRDSPEAK

Magic Requisite: 2  
Casting Time: Full Action  
Range: You  
Duration: (10×Magic) Minutes  
Casting Tool: A necklace of bird beaks  
Ingredient: A bird's tongue

You can speak and understand the language of birds. However, this does not force birds to talk to you or answer your questions. Cunning birds may even lie or demand favours in return for their knowledge. A bird's opinion of you will be based on the way you appear and act. You do, however, by virtue of this spell, gain insight into the customs and behaviour of birds, understanding, for example, why a flock of birds is behaving in some particular way, or why a given nest might have been abandoned.

## FIRST PORTENT OF AMUL

Magic Requisite: 2  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Rounds  
Casting Tool: A symbol representing your astrological sign  
Ingredient: A drop of your own blood

You can read the signs in the air and divine clues as to what the immediate future holds. You can make one dice re-roll of your choice of any sort of roll (Skill Test, damage roll, Casting Roll, etc). If you do not use this re-roll before the spell ends, it is lost.

## LENS ON THE SKY

Magic Requisite: 2  
Casting Time: Half Action  
Range: —  
Duration: Permanent  
Casting Tool: A Good craftsmanship lens  
Ingredient: A pinch of clean sand

You create a disc that floats in the air before you and magnifies everything behind it that is far away. This gives you a +(10×Magic)% bonus on all attempts to perceive such things where the only difficulty is distance, or gives you half that bonus where there are other impediments, such as clouds or fog.

Astromancers typically use this spell to gain a clear perspective on stars and other features of the heavens, but it can also be used to view faraway land features, structures, and even individuals.

## LIGHTNING BOLT

Magic Requisite: 2  
Casting Time: Half Action  
Range: 36 yards  
Duration: Instant  
Casting Tool: A tuning fork  
Ingredient: A pinch of iron shavings

You can throw a bolt of lightning at an opponent. This is a *magic missile* with Damage (2 + Magic).

## REVELATION

Magic Requisite: 2  
Casting Time: Free Action  
Range: 12 yards  
Duration: Instant  
Casting Tool: —  
Ingredient: —

You can learn a few pieces of information about someone, despite only having just met them. You may choose two pieces of information off of the list below.

- » The subject's name
- » The subject's birthdate and birthsign
- » How many siblings the subject has
- » Other similar effects at GM discretion

You may only ever cast this spell once on any individual, regardless of success or failure.



# Arcane Lore (Heavens) SECOND PORTENT OF AMUL

## CLEAR SKY

Magic Requisite: 3  
Casting Time: Full Action  
Range: Within sight  
Duration: Instant  
Casting Tool: A Good craftsmanship hand fan  
Ingredient: Bottled breath of an eagle

You can clear an area of sky of up to (100×Magic) yards in diameter, even through dense cloud cover. Clouds continue to blow and form naturally in the aftermath of this spell, so the amount of time you have an uninterrupted view of the sky above depends on the weather. When cast in the rain, this spell also stops precipitation, though it is hard to stop precipitation over a given point on the ground, as the winds drive falling rain in ways that are difficult to perceive and predict.

## FORTUNE'S RENEWAL

Magic Requisite: 3  
Casting Time: Full Action  
Range: Touch  
Duration: Instant  
Casting Tool: A rabbit's foot  
Ingredient: A drop of the subject's blood

The movements of the heavens reveal portentous times. The target of this spell regains his full complement of Fortune Points immediately, in advance of the start of the next day. However, that character will not regain Fortune Points again at the start of the next day; he has already regained them. The following day, he will regain Fortune Points normally. This spell cannot be cast on the same target again until he has recovered Fortune Points normally at the start of a day.

Magic Requisite: 3  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Hours  
Casting Tool: A symbol representing your astrological sign  
Ingredient: A drop of your own blood

You can read the signs in the air and divine clues as to what the immediate future holds. You can make two dice re-rolls of your choice of any sort of roll (Skill Test, damage roll, Casting Roll, etc). If you do not use these re-rolls before the spell ends, it is lost.

## THIRD PORTENT OF AMUL

Magic Requisite: 3  
Casting Time: Half Action  
Range: You  
Duration: 24 Hours  
Casting Tool: A symbol representing your astrological sign  
Ingredient: A drop of your own blood

You read signs and divine clues about what the future holds. If you sustain a damaging hit, you may choose to have the damage re-rolled, taking the more favorable option. After using this re-roll, the spell ends. You cannot cast this spell again until you use this re-roll or the spell's duration expires.

## WIND BLAST

Magic Requisite: 3  
Casting Time: Half Action  
Range: 48 yards  
Duration: (Magic) Rounds  
Casting Tool: A Good craftsmanship hand fan  
Ingredient: Bottled breath of an eagle

You call down raging winds from the sky to blow your opponents over. Use the large template. Those affected are knocked down and must make a Toughness Test or be stunned for 1 round. While in the area of effect, characters cannot fire missile weapons (or be targeted by them) and must make a successful Strength Test in order to move. Melee attacks can be made, but at a -20% penalty.

## CURSE OF THE STARS

Magic Requisite: 4  
Casting Time: Half Action  
Range: 24 yards  
Duration: (Magic) Days  
Casting Tool: A broken mirror  
Ingredient: A small portion of the victim's body, such as hair, fingernail clippings, or a drop of blood

You curse an opponent, rending his destiny asunder. Choose one of the following effects to beset the target while the spell persists.

- » The target suffers a -10% penalty on all tests.
- » The target suffers a -30% penalty to tests based on a characteristic of your choice.

Regardless of which option is chosen, all attacks against the target gain a +1/Magic bonus to damage. A character can only be the subject of one *curse* at a time.

## FINDING DIVINATION

Magic Requisite: 4  
Casting Time: Full Action  
Range: Indefinite  
Duration: Instant  
Casting Tool: A dousing rod  
Ingredient: A sketch of the object to be found

You follow signs in the sky in order to locate some item that has been lost or hidden from you. You can either attempt to find a general item ("A source of clean water," for example, or "My kingdom for a horse!") or some specific thing ("my purse", or "the stolen sword of my companion Karl"). Upon casting the spell, you gain a strong sense of which direction the thing you've specified can be found in, though you get no sense of the distance to it. When searching for a general item, the direction to the closest exemplar of that type of thing is gleaned. In order to look for a specific thing, you must be familiar with it, either from having examined it or having had it described to you in great detail. Multiple *finding divinations* are generally required to triangulate and zero in on the target of your search. *Finding divination* does not respect the difficulty of traversing barriers like bodies of water, castle walls, and the like.

## PREMONITION

Magic Requisite: 4  
Casting Time: Half Action  
Range: You  
Duration: 24 hours  
Casting Tool: A rabbit's foot  
Ingredient: A drop your own blood

You gain a bonus fortune point, however, this bonus point can only to re-roll one failed Characteristic or Skill Test. Once under the effect of this spell, you cannot benefit from another casting of this spell until you have used the fortune point or until the spell's duration ends.

## PROJECT SPIRIT

Magic Requisite: 4  
Casting Time: 2 Full Actions  
Range: You  
Duration: (Magic) Hours  
Casting Tool: A Good craftsmanship depiction of yourself  
Ingredient: A scrap from a funerary shroud

You loosen your spirit so it slips free from your body. While in spirit form, you are invisible, but you can see and hear normally. While you can go anywhere you like, you are still limited by the laws of the mortal world. Thus, you cannot fly, move through walls or doors, and because you are bodiless, you cannot manipulate solid objects. You can will yourself to move through openings that you could ordinarily slip through, such as an open window or slipping in behind a guard when he opens a door, for example. You must re-enter your body before this spell ends. If you are somehow prevented from doing so, your consciousness returns to your body, but you must succeed on a Hard (-20%) Willpower Test or gain 1 Insanity Point.

## WINGS OF HEAVEN

Magic Requisite: 4  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A Good craftsmanship hand fan  
Ingredient: An eagle's feather

You are borne aloft by winds under your command. You gain the Flyer (4) talent for the duration of the spell. For more information on flying, see **Chapter Six: Combat, Movement, and Damage in WFRP**.

## FATE OF DOOM

Magic Requisite: 5  
Casting Time: 1 Hour  
Range: 1 Mile  
Duration: Instant  
Casting Tool: The noose of a hanged man  
Ingredient: A scrap of parchment with the subject's dooming written on it

You use the mightiest of magic to alter the course of fate itself. Before you can cast it, you must acquire a lock of hair or a drop of blood from the intended target. If you cast this spell successfully, your opponent must make a Very Hard (-30%) Willpower Test or lose 1 Fate Point permanently. Fortune Points cannot be used to re-roll this test. A character without Fate Points treats the next Critical Hit suffered as if it had a Critical Value of +10. Elder Astromancers teach that this spell is reserved for the most heinous of foes, and Celestial Wizards who make use of this spell frequently often find themselves subject to terrible misfortunes at very inopportune times.

## LIGHTNING STORM

Magic Requisite: 5  
Casting Time: Full Action  
Range: 48 yards  
Duration: Instant  
Casting Tool: A weather vane  
Ingredient: A pinch of iron shavings

You summon a storm of lightning anywhere within the spell's range. This is an Aethyric storm summoned from the Realm of Chaos and may ap-

pear anywhere, from the deepest sewer to the wildest heath. Use the large template. All within the *lightning storm* suffer a Damage (2 + Magic) hit.

## SIGNS IN THE STARS

Magic Requisite: 5  
Casting Time: 2 Full Actions  
Range: Indefinite  
Duration: Until sunrise  
Casting Tool: An astrolabe  
Ingredient: A vial of ink made from eagle's blood

You manipulate the Wind of Azyr to write a subtle message in the stars. The message is not detailed, and can only serve to communicate complex ideas if you and the one you intend to receive the message have discussed the signs you intend to send in advance ("One if by land, two if by sea," for example). In order to recognize and interpret the *sign in the stars* you inscribe, those searching for it must make a successful Academic Knowledge (Astronomy) test. In fact, anyone who looks at the sky can make such a test to realize a *sign in the stars* has been inscribed. Without knowledge of what you intend to communicate, however, the meaning cannot be easily divined. That said, there is something of a "language" of *signs in the stars* known to Celestial Wizards and others who study the heavens. By placing *signs in the stars* in or near certain constellations or regions of the sky at certain times, it is possible to communicate danger, opportunity, and similar concepts, and to associate them with certain regions of the world, certain Gods, or certain races. It would be possible to communicate "There is doom for men this day", for example, or "Fate will smile on Sigmar's followers when the sun rises." The Wizard Lords of the Celestial College frown upon those who scribe *signs in the stars* unnecessarily and mete out unpleasant punishments on those they believe used this powerful magic lightly or pointlessly.

## STARSHINE

Magic Requisite: 5  
Casting Time: Full Action and a Half Action  
Range: 48 yard radius  
Duration: (Magic) Minutes  
Casting Tool: A star chart  
Ingredient: A hunk of candle tallow

You call down the light of the stars. The area within the spell's range is illuminated by a soft light that reveals all that is hidden. Darkness (both magical and mundane) is banished, the invisible is made visible, hidden or disguised characters are exposed, and secret areas (doors, chambers, etc.) are revealed.

## COMET OF CASSANDORA

Magic Requisite: 6  
Casting Time: Full Action  
Range: 120 yards  
Duration: Special  
Casting Tool: A small sphere of meteoric iron  
Ingredient: A pinch of sapphire dust

You reach out through the *Azyr*, calling a heavenly body to crash into the earth. You may cast this spell on any point on the battlefield within range. Each round, there is a 50% chance that the *comet of Cassandra* falls on the battlefield, dealing damage to everything within the *comet's* radius. The *comet's* radius begins at 4 yards, and its damage begins at (Magic), increasing both values by themselves each round the comet fails to fall. You may not cast this spell again until the current spell's *comet* has fallen.

As this is such an awesome conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes. Lords of the Celestial College are quick to chastise wizards who frequently employ such destructive measures, often attempting to embarrass the caster by comparing him to a Bright Wizard.

## PROPHECY

Magic Requisite: 6  
Casting Time: 6 Hours  
Range: You  
Duration: Indefinite  
Casting Tool: An orrery *or* Good craftsmanship telescope, astrolabe, and star chart  
Ingredient: A Good craftsmanship lens

You spend a clear night scrying both the stars and the *Azyr* for the secrets of the future pertaining to a particular subject. In doing so, you experience visions and revelations pertaining to the subject of your divinations. You may ask the GM (Magic) question about the nature of the subject's future, which the GM answers to the best of his ability. In addition, you gain (3×Magic) twists of fate that may be used in any of the following manners, as long as the actions are directly related to the *prophecy*:

- » You or an ally of your choosing may automatically pass one test, even one that would otherwise be penalized to 0% or less.
- » A subject of your choosing automatically fails a test.
- » You or an ally of your choosing may cheat death as if spending a Fate Point. This option consumes two twists of fate.

Once you have made a *prophecy*, you may not make another until the *prophecy* has reached its conclusion. The dictates of a *prophecy* can be broken, but doing so causes a Catastrophic manifestation of Tzeentch's Curse on the offending character.

Knowledge of that-which-is-yet-to-be comes at a price, however. Make a Willpower Test—a success inflicts you with one Insanity Point. A failure inflicts you with 1d5 Insanity Points.

In the case of attempting to divine the future of the Chaos-tainted (or something belonging to Chaos itself), the GM should secretly roll an Intelligence Test for you. On a success, you realize the flow and weave of fate doesn't properly apply to your subject, and can abort the spell (this occurs before you must test for Insanity). On a failure, you do not catch the warning signs and receive misinformation, and the later benefits of the spell never apply.

# Petty Magic (Life)

## FAT OF THE LAND

Magic Requisite: 1  
Casting Time: 1 Minute  
Range: Touch  
Duration: 1 Week  
Casting Tool: A small, empty pouch  
Ingredient: A handful of animal feed

Just as animals fatten themselves up before winter, you cause the character you touch to feed on and store the energy of *Ghyran*. The subject of the spell does not need to eat for one week, though drinking is still required.

## FERMENT

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: 24 hours  
Casting Tool: The cork from a keg that has held an alcoholic beverage  
Ingredient: A drop of pure water from a spring

You convert an amount of liquid, enough to sustain up to  $6/\text{Magic}$  people for a day, into a mildly fermented beverage of your choice (ale, beer, wine, mead, etc). The original state of the liquid doesn't matter, any brackishness or foulness is banished by the spell. Unused liquid reverts back to its normal state at the end of the spell's duration.

## LEAF FALL

Magic Requisite: 1  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A hand fan  
Ingredient: A leaf browned by autumn

You conjure a swirling aethyrial vortex of leaves to spin about you. While concealed by the spinning leaves, all Ballistic Skill Tests made against you suffer a  $-(10 + 10 \times \text{Magic})\%$  penalty. You can shoot through the leaves without penalty.

## TREE—DWELLER'S STEP

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: 24 Hours  
Casting Tool: A tree branch  
Ingredient: A dab of sap

You imbue one character or creature with great ability to climb and traverse natural obstacles, giving him a  $+(10 + 10 \times \text{Magic})\%$  bonus on any climbing or manoeuvring tests made on natural surfaces. The bonus most commonly applies to Scale Sheer Surface and Agility Tests.

## THE WILDS UNDISTURBED

Magic Requisite: 1  
Casting Time: Full Action  
Range: Touch  
Duration: Special  
Casting Tool: A pair of leather boots  
Ingredient: Dirt from the area you're traversing

You move through the wild lands as though traversing the most finely maintained roads in the Empire and leave no trace of your passage. "Wild lands" includes any wilderness generally uninhabited by Humans, but does not include cultivated land of any type. You can affect yourself and up to (Magic) additional subjects per casting of this spell. The spell lasts until you cross a man-made road, cross a track or trail generally used by intelligent creatures, enter a man-made structure, cut living wood to make a fire or shelter, or have travelled 100 miles.

## CURSE OF THORNS

Magic Requisite: 2  
Casting Time: Half Action  
Range: 36 yards  
Duration:  $(2 \times \text{Magic})$  Rounds  
Casting Tool: A wreath of thorns  
Ingredient: The seed of a thorny plant

You cause thorns to grow inside the body of one character, wracking him with excruciating pain. On each turn the spell continues to affect the target, he must make a successful Toughness Test or lose 1 Wound (regardless of Toughness Bonus or armour)



and suffer a -20% penalty on all tests for that round.

## EARTH BLOOD

Magic Requisite: 2

Casting Time: 1 - 10 Half Actions

Range: You

Duration: Instant

Casting Tool: A Good craftsmanship dagger

Ingredient: A handful of dirt

You absorb energy from the earth beneath your feet to heal yourself. You must be standing on natural earth. If cast successfully, *earth blood* heals Wounds equal to the number of half actions you spent casting the spell.

## TRACK'S TALE TOLD

Magic Requisite: 2

Casting Time: Full Action

Range: You

Duration: Special

Casting Tool: A compass

Ingredient: Animal droppings

You listen for subtle signs of earth and branch, giving you a  $+(10 \times \text{Magic})\%$  bonus to any tests to track or gain information about those who have recently passed through a wilderness area, and you are considered to have the Follow Trail skill while the spell persists. The spell may aid tests other than Follow Trail depending on the situation and your approach. You may continue to follow a given track, gaining the benefits of this spell, until the track crosses a man-made road or enters a cultivated or inhabited area.

## THE SKY TAKES HEED

Magic Requisite: 2

Casting Time: Full Action

Range: General Vicinity

Duration: Instant *or* (Magic) Minutes

Casting Tool: A piece of fulgurite

Ingredient: A drop of rainwater

You send threads of *Ghyran* into the air like a puppeteer's strings, making small alterations to the weather. These changes generally take about a minute to have full effect.

- » Change the direction of the wind

- » Make the wind blow slightly faster or slower
- » Change what type of precipitation is falling, if any (rain, snow, hail, sleet, etc)
- » Make the current precipitation slightly more or less severe.

If the altered weather is plausible for the climate and season, the change truly occurs. Otherwise, the spell only sustains the altered weather pattern for a  $(1/\text{Magic})$  minutes before dissipating.

## SUMMER HEAT

Magic Requisite: 2

Casting Time: Half Action

Range: 48 yards

Duration: 1 Minute

Casting Tool: A sun-bleached bone

Ingredient: A vial of sweat

You cause an area to burn with the heat of summer. Use the Large Template. Those affected sweat profusely and feel incredibly fatigued, taking a  $-(10 + 5 \times \text{Magic})\%$  penalty to all tests as if they had been working all day under the hot sun. A successful Toughness Test reduces this penalty by 10%.



# Arcane Lore (Life)

## THE EARTH TAKES HEED

Magic Requisite: 3  
Casting Time: Full Action  
Range: 36 yards  
Duration: Concentration  
Casting Tool: A geode  
Ingredient: A pinch of quartz dust

You send threads of *Ghyran* into the earth like a puppeteer's strings, manipulating the shape of the ground to suit your wishes. Use the Small Template. You can exert crude control over any natural earth (stone, dirt, sand, gravel, etc) within this area, broadly contorting and re-shaping it to your desires. You cannot cause any earth under your control to leave connection with the ground (unless you are allowing it to fall), nor can you position the earth in impossible to support manners. You can never accidentally destabilize the ground using this spell.

## FATHER OF THORNS

Magic Requisite: 3  
Casting Time: Full Action  
Range: 48 yards  
Duration: (Magic) Minutes  
Casting Tool: A wreath of thorns  
Ingredient: The seed of a thorny plant

You cause thorns and briars to burst from naked earth. Use the Large Template. Anyone affected has their Move reduced by half while they remain in the affected area, and anyone who tries to move suffers a Damage 4 hit. The thorns and briars retreat back into the ground at end of the spell's duration.

## GEYSER

Magic Requisite: 3  
Casting Time: Full Action  
Range: 24 yards  
Duration: Instant *and* 1 Hour, see text  
Casting Tool: A geode  
Ingredient: A canteen's worth of water

You cause a geyser of water to shoot up from an area of natural earth. Use the Small Template. Those affected take a Damage (Magic) hit and are knocked

(2×Magic) yards in the direction of your choice by the erupting water. All affected must make a Toughness Test or be stunned for one round per degree of failure. All affected are knocked down regardless. After the initial burst, a pool forms in the area of the template, providing fresh water for the next hour.

## VITAL GROWTH

Magic Requisite: 3  
Casting Time: 2+ Full Actions  
Range: Point Blank  
Duration: Instant  
Casting Tool: A sickle  
Ingredient: A handful of manure

You channel the power of *Ghyran* to give great vitality to plant growth. After casting for one full action, you begin to fill the ground with life energy. Use the Small Template, centered on yourself. While you continue to focus, the plants within the template grow at great speed, as though a day had passed for every additional full action you take concentrating. A season's worth of crops can thus grow in about fifteen minutes, and in an hour, a tree will show a year's growth. If you concentrate too long, though, plants may outlive their natural span and die. Plants can only grow in soil that would normally support them; an oak cannot be grown in the desert, nor will wheat grow in bare rock. You may exempt any plants within the template's area you wish from the spell's effect.

## VOICE OF GHYRAN

Magic Requisite: 3  
Casting Time: 1 Minute  
Range: Special  
Duration: Conversation  
Casting Tool: A small wooden totem  
Ingredient: A bottle of wine

You can commune with the spirits of aspects of nature, such as rivers, trees, or mountains. You must be in a position of relevance to the spirit in question—waist-deep in a river, in the boughs of a tree, on the slopes of a mountain, etc. Answers are usually vague and seen through the lens of the particular spirit you're conversing with—a mountain only understands things in the scope of millennia, for example, whereas a flower sees things in a much

smaller scale. Nature is not used to speaking in the human manner, and the amount of time it takes to convey messages varies with the subject—Trees speak exceptionally slowly, whereas the speed of something like a river varies with the river's rate of flow. Certain subjects, such as rivers, only have local memory of about 24 hours.

## EARTH GATE

Magic Requisite: 4  
Casting Time: Full Action  
Range: You; (12×Magic) Yards  
Duration: Instant  
Casting Tool: A mole's paw  
Ingredient: A small handful of dirt

You disappear into the earth and reappear anywhere within range. Both your departure and arrival points must be areas of natural earth.

## FLESH OF CLAY

Magic Requisite: 4  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A clay figurine of a person  
Ingredient: A few flakes of your own skin

Your skin hardens until it becomes dense like clay. Your Strength and Toughness are doubled, but your Agility and Movement are halved (rounded down).

## SPRING BLOOM

Magic Requisite: 4  
Casting Time: 10 Minutes  
Range: Special  
Duration: Special  
Casting Tool: An icon of a god of fertility  
Ingredient: A small handful of fertile soil

You focus the power of *Ghyran* into one area or being. You can affect either a plot of land up to (Magic) Acres or one living being. A field will literally burst with life, and the next harvest is guaranteed to be abundant. If cast on a living being, conception will occur within a month if all other normal conditions (*i.e.* breeding) are met.

## WINTER'S FROST

Magic Requisite: 4  
Casting Time: Full Action  
Range: 48 yards  
Duration: (Magic) Minutes  
Casting Tool: The winter pelt of an animal  
Ingredient: A vial of melted snow from a mountain

You coat everything in a target area with a thick layer of frost. Use the Large Template. Anyone affected takes a Damage (Magic) hit and must make a successful Willpower Test or be helpless for 1 round. While the spell persists, moving through the affected area is made at half rate.

## WOOD SHAPE

Magic Requisite: 4  
Casting Time: Full action  
Range: Touch  
Duration: (3×Magic) Hours  
Casting Tool: A wooden effigy of a person  
Ingredient: A handful of leaves

You allow a willing creature to take the shape of a tree. The type of tree depends on the character of the individual—a melancholy person might transform into a weeping willow, while an evil witch would assume the form of a black oak. While in tree form, the character can see and hear normally. A character in tree form is vulnerable to the normal sorts of things that could kill a tree, such as fire, axes, fungus, and so on. The subject of a *wood shape* spell can dismiss it prematurely if he so desires.

## GHYRAN'S VEIL

Magic Requisite: 5  
Casting Time: 1 Minute  
Range: (Magic) Characters or objects  
Duration: Permanent  
Casting Tool: A small, empty pouch  
Ingredient: A representation of the local area made from natural materials

You weave the *Ghyran* around a subject, using the wilderness to hide your target from those that seek it. So long as subject remains in an area of wilderness, it is impossible to locate by any except Jade Wizards or Amber Wizards who know of

its existence. Follow Trail Tests and similar actions automatically fail. This protection only shields the subject from the eyes of civilization—non-domesticated animals can still hunt and find the subject of a *Ghyran's veil* spell.

## THE JADE ROAD

Magic Requisite: 5  
Casting Time: 1 Hour  
Range: You and up to (3×Magic) others  
Duration: Instant  
Casting Tool: A Good walking stick  
Ingredient: A bit of dirt from your intended destination

You can use the secret paths of the wilds, with *Ghyran* as your guide, to quickly travel to a desired destination. You and a number of other characters can wander into the depths of a wilderness area, emerging from another area of wilderness any distance away. You must be aware of the exact exit point's existence; attempts to use a map to discern an exit point require you to make a Hard (-20%) Intelligence Test. Failure indicates that you exit at a randomly chosen point somewhere between your entry and desired exit point, as chosen by the GM. The casting time of this spell represents the entirety of the wandering.

## THE RAIN LORD

Magic Requisite: 5  
Casting Time: 1 Minute  
Range: General Vicinity  
Duration: Instant *or* (Magic) Minutes  
Casting Tool: A piece of fulgurite  
Ingredient: A drop of rainwater

You wrap the skies in threads of *Ghyran*, bending the weather to your whims. You can change the weather to whatever form you desire, requiring about a round of onset time. If the altered weather is plausible for the climate and season, the change truly occurs. Otherwise, the spell only sustains the altered weather pattern for a (Magic) minutes before dissipating.

## THE WILD DEMESNE

Magic Requisite: 5  
Casting Time: 6 hours  
Range: (Magic) Mile-Radius  
Duration: Permanent  
Casting Tool: A preserved eye  
Ingredient: A representation of the spell's area of effect made from natural materials

You attune yourself to an area of wilderness. You are constantly and intuitively aware of all living things within the spell's area of effect in broad strokes (EG: "300 rats, 16 wolves, 4 bears, 40 skaven, 3 humans, 20 dwarfs"). If you wish, you may meditate to focus your attention on any individuals you wish. During this time, you appear near your targets as an aethyrial projection of yourself, insubstantial, silent, and invisible. Any being with Magical Sense can see a subtle form in the rough shape of your body constructed of *Ghyran*. You can cast spells through this projection, but the Channeling Tests to do so are Very Hard (-30%). Any man-made structures within the spell's area of effect are obscured to you. You cannot enter these areas with your projection, though you may be able to hear or see into them from afar. You may only have one instance of this spell cast at any given time.

## CURE BLIGHT

Magic Requisite: 6  
Casting Time: 10 Minutes  
Range: (Magic) Mile-Radius *or* (2×Magic) Characters  
Duration: 1 season *or* Instant  
Casting Tool: A sickle  
Ingredient: A healthy plant

You can cast this spell one of two ways—to assist plants, or to assist living creatures.

You can cleanse a large area of blight. This saves plants, trees, crops, and other growing things and makes the area immune to the same blight for the rest of the season.

Alternatively, you can cast this spell on a group of characters. The duration of any diseases these characters are suffering from is halved (rounded down).

## MASTER OF THE EARTH

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Magic Requisite: 6

Casting Time: 6 Hours

Range: (36×Magic) Yards-Radius

Duration: Concentration

Casting Tool: A geode

Ingredient: A pinch of quartz dust

You send out thousands of threads of *Ghyran*, stretching through the earth like roots of a great tree. You can manipulate the shape of the ground to suit your wishes, exerting fine control over any natural earth (stone, dirt, sand, gravel, etc) within the spell's area of effect. Though you have a decent amount of control over the earth, you cannot make any details that would require a skilled artisan. You cannot cause any earth under your control to leave connection with the ground (unless you are allowing it to fall), nor can you position the earth in impossible to support manners. You can never accidentally destabilize the ground using this spell.

As this is such a powerful conjuration, all Wizards within a 5-mile radius area are immediately aware of the disturbance in the Aethyr that this spell causes. Magisters of the Jade Order react with horror if this spell is used too close to a civilized area, and are quick to punish those who use it frivolously.

# Petty Magic (Light)

## CLEANSING GLOW

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: Instant  
Casting Tool: A clean rag  
Ingredient: A bit of soap

A dim glow passes over the surface of any item or character, and it is cleaned to spotlessness. Dust is removed, tarnish polished away, rank smells eliminated, and beard stubble trimmed. Spoiled food or drink can be made pure—tasty, even, if it originally was—by means of this magic.

## CORRUPTION'S BANE

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A candle  
Ingredient: A dab of lamp oil

Your purifying light shines brightly to the Aethyric senses. Any Undead or Daemons that seek to harm you must first pass an Opposed Willpower Test, or else have to take a different action.

## DAZZLING BRIGHTNESS

Magic Requisite: 1  
Casting Time: Half Action  
Range: 36 yards  
Duration: (Magic) Rounds  
Casting Tool: A small mirror  
Ingredient: A small glass bead

You create a burst of light that dazzles those within the spell's area of effect. Use the Small Template. Those affected suffer a -10% penalty to their Weapon Skill, Ballistic Skill, Agility, and all Perception Tests involving sight

## NOTES OF TRUTH

Magic Requisite: 1  
Casting Time: Free Action  
Range: You  
Duration: Instant  
Casting Tool: —  
Ingredient: —

Whenever you make a test to discern whether something is factual and fail, you may elect to cast this spell. The GM re-rolls your test in secret, and shares with you the apparent results of the attempt. You may only cast this spell once per target piece of information.

## SOLAR VEIL

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Rounds  
Casting Tool: A white cloak  
Ingredient: A lit torch

You become a glowing beacon, akin to sunlight. You cast light as though daylight, and attempts to attack you suffer a  $-(5 \times \text{Magic})\%$  penalty to Weapon Skill or Ballistic Skill, as appropriate. Assailants cannot take the Aim action against you while the spell persists. You automatically fail any Concealment tests you attempt while the spell persists.

## CLARITY

Magic Requisite: 2  
Casting Time: Half Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A glass circlet  
Ingredient: A candle

You touch a character and reduce one penalty he is suffering to Intelligence, Willpower, or Fellowship by up to  $-(5 \times \text{Magic})\%$ . Penalties cannot be reduced below -0%. You may use multiple castings of this spell to alleviate penalties to different Characteristics.

## HEALING OF HYSH

Magic Requisite: 2  
Casting Time: Full Action  
Range: Touch  
Duration: Instant  
Casting Tool: A bandage  
Ingredient: A small glass bead

Your touch engulfs an injured character in a soothing light, healing (2 + Magic) Wounds.

## RADIANT GAZE

Magic Requisite: 2  
Casting Time: Half Action  
Range: 16 yards  
Duration: Instant  
Casting Tool: A Good craftsmanship lens  
Ingredient: A dab of lamp oil

Your gaze focuses radiant power on one target within the spell's range. This is a magic missile with Damage (2 + Magic). This Damage rating increases by 2 against daemons and undead.

## RADIANT WEAPON

Magic Requisite: 2  
Casting Time: Half Action  
Range: Touch  
Duration: (Magic) Minutes  
Casting Tool: A silver charm  
Ingredient: A dab of lamp oil

You temporarily enchant a melee weapon you touch with the radiant power of Hysh. While the spell persists, the weapon counts as magical and gains a +(1×Magic) Damage bonus against daemons and undead. The weapon shines light as a lantern, and the wielder automatically fails any Concealment Tests he attempts to make.

## SHIMMERING CLOAK

Magic Requisite: 2  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A white cloak  
Ingredient: A candle

You surround yourself with a field of light that protects you from ranged attacks. All non-magical missile attacks have their Damage rating reduced by (2×Magic), down to a minimum of Damage 0. You automatically fail any Concealment Tests you attempt while this spell is in effect.



# Arcane Lore (Light)

## BANISH

Magic Requisite: 3  
Casting Time: Full Action  
Range: 24 yards  
Duration: Special  
Casting Tool: A Good craftsmanship staff  
Ingredient: A glass bead

You wrap a daemon within range in the tendrils of Hysh, using the pureness of light to banish it back to the Realm of Chaos. Resolve the banishment as an Opposed Willpower Test. If you win, the daemon disappears. If you lose, it remains. In the case of a stalemate, the two of you remain locked in mental combat. Neither of you can take any other actions (including reactions) while the struggle continues. Make Opposed Willpower Tests on each of your turns until one of you is victorious. *Banish* can also be used to exorcise the possessed.

## BLINDING LIGHT

Magic Requisite: 3  
Casting Time: Full Action  
Range: 48 yards  
Duration: (2×Magic) Rounds  
Casting Tool: A small mirror  
Ingredient: A small glass bead

You create an explosion of shimmering light that blinds those in the area. Use the Small Template. Those affected must make an Agility Test. On a failed test, victims are blinded, which reduces their Agility, Movement, and Weapon skill by half (rounded down), and their Ballistic Skill to 0. Furthermore, they automatically fail all Perception Tests involving sight. Those that pass the test suffer the effects of *dazzling brightness* instead.

## ILLUMINATE THE EDIFICE

Magic Requisite: 3  
Casting Time: Full Action  
Range: Touch  
Duration: Permanent  
Casting Tool: A Good craftsmanship lamp or lantern  
Ingredient: A drop of lamp oil

You cause the interior spaces of any single building to shine with daylight. The light shines in rooms, attics, closets, and any other spaces bounded by a man-made roof and walls on all sides. In addition to illuminating the interior of the building, light shines out through open doors, windows, and even the cracks between boards and shingles. You must touch a solid structural element (wall, beam, or the like) of the building to be affected.

With Magic 3 you can affect a hovel-sized building; with Magic 4 a moderate-sized multi-roomed house or building; with Magic 5 a large manor house; and with Magic 6 any single contiguous building of any size whatsoever.

## LIGHT OF PURITY

Magic Requisite: 3  
Casting Time: 2 Full Actions  
Range: Special  
Duration: Special  
Casting Tool: A brazier  
Ingredient: A pinch of crushed incense

As part of casting this spell, you light a fire of any size from candle to campfire. All those within the area illuminated by that flame (its Maximum Vision; see WFRP, page 117) automatically pass any Toughness Tests necessary to resist any disease for as long as the flame burns. The fire may be increased in size (by adding more fuel to a fire, for example) and even split into multiple fires (such as lighting a second candle with the first). In the latter case, “child” fires have the same full effects as their “parents”, and the effect lasts for all those illuminated by any of the fires until such time as they go out.

## THE POWER OF TRUTH

Magic Requisite: 3  
Casting Time: Full Action + Half Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A Good craftsmanship signet ring  
Ingredient: A sheet of vellum

A character you touch becomes more convincing to others, but only if he speaks honestly. If he abides by that restriction, the character gains a  $+(10 + 5 \times \text{Magic})\%$  bonus to Charm Tests and can affect double the normal number of people (such doubling should be done after the Public Speaking or Master Orator Talents are factored in). The influence of this spell is not obvious, so there is no easy way to gauge the honesty of the recipient.

## EYES OF TRUTH

Magic Requisite: 4  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A Good craftsmanship glass eye  
Ingredient: A pinch of crushed incense

Your eyes shine with the light of truth. You can see through illusions, magical and mundane darkness, invisibility, and disguises within  $(12 + 12 \times \text{Magic})$  yards. All concealed characters are also revealed to you.

## ILL—BANE

Magic Requisite: 4  
Casting Time: Full Action  
Range: 8 yards  
Duration: Instant  
Casting Tool: A symbol of a god of healing  
Ingredient: A poultice

You use the power of *Hysh* to aid up to  $(1/\text{Magic})$  characters suffering from disease or poison. Any diseases affecting the targets have their durations halved (rounded down). Alternatively, the spell can remove one poison from each target, nullifying its effects. You must choose whether *ill-bane* will treat poisons or diseases upon casting the spell.

## GUARDIAN LIGHT

Magic Requisite: 4  
Casting Time: Full Action  
Range: You;  $(6 \times \text{Magic})$  Yard-Radius  
Duration: (Magic) Rounds  
Casting Tool: A golden orb  
Ingredient: A candle

You utter an ancient incantation, and become surrounded in a golden hemisphere of light. You shine like the sun, benefiting from a *solar veil* spell. In addition, waves of golden light emanate from your body, bathing your allies in *Hysh's* light. All allies within the spell's range become immune to Fear and Terror Tests while they remain within the spell's radius.

## LIGHT'S DEMAND

Magic Requisite: 4  
Casting Time: 2 Full Actions  
Range: Point Blank  
Duration: (Magic) Rounds  
Casting Tool: A mirror  
Ingredient: A small handful of salt

You cause a brilliant shaft of light to explode forth from your hand. Use the Cone Template. All creatures from the Realm of Chaos (e.g. daemons) caught in the area of this spell must make a Will-power Test with a  $-(10 \times \text{Magic})\%$  penalty. Those who fail cannot take move actions for as long as you maintain the shaft. You may extend the duration of this spell for an additional round in exchange for a 1 Wound sacrifice.

## WINDS OF INSPIRATION

Magic Requisite: 4  
Casting Time:  $(12 - 2 \times \text{Magic})$  Minutes  
Range: You  
Duration: Instant  
Casting Tool: A Good craftsmanship lens and a blank book  
Ingredient: A small handful of crushed incense

After failing a Knowledge Test of any kind, you can seek the wisdom of the white wind for knowledge. You scry the winds of magic, following threads with your magical senses until you come to what

could possibly be the knowledge you seek, allowing you to re-roll the Knowledge test. You may only attempt this spell once per piece of knowledge.

## DAEMONBANE

Magic Requisite: 5  
Casting Time: Full Action + Half Action  
Range: 48 yards  
Duration: Instant  
Casting Tool: A Good craftsmanship staff  
Ingredient: A glass bead

You rend the very Aethyr and cast a group of daemons back to whence they came. Use the Large Template. Affected daemons must make a successful Willpower Test or be banished back to the Realm of Chaos.

## PHA'S ILLUMINATION

Magic Requisite: 5  
Casting Time: Full Action  
Range: 36 yards  
Duration: (1 + Magic) Rounds  
Casting Tool: A Best craftsmanship cut diamond  
Ingredient: A torch

Your target erupts in a glowing manifestation of Hysh's power—a glowing, smoky aura engulfs his body, trails of light follow his every move, and his eyes glow with the light of the sun. He gains a  $+(5 \times \text{Magic})\%$  bonus to Strength and Agility, and a  $+(1 + \text{Magic}/4)$  bonus to his Attacks Characteristic. Any magic weapons used to attack the subject are treated as mundane weapons. The subject cannot wield a weapon while under the effects of *Pha's illumination*, but his touch counts as a weapon with Damage (Magic) and the Fast quality.

## PILLAR OF RADIANCE

Magic Requisite: 5  
Casting Time: Full Action + Half Action  
Range: 48 yards  
Duration: Instant  
Casting Tool: A Good craftsmanship staff  
Ingredient: A pinch of silver dust

You focus the energy of *Hysh* into a deadly column of burning light that blinds your foes. Use the Large Template. Those affected take a Damage (1 + Mag-

ic) hit, and must make an Agility Test. On a failed test, victims are blinded, which reduces their Agility, Movement, and Weapon skill by half (rounded down), and their Ballistic Skill to 0. Furthermore, they automatically fail all Perception Tests involving sight. Those that pass the test suffer the effects of *dazzling brightness* instead.

## SHINING AEGIS

Magic Requisite: 5  
Casting Time: 1 Minute  
Range: You  
Duration: (2×Magic) Hours  
Casting Tool: A white cloak  
Ingredient: A small handful of glass beads

You surround yourself in a cloak of *Hysh*, protecting yourself from harm. Superficially, you are covered in a field of ever-moving motes of light the size of a pinhead. However, when attacked, you may call on the spell's power to negate the hit entirely. The assailant must then make an Agility Test. If failed, he is inflicted with *dazzling brightness*. *Shining aegis* can absorb  $(1 + \text{Magic}/2)$  hits before dissipating.

## BOON OF HYSH

Magic Requisite: 6  
Casting Time: Full Action  
Range: Touch  
Duration: Instant  
Casting Tool: A Best craftsmanship cut diamond  
Ingredient: A bandage

You wrap a single character in the healing power of *Hysh*, granting one of two effects chosen at the time of casting.

You may remove all damage and maladies affecting him are healed. This includes all Wounds sustained, diseases currently being suffered, poisons currently in the system, and the like.

Alternatively, you may remove one Critical Hit affecting a character, so long as you cast this spell within (Magic – 4) Rounds of its infliction. The Insanity Point accrued by the injury is also removed.

## CLEANSING FLARE

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Magic Requisite: 6

Casting Time: 2 Full Actions

Range: 120 yards

Duration: Instant

Casting Tool: A Good craftsmanship staff

Ingredient: A glass orb

With a deafening shout, you summon shards of pure light from the sun itself, raining from the skies like arrows. This spell has two effects that happen in sequence, one each round:

- » First and Second Round: You cast down (Magic) shards of light, targeting any foe within the spell's range.
- » Third Round: You call down (Magic) lances of light, striking the earth with deadly force. Use the Small Template.

Each of attacks deals a Damage (Magic) hit. The attacks gain the Impact quality when targeting daemons or the undead.

As this is such a powerful conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes. Using this spell for anything other than daemoniac combat is deeply frowned upon by the Elder Hierophants of the Light Order.

# Petty Magic (Metal)

## GUARD OF STEEL

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: 1 Minute  
Casting Tool: A small handful of steel spheres  
Ingredient: A leather strap from a sword

You summon shimmering orbs of steel that rotate around your body and protect you from incoming attacks. All attacks against you suffer a  $-(5 + 5 \times \text{Magic})\%$  penalty to Weapon Skill or Ballistic Skill as appropriate.

## INSCRIPTION

Magic Requisite: 1  
Casting Time: Full Action  
Range: Touch  
Duration: Instant  
Casting Tool: A chisel  
Ingredient: A written/drawn depiction of what you would like to inscribe

By passing your hand over any metallic surface, you cause an inscription to appear indelibly on the object. If the inscription is comprised of words, it may be of any length that will fit on the object in question, though every dozen words past the first twelve increase the casting time by an additional full action. The inscription appears in your own handwriting, so others who are familiar with your hand may be able to identify you as the originator of the inscription. If the inscription is comprised of pictures, the GM must adjudicate how long the spell takes to cast based on the complexity desired.

## LAW OF APPEARANCE

Magic Requisite: 1  
Casting Time: Full Action  
Range: Touch  
Duration: Instant  
Casting Tool: A mathematics textbook  
Ingredient: A dab of paint

You transfigure an object, changing its superficial appearance. You could, for example, change the im-

ages on a flag, or the colour of the paint on a fence, but you cannot change an object's function. This spell may not be used on living things.

## LAW OF CRAFTSMANSHIP

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: 24 Hours  
Casting Tool: A mathematics textbook  
Ingredient: A pinch of soot from a well-used forge

You use the logical eddies of the *Chamon* to reinforce the quality of your craftsmanship. You gain a  $+(5 \times \text{Magic})\%$  bonus and an additional Degree of Success to all Trade Tests made to create objects.

## STOKE THE FORGE

Magic Requisite: 1  
Casting Time: Half Action  
Range: Special  
Duration:  $(15 \times \text{Magic})$  Minutes  
Casting Tool: A bellows  
Ingredient: A pinch of soot from a well-used forge

You cause an already-burning fire in any forge, fireplace, or other man-made housing where heat and flame are bent to Human purpose to burn as hotly as naturally possible without consuming additional fuel for the spell's duration.

## CURSE OF RUST

Magic Requisite: 2  
Casting Time: Half Action  
Range: 12 yards  
Duration: Instant  
Casting Tool: A rusty nail  
Ingredient: A pinch of salt

You rust and corrode one metal object within 12 yards of you, making it pitted and useless. This spell can affect an object of up to Encumbrance  $(50 + 25 \times \text{Magic})$ .

## FAULT OF FORM

Magic Requisite: 2  
Casting Time: Half Action  
Range: 24 yards  
Duration: Permanent  
Casting Tool: A small metal file  
Ingredient: Flakes of rust

You subtly alter the composition and characteristics of any single weapon within range. That weapon temporarily loses the effects of any beneficial Weapon Quality, and its wielder suffers a -10% Weapon Skill or Ballistic Skill penalty as appropriate when using it. Baneful Weapon Qualities are made worse by fault of form: Experimental weapons jam on rolls of 88-96 and explode on 97-00; Slow weapons impart a +20% bonus to enemy parries and dodges; Tiring weapons never give the Impact Quality; and Unreliable weapons jam on 92-97 and explode on 98-00.

## LAW OF AGE

Magic Requisite: 2  
Casting Time: Full Action  
Range: Touch  
Duration: (5×Magic) Minutes  
Casting Tool: A mathematics textbook  
Ingredient: A small chip or fragment of a fossil

You cause a solid, inanimate object to become brittle, making it shatter easily. Its weight and feel is unchanged. Typically, this results in reduced difficulty (usually 1×Magic steps) to break an object, such as kicking through a door or window, bursting bindings, breaking bars, and so on.

## LAW OF FORM

Magic Requisite: 2  
Casting Time: Full Action  
Range: Touch  
Duration: (10×Magic) Minutes  
Casting Tool: A mathematics textbook  
Ingredient: A pinch of iron shavings

You transmute a solid, inanimate object, making it harden like steel. It gains the weight and feel of solid metal, though its appearance remains unchanged. Typically, this results in increased Encumbrance for

the object, increases the difficulty for Strength tests to burst through doors or other barriers (including glass windows), strengthens rope bindings, prevents torches from igniting it, and so on.

## LAW OF LOGIC

Magic Requisite: 2  
Casting Time: (7-Magic) Full Actions  
Range: 12 yards  
Duration: 5 Minutes  
Casting Tool: A mathematics textbook  
Ingredient: A blank piece of paper

You use the magic of logic to aid one Skill or Characteristic Test. You must cast this spell before the test is taken, and the spell can aid either you or an ally within range. If cast successfully, law of logic provides a  $+(10 + 5 \times \text{Magic})\%$  bonus on the relevant Skill or Characteristic Test. Once this bonus is used, the spell ends.



# Arcane Lore (Metal)

## ARMOUR OF LEAD

Magic Requisite: 3  
Casting Time: Full Action  
Range: 48 yards  
Duration: (Magic) Minutes  
Casting Tool: A small lead disc  
Ingredient: A pinch of soot from a well-used forge

You cause the armor of a group of enemies within range to have the weight of lead. Use the Large Template. Those affected suffer a -10% penalty to their Weapon Skill, Ballistic Skill, and Agility and a -1 penalty to their Movement Characteristic.

## RIGIDITY OF BODY AND MIND

Magic Requisite: 3  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A small steel disc  
Ingredient: A pinch of iron shavings

Your body and mind take on properties of metal that make them strong, resilient, and immutable. You gain (Magic) Armour Points to all locations (cumulative with other armour to a maximum of 5 AP) and a +10% bonus to your Willpower. You further find that you are resistant to changing your mind during the spell's duration; this effect is not enforced with statistics but must be roleplayed to the GM's satisfaction.

## SECRET RUNE

Magic Requisite: 3  
Casting Time: Full Action  
Range: Touch *or* 6 yards  
Duration: Instant  
Casting Tool: A chisel  
Ingredient: A written/drawn depiction of what you would like to inscribe

This spell has two functions—recording a secret message, and viewing a secret message so recorded.

Using the spell to record a message is cast as *inscription*, but rather than being visible for all to see, the message is invisible to all, even upon close ex-

amination of the item.

Using the spell to view a message inscribed by *secret rune* renders the message visible.

Gold Wizards frequently use this spell to communicate with one another. They commonly cast *secret rune* on an item again once its message is read, to keep the contents safe from prying eyes.

## SILVER ARROWS OF ARHA

Magic Requisite: 3  
Casting Time: Half Action  
Range: 48 yards  
Duration: Instant  
Casting Tool: A Good craftsmanship arrowhead  
Ingredient: A pinch of silver dust

You create (Magic) magical silver arrows and can hurl them at one or more opponents within range. *Silver arrows of Arha* are magic missiles with Damage 3.

## BREACH THE UNKNOWN

Magic Requisite: 3  
Casting Time: 1 Minute  
Range: Touch  
Duration: Instant  
Casting Tool: A Good craftsmanship lens  
Ingredient: A blank piece of paper

You unlock all the secrets of the object, learning the material composition as well as any mundane special properties it might contain. For instance, a Gold Wizard using *breach the unknown* could learn the medicinal character of the toadstone (see *Old World Armoury*, page 74).

In addition to the normal effects of this spell, you may make a special Challenging (-10%) Channeling Test to discern a magic item's special properties. You gain a +(10/Magic)% bonus to this Test. For each degree of success, you learn one of the magic item's features. In the case of cursed, tainted, or otherwise spoiled items, you uncover the dangerous properties last.

## DIE AND CAST

Magic Requisite: 4  
Casting Time: Full Action  
Range: Touch  
Duration: Permanent  
Casting Tool: An anvil and hammer  
Ingredient: A handful of a mixture of salt and charcoal dust

This spell has two functions—to mark an item as a template, and to make an item to conform to a template.

Using the spell to mark an item requires you to inscribe a personal sigil onto it. This doesn't have any immediate effect, but you can use the marked object as a template, conforming other objects to its likeness later.

Using the spell to enforce a template requires that you have an object (or several smaller objects) of roughly equivalent volume to the desired template. At your touch, the objects reconfigure themselves into the form of the template. To mundane senses, the item is wholly its new shape, and one would not be able to tell the difference between the imitation and the original. A Challenging (-10%) Magical Sense Test, however, reveals small threads of *Chamon* forcing the object into its newfound shape.

## FOOL'S GOLD

Magic Requisite: 4  
Casting Time: Full Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A gold coin  
Ingredient: A pinch of pyrite dust

You temporarily alter the quality of an inanimate object to make it appear more valuable than it is. Pennies become Gold Crowns, a rusted sword becomes a Best Craftsmanship broadsword, and a set of wooden teeth shine with a silver sheen. The object increases its value by 10 times.

## TALE OF METAL

Magic Requisite: 4  
Casting Time: 2 Full Actions  
Range: Touch  
Duration: Instant  
Casting Tool: A Good craftsmanship lens  
Ingredient: A blank piece of paper

You touch a metal object and look into its past, seeing the circumstances of its forging and creation as if you were there. At any time after casting the spell, you can try to recall a specific fact about what you saw with a successful Intelligence Test.

## TRANSFORMATION OF METAL

Magic Requisite: 4  
Casting Time: 1 minute  
Range: Touch  
Duration: Instant  
Casting Tool: An anvil and hammer  
Ingredient: A handful of a mixture of salt and charcoal dust

You can transform one metal object into a different one. This does not change the type of metal, only its shape. You could, for example, transform a metal buckler into a flagon. This spell does not work on magical items. The craftsmanship of the new item, if important, is determined by an additional Channeling test.

- » Best Craftsmanship: Very Hard (-30%)
- » Good Craftsmanship: Hard (-20%)
- » Common Craftsmanship: Average (+0%)

A failed Channeling Test of any Difficulty results in a Poor Craftsmanship item.

## TRIAL AND ERROR

Magic Requisite: 4  
Casting Time: Full Action  
Range: 12 yard radius  
Duration: (Magic) Rounds  
Casting Tool: An object of Best craftsmanship  
Ingredient: An object of Poor craftsmanship

You use magic to guide the efforts of all allies within range. Until the spell ends, each affected character is allowed to re-roll exactly one test or damage roll each round. The second roll is final.

## ENCHANT ITEM

Magic Requisite: 5  
Casting Time: 1 minute  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A Best craftsmanship hammer  
Ingredient: A griffon's feather

You can temporarily enchant an item to give a  $+(5 \times 2 \text{ Magic})\%$  bonus to one of the bearer/wielder's Characteristics. Function must follow form. You could enchant a sword to give a Weapon Skill bonus, for example, or a circlet for a Fellowship bonus.

## LAW OF IMMUTABILITY

Magic Requisite: 5  
Casting Time: Full Action  
Range: Touch  
Duration: (Magic) Minutes  
Casting Tool: A mathematics textbook  
Ingredient: A steel rod

You reinforce the structure of an object with an interweaving mesh of *Chamon*, making the object extremely resilient. While not indestructible, an object affected by *law of immutability* is tediously difficult to destroy. Strength tests to break an affected object have their penalties tripled (or a -30% is imposed, whichever is greater). Armour affected in such a way gains +1 AP which can surpass the 5 APs per location limit.

However, if an item reinforced with this spell is subject to overwhelming force for 1 Round/Magic, the spell ends prematurely. Sources of overwhelming force include a dragon's fire breath, contact with lava, the fluids of a great unclean one, a successful hit from a creature with the *Unstoppable Blows* talent, or an attack from a spell with a higher Magic characteristic.

## TRANSMUTATION OF THE UNSTABLE MIND

Magic Requisite: 5  
Casting Time: 10 Minutes  
Range: Touch  
Duration: Instant  
Casting Tool: A golden diadem  
Ingredient: A small handful of salt

You seek to transmute a sick mind into a healthy one, which is quite a dangerous task. When you cast this spell, you must make a Challenging (-10%) Channelling Test. If you are successful, the target loses 1d10 Insanity Points. If you fail, the target instead gains 1d10 Insanity Points. You cannot cast this spell on yourself, or on animals.

## LAW OF GOLD

Magic Requisite: 6  
Casting Time: Full Action  
Range: 24 yards  
Duration: (Magic) Minutes  
Casting Tool: A mathematics textbook  
Ingredient: 1 gc

You enshroud a magic item within range in strands of *Chamon*, suppressing its abilities. The item loses all magical function while the spell persists.

## MAGNUM OPUS

Magic Requisite: 6  
Casting Time: At least 10 minutes, see text  
Range: 6 yards  
Duration: Special  
Casting Tool: An anvil and hammer  
Ingredient: Complex designs of the object you wish to create

You shape strands of *Chamon* into a design of your liking, forcing it to take a physical shape. To common sight, it appears as if you are creating an object out of nothing, with naught but chanting and complex motions that resemble both weaving and working a forge. The spell can create an object of up to  $(15 \times \text{Magic})$  Encumbrance, increasing by an additional  $(5 \times \text{Magic})$  Encumbrance for every additional 5 minutes you spend casting the spell. Items created must be plausible (you cannot create an ob-

ject that is geometrically impossible, for example) and approved by the GM.

Objects created by *magnum opus* are subject to dispellation, forcefully unweaving the threads of *Chamon*, causing an explosion of the yellow wind and invoking a Minor Chaos Manifestation. As an object created by this spell continues to exist, the Chamon threads that make it up begin to fade as the object becomes more real. After one month of existence, a created object has become as real as possible, and is no longer subject to dispellation.

As this is such a powerful conjuration, all Wizards within a 5-mile radius area aware of the disturbance in the Aethyr that this spell causes. Lords of the Gold Order are quick to reinforce the caster's respect for the natural laws unless a very good reason for its use is given.

# Petty Magic (Shadow)

## BEWILDER

Magic Requisite: 1  
Casting Time: Half Action  
Range: 24 yards  
Duration: (Magic) Rounds  
Casting Tool: A shiny object on a string  
Ingredient: A splash of ale

The victim of this spell must make a successful Opposed Willpower Test or become bewildered. The bewildered character must roll a d10 and consult the following chart to determine what he'll do until the spell wears off:

Roll Result

1-2 *Befuddled*: You can only take a half action each round.

3-4 *Wander*: You run in a random direction, as determined by the GM.

5-6 *Attack!*: Attack the nearest character with an all out attack, be it friend or foe. If the nearest foe is out of reach, you must move towards him as fast as possible and engage him in melee combat (making a charge attack if possible)

7-8 *Do Nothing*: You cannot take any actions or dodge.

9-0 *Curl into a Ball*: You are considered helpless.

## GOSSAMER DISGUISE

Magic Requisite: 1  
Casting Time: Half Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A sewing needle  
Ingredient: A spool of thread

You can cause a piece of clothing or armour to take on a different appearance. You can only make a piece of armour appear as one stage in either direction—you could make a leather skullcap, for example, appear as a mundane hat or as a chainmail coif, but not as a plate helm.

## SHADOWCLOAK

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A dark-coloured cloak  
Ingredient: A piece of charcoal

You wrap yourself in a field of *Ulgu*, rendering yourself more difficult to detect. *Shadowcloak* gives you a  $+(10 + 5 \times \text{Magic})\%$  bonus on Concealment and Shadowing Skill Tests.

## SILENT UTTERANCE

Magic Requisite: 1  
Casting Time: Free Action  
Range: You  
Duration: 1 Round  
Casting Tool: —  
Ingredient: —

You weave strands of the *Ulgu* into your voice, hiding it from others—regardless of how loud you speak, your voice is entirely silent, and others cannot hear it. This spell does not prevent an enemy from understanding your speech by way of a Lip Reading Skill Test. You can exempt 1/Magic targets within hearing distance from *silent utterance*'s effect. Grey Wizards often use this spell to silence their incantations, allowing them to cast spells while concealed without giving away their position.

## TAKE NO HEED

Magic Requisite: 1  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Hours  
Casting Tool: Clothes appropriate for the local area  
Ingredient: A piece of charcoal

You become very easy to ignore. Although people can see you perfectly fine, they tend not to notice you, and don't recall anything about you after you've gone. People must make an Opposed Willpower Test with you in order to approach or talk to you unless you speak first, even if they've noticed you earlier. (They need not re-roll in the middle of conversation, but if, for example, a shopkeeper succeeded in



a roll to notice you when you came into his shop but was busy with other things at the moment, he'd need to make another roll to come over and talk to you later in your visit.) Even those who notice and approach or speak to you must make another (unopposed) Willpower Test to remember any specific details about you after you've gone. The nature of this spell is such that its effects do not disturb or alarm those trying to notice or remember you; they chalk the situation up to distractions, faulty memory, or the like.

## DOPPELGANGER

Magic Requisite: 2  
Casting Time: Full Action + Half Action  
Range: You  
Duration: (10×Magic) Minutes  
Casting Tool: A disguise kit  
Ingredient: A lock of hair from a member of the race you are impersonating

You can take on the appearance (including clothing, armour, and so on) of any other living, humanoid creature under ten feet in height. The spell does not disguise your voice, only your appearance. You may look like an Orc, for instance, but if you can't speak the Goblin Tongue, it's best to keep your mouth shut around Greenskins. Should you somehow act in a suspicious manner, viewers are allowed an Intelligence Test to see through the illusion. If you want to look like a specific individual, you must make an additional Hard (-20%) Channeling Test to perfect the disguise. Otherwise, you look like an undistinguished member of the same race.

## EYE OF THE BEHOLDER

Magic Requisite: 2  
Casting Time: Half Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: 1 gc  
Ingredient: 1 p

You make an item of Encumbrance (25 + 25×Magic) appear either worthless or valuable, whichever you choose. Worthless items appear rusted, rotten, broken, or the like, depending on their nature. Valuable items appear finely made, ornate, and crafted with great ingenuity. The apparent flaws or virtues

of the item do not affect its actual behaviour: A normal sword enchanted to appear worthless still cuts just fine, and a crooked arrow enchanted to appear masterfully crafted doesn't fly any more true. Tests to appraise the item whose nature is concealed by this spell suffer a -20% penalty.

## ILLUSION

Magic Requisite: 2  
Casting Time: Full Action  
Range: 48 yards  
Duration: (Magic) Minutes  
Casting Tool: A crystal prism  
Ingredient: A sketch of the desired illusion

You create an *illusion* anywhere within range that is a nearly perfect simulation of reality, complete with sight, sound, and smell. Use the Small Template. You can make this area look like anything. Anything that sees the *illusion* placed must make an Opposed Willpower Test. If failed, the creature believes that the *illusion* effect was there the entire time. Interacting physically with an *illusion* allows an Intelligence Test to see through the *illusion*, but certain actions (such as trying to climb a "rock" and falling through) automatically allow the interacting character to see through.

## MUTABLE VISAGE

Magic Requisite: 2  
Casting Time: Half Action  
Range: Touch  
Duration: (Magic) Hours  
Casting Tool: A mask  
Ingredient: A piece of charcoal

You make your target subtly more or less attractive, but in a way that has a noticeable effect on the way people regard him in social situations. The effect provides either a +10% bonus or -10% penalty (your choice) to Fellowship Tests. An unwilling target may make an Opposed Willpower Test with you to avoid the spell's effects.

## SHADOW OF DEATH

Magic Requisite: 2

Casting Time: Full action

Range: You

Duration: 1 Minute

Casting Tool: A shred of cloth from the robes of a Wight

Ingredient: A shard of bone

You use the power of illusion to make yourself look fearsome and deadly. You cause Fear for as long as the spell persists. You can shield 1/Magic targets from the spell's Fear effects.

## Arcane Lore (Shadow)

### CONFUSION

Magic Requisite: 3

Casting Time: Half Action

Range: 24 yards

Duration: (Magic) Rounds

Casting Tool: A shiny object on a string

Ingredient: A splash of ale

This is a more potent version of *bewilder* that can affect multiple targets. Use the Small Template. Anyone within is affected as though by a *bewilder* spell.

### GREY CIPHER

Magic Requisite: 3

Casting Time: Half Action

Range: You and up to (2×Magic) others

Duration: (10×Magic) Minutes

Casting Tool: A book written in a language you can't speak

Ingredient: A bit of wax from a burned-out candle

You cloak the words of yourself and your allies in a dark shroud of *Ulgû*, hiding your words from other listeners. While the spell persists, any conversation you have is heard by outsiders as generic and uninteresting topics, and is quickly ignored. Should an onlooker pass a Lip Reading Test, he can realize that he is not hearing the proper conversation. This spell can be temporarily suppressed to talk to those outside the conversation if the need arises.

### PALL OF DARKNESS

Magic Requisite: 3

Casting Time: Half Action

Range: 48 yards

Duration: (Magic) Rounds

Casting Tool: A piece of black cloth

Ingredient: The eye of a small animal

You create a swirling area of impenetrable darkness. Use the Large Template. Those affected cannot see, even with Night Vision. The confounding effect of pall of darkness means that those affected can only take a Half Action each round unless they make a successful Willpower Test at the start of their turn.

## SHADOWSTEED

Magic Requisite: 3  
Casting Time: Full Action  
Range: 4 yards  
Duration: Special  
Casting Tool: A horse's hoof  
Ingredient: A pinch of soot

You call forth a dark and shadowy horse who will bear you and a minimum of gear (no more than you yourself could carry without penalty) noiselessly and at great speed until you stop riding or until the next day's first light dawns. The horse has the statistics of a normal riding horse (see *WFRP*, page 233), but also has the Concealment skill (which it uses with a +30% bonus) the Navigation skill, and a (1 + Magic) bonus to its Movement Characteristic. Further, the *shadowsteed* travels at top speed without fatigue. When the spell's duration expires, the horse vanishes around a corner, into a shadow, or in a similar manner. You can also designate another individual that the steed will bear instead of you.

## THROTTLING

Magic Requisite: 3  
Casting Time: Full Action  
Range: 12 yards  
Duration: Special  
Casting Tool: A garrotte that has been used to strangle someone  
Ingredient: A bit of wax from a burned-out candle

You send ropes of inky darkness to throttle anyone within range, cutting off his ability to breathe entirely and forcing him to make Toughness Test to resist the effects of the spell. You can maintain this spell with a Half Action each round, but you may cast no further spells while doing so. If you maintain the spell, the Toughness Test is modified with a cumulative -10% penalty each round until it is failed, at which point the target begins to take damage. The first round of failure causes a Damage 1 hit that ignores Armour, and each subsequent round the Damage of the hit is increased by 1. No additional Toughness Tests are allowed to resist damage after the first has been failed; the damage simply continues to compound until you stop concentrating on the spell. The rules for concentration (see

*WFRP*, Spellcasting Limits, page 144) apply.

## CLOAK ACTION

Magic Requisite: 4  
Casting Time: Half Action  
Range: You  
Duration: (Magic) Minutes  
Casting Tool: A crystal prism  
Ingredient: A sketch of your illusory action

This spell allows you to perform any act while appearing to do something completely different. You appear to be exactly where you are, but engaged in a different activity. For example, you can appear to all eyes to be reading a book when you are actually punching someone in the face. If your action affects someone else (an attack, spell, picking a pocket, etc.), the victim is allowed an Intelligence Test to see through the illusion. If cast successfully, *cloak activity* also disguises the act of casting the spell.

## MOCKERY OF DEATH

Magic Requisite: 4  
Casting Time: Full Action  
Range: Touch  
Duration: (Magic) Days  
Casting Tool: A corpse shroud buried at least a year  
Ingredient: A small handful of bonemeal

You cause someone to appear and behave as if dead to all sight and inspection. That person continues to sense his environment through hearing, smell, and—if his eyes are open—sight, but he cannot move his body in any way whatsoever until the spell ends. However, he continues to require air and other essentials of life. An unwilling target can resist the spell with a successful Willpower Test.

## PHANTASM

Magic Requisite: 4  
Casting Time: Full Actions + Half Action  
Range: 72 yards  
Duration: (Magic) Hours  
Casting Tool: A crystal prism  
Ingredient: A sketch of the desired illusion

You create a *phantasm* anywhere within range that is a nearly perfect simulation of reality, complete with sight, sound, and smell. Use a Large Tem-

plate for every 2 Magic you possess. You can make this area look like anything. Anything that sees the *phantasm* placed must make an Opposed Willpower Test. If failed, the creature believes that the *phantasm* effect was there the entire time. You can move the *phantasm*, but doing so grants a new Opposed Willpower Test to all onlookers. Interacting physically with a *phantasm* allows an Intelligence Test with a  $-(5 \times \text{Magic})\%$  penalty to see through the *phantasm*, but certain actions (such as trying to climb a “rock” and falling through) automatically allow the interacting character to see through.

## SHROUD OF INVISIBILITY

Magic Requisite: 4  
Casting Time: Full Action  
Range: You  
Duration: (Magic) Rounds  
Casting Tool: A dark-coloured cloak  
Ingredient: A pinch of dust

You shroud yourself with magic and disappear from sight. While you are invisible, you can't be targeted with ranged attacks, including *magic missiles*. Any melee attacks you make receive a +20% Weapon Skill bonus. Anyone within 4 yards of you can make a Hard (-20%) Perception Skill Test to detect you using non-visual senses. If a successful test is made, you can be attacked, but attackers suffer a -30% to Weapon Skill or Ballistic Skill as appropriate.

## DREAD ASPECT

Magic Requisite: 5  
Casting Time: Half Action  
Range: You  
Duration: 1 Minute  
Casting Tool: A shred of cloth from the robes of a Wight  
Ingredient: A shard of bone

You make yourself look like a nightmare creature of purest dread. You cause Terror for as long as the spell persists. You can shield (Magic) targets from the spell's Terror and Fear effects.

## LUNACY

Magic Requisite: 5  
Casting Time: Full Action  
Range: 36 yards  
Duration: (Magic) Rounds  
Casting Tool: A shiny object on a string  
Ingredient: A splash of ale

This is an even more potent version of *bewilder* that can affect many targets. Use the Large Template. Anyone within is affected as though by a *bewilder* spell.

## MINDHOLE

Magic Requisite: 5  
Casting Time: Half Action  
Range: 48 yards  
Duration: Instant  
Casting Tool: A shiny object on a string  
Ingredient: A piece of the character to be forgotten's body

You cause one character to wholly forget you exist. If the target fails an Opposed Willpower Test, all knowledge and memory of your existence is wiped from his mind. He can still notice you as normal and remember anything so perceived going forward.

## SUBSTANCE OF SHADOW

Magic Requisite: 5  
Casting Time: Full Action  
Range: Touch  
Duration: Special  
Casting Tool: A black bag or pouch  
Ingredient: A glass figurine of a person

Select one creature or one object of no more than Encumbrance ( $40 \times \text{Magic}$ ) contained wholly in a shadow. The subject of substance of shadow becomes invisible and silent. The subject also becomes partially insubstantial—others cannot affect the target physically, cannot attack a character affected by this spell, cannot shove or pick up (or even stumble over) an object affected by this spell, and so on. The target, however, can physically affect anything he or it normally could. An affected character could move around and launch attacks, an affected piece of rope could suspend some object, an affected

Wizard could cast spells, and so forth. The effects of this spell continue indefinitely as long as the target remains entirely in shadow, but the effects end as soon as the shadow concealing the target is interrupted, even for an instant. Lack of light alone does not constitute a shadow for the purposes of this spell; targets must be in a distinct shadow cast by some object interrupting light shining from some source. Simply being indoors does not count; the building's structure is not "casting a shadow" inside. As always, the GM is the final arbiter.

## BECOME THE MASK

Magic Requisite: 6

Casting Time: 6 Hours

Range: Special

Duration: (Magic) Years

Casting Tool: A Best craftsmanship mask

Ingredient: A written history of the identity you wish to assume

You weave a false identity into the *Ulg* itself, complete with history, personality, and connections to all of people the false identity would have interacted with. The identity flies on the *Ulg*, implanting itself into the public consciousness anywhere the identity's history would have had any impact, as if the identity created had actually been an existent person. By nature of this spell, you know the names and locations of people to create links and history with.

Once willed to end, the spell's effect slowly starts leaving the minds of all those affected, returning to an existence such that the identity never existed. Written records of the identity are unaffected.

An identity created by this spell must be plausible, and the GM has final say on whether or not elements of the story fit this description. The more important an identity is, the more difficult the Channeling Test to cast the spell is (For example, the identity of a common burgher would be unpenalized, but the identity of the son of an Elector Count may be a hefty -50%). A failed cast indicates that the particular identity could not be integrated—you may not attempt to craft that same identity for a full year.

If you wish to extend an identity's duration, you may re-cast the spell at a higher Magic. Success extends it by the difference in effective durations (For example, a Magic 6 version of this spell recast

## SPECTRAL MIRAGE

Magic Requisite: 6

Casting Time: 2 Full Actions

Range: (24×Magic) Yard-Radius

Duration: Permanent

Casting Tool: A crystal prism

Ingredient: A sketch of the desired illusion

You craft a *spectral mirage* centered on yourself that is a nearly perfect simulation of reality, complete with sight, sound, and smell. You may choose to leave the *spectral mirage* at its position of casting, or to have it move with you. You can make this area look like anything, including elements of movement, speech, and complex interaction. Anything that sees the *spectral mirage* placed must make an Opposed Willpower Test. If failed, the creature believes that the *spectral mirage* effect was there the entire time. Interacting physically with a *spectral mirage* allows an Intelligence Test with a  $-(20 + 5 \times \text{Magic})\%$  penalty to see through the *phantasm*, but certain actions (such as trying to climb a "rock" and falling through) reduce this penalty by 20. If failed, the subject believes himself to be carrying out the impossible action.



# Familiars

## FAMILIAR CONSIDERATIONS

- » Familiars count as magic items for the purposes of trappings for careers such as Master Wizard.
- » You may never have more familiars than your Magic Characteristic.

## BOUND FAMILIARS

A **Bound Familiar** is a natural creature found and infused with a metaphysical link to a spellcaster. You must have a Magic Characteristic of 2 or higher in order to bind a familiar. In order to bind a familiar, you must take the following steps:

### Seek Out a Suitable Creature

You must find a creature suitable for binding to a familiar. Certain creatures may not be suitable for certain Wizards—for example, while a bear may be suitable for an Amber or Jade wizard, it is hardly fitting for a Celestial Wizard. There are two basic strategies you can follow:

- » You can travel the world and wilderness looking for a suitable creature. This strategy takes 1d10 weeks, but costs you nothing.
- » You can purchase a suitable creature. The going rate varies depending on the type of creature and the location (Regions such as Altdorf or Ulthuan are more apt to have creatures suitable for binding for sale, for example), but generally falls within the range of 300gc to 500gc.

### Spend Time Together

Once you have located a suitable creature, you must spend time in its company, both making it accustomed to your presence and using magic to create an aethyric bond between you and the prospective familiar. You can spend this time doing just about anything else besides, as long as you do it largely in the presence of your prospective familiar. You can only spend an hour or two each day away from it, or you must start over.

At the conclusion of each day, you must make a Challenging (-10%) Fellowship or Intelligence Test, accumulating a number of Degrees of Success equal to 30, plus 15 for each Familiar you already possess.

In this special case, you add your Magic characteristic as Degrees of Success on any successful Test. At your option, you may spend a devoted eight hours of work with the creature in order to speed the process, allowing you to make a second roll on that day. You may not make this additional roll more than once per day without GM permission.

### Finalizing the Familiar

Once you have accumulated the requisite number of Degrees of Success, the creature has been bound to you and becomes your familiar. At this point, you must generate your familiar's abilities, starting Characteristics, and advance scheme. Roll 1d100 three times, and consult the following table. If you roll an ability multiple times that cannot be acquired more than once, re-roll the dice and consult the table again.

Table: Bound Familiar Abilities

Roll	Result
01 – 07	Aethyric Passage
08 – 14	Aethyric Reservoir
15 – 21	Corpus Link
22 – 28	Discord Vein
29 – 35	Familiar Apprentice
36 – 42	Lucky Charm
43 – 49	Master's Touch
50 – 56	Master's Voice
57 – 63	Psyche Link
64 – 70	Second Shape
71 – 77	Vital Link
78 – 84	Voice of Reason
85 – 92	Player's Choice of Ability
93 – 00	GM's Choice of Ability

Bound familiars' starting Characteristics are the same as a normal creature of its type. To generate an advance scheme, see the *Familiar Advance Schemes* heading below.

The magical processes involved leave a creature with oddities, and thus you must roll on *Table 7-2: Oddities of Form (Realms of Sorcery, page 185)* once. With GM permission, you may roll on this table ad-

ditional times.

Finally, roll on *Table 7-4: Nature of the Relationship* (*Realms of Sorcery*, page 187) and roll on *Table 7-5: Familiar Personality* (*Realms of Sorcery*, page 188) at least once to determine aspects of your familiar's personality.

## CREATED FAMILIARS

A **Created Familiar** is a creature built by a Wizard to act as a companion and a focus for Aethyric energies. You must have a Magic Characteristic of 3 or higher in order to create a familiar. In order to create a familiar, you must take the following steps:

### Gather Proper Components

You must assemble a great variety of magical components. Common components include mud, clay, blood, metals, gemstones, and vital organs. The exact price of components varies depending on the desired form, but generally totals about 500gc.

### Begin Construction

Once all of the components have been assembled, you must work with them over a period of time, distilling them, transmuting them, and finally combining them together and giving them shape. You must roll a number of Academic Knowledge (Magic) Skill Tests, accumulating a number of Degrees of Success equal to 40, plus 20 for every additional familiar you already possess. In this special case, you add your Magic characteristic as Degrees of Success on any successful Test. Each roll represents four hours of work, and you cannot test more than twice a day without the GM's permission.

### Finalizing the Familiar

Once you have accumulated the requisite number of Degrees of Success, the creature has been created and animated, and becomes your familiar. At this point, you must generate your familiar's abilities, starting Characteristics, and advance scheme.

Your familiar begins with one Familiar Ability of your choice.

All Characteristics on a created familiar's primary profile begin at 10. Roll 22 separate d10s, and record the results. At your option, you may replace your lowest two rolls each with a 5. Distribute 1 to 4 of these dice rolls to each characteristic (The only exception is Fellowship, which may only ever have one

die distributed to it). Distribute one roll to Wounds and add 5. Distribute one roll to Movement, halve it, and add 1. A Familiar begins with 1 Attacks, 0 Insanity Points, and 0 Fate Points.

Apply the effects of up to two entries from *Table 7-2: Oddities of Form* (*Realms of Sorcery*, page 185) of your choice. With GM permission, you may add additional effects either from the table or of comparable effect.

Finally, roll on *Table 7-4: Nature of the Relationship* (*Realms of Sorcery*, page 187) and roll on *Table 7-5: Familiar Personality* (*Realms of Sorcery*, page 188) at least once to determine aspects of your familiar's personality.

## FAMILIAR ABILITIES

There are a number of different familiar abilities, and their power lies at the heart of why most Wizards seek familiars. Bound familiars start with three familiar abilities chosen at random, while created familiars start with one ability chosen at its creation. Both familiars and their masters may also contribute XP toward buying new familiar abilities in the course of play. Additional abilities cost 300xp for a created familiar, and the cost can be paid by the Wizard, the familiar, or both in combination.

### Aethyric Passage

The familiar shares a link with its master through the patterns of the Aethyr. Either the master or familiar can utilize this connection to slip through the Aethyr, crossing distances in the blink of an eye. The connection can be used to allow the master to appear next to the familiar (A Half Action from the master); to allow the familiar to appear next to the master (A Half Action from the familiar); or to allow both parties to switch places (A Full Action for one or the other). Both the master and the familiar must be willing to use the connection, and each is automatically aware of the other's willingness.

Jumping through the Aethyr is dangerous, however, and each time this ability is used there is a cumulative 1% chance that the attentions of some Daemon are invited. If this occurs, a Lesser Daemon of the GM's choosing grabs a hold of one of the moving parties. If an opposed Strength Test is failed, the victim is lost in the Realm of Chaos forever, unless the victim has a Fate Point to spend. For

every 12 hours the master and familiar go without using this ability, the chance of attracting a Daemon decreases by 1%.

### Aethyric Reservoir

The familiar can absorb any spell that specifically targets it or its master, saving it for later use. To absorb the spell, the familiar must make a Hard (-20%) Willpower Test. If it succeeds, it locks the spell away. The spell remains stored within the familiar until such a time as the master or the familiar choose to release the spell back into the world, designating a new target or targets, a new area of effect, and so forth. Only one spell may be stored at a time; a familiar may not attempt to soak another spell if it already has one stored.

### Corpus Link

The familiar and master can manipulate the winds of magic to become metaphysically the same creature. While so linked, the master and familiar benefit from a single, combined Wounds characteristic, and both the master's and familiar's Toughness Bonus are subtracted from any hits sustained (though only the best Armour is subtracted). However, the new Wounds characteristic is shared between the two, and any Critical Hits suffered are sustained by both. Any area-affecting source of harm (such as a *fireball* spell) that contains both the master and familiar only damages the combined Wounds score once. The master can activate this ability at any time with a Half Action, and it persists until the next sunset.

### Discord Vein

The familiar draws in uncontrolled magic. Whenever the master has the misfortune to trigger Tzeentch's Curse, at his option he may elect to shunt the effect of the manifestation roll to the familiar.

### Familiar Apprentice

The familiar knows how to perform some basic magics. Choose one Petty Magic (Arcane), Petty Magic (Your Colour), or Common Magic spell with a Magic Requisite of 2 or less. The familiar can cast this spell using your Magic Characteristic. A familiar can gain this ability multiple times—each time it grants a new spell.

### Lucky Charm

The familiar is somehow a magnet for good luck. The familiar has a reservoir of 2 Fortune Points that either the familiar or its master can use each day. A familiar can gain this ability multiple times—each time it grants one additional Fortune Point to the pool.

### Master's Touch

The familiar acts as an extension of its master's touch, sight, and location for the purposes of casting Touch spells, casting spells at targets the caster must be able to see, and casting spells that affect the caster's location.

### Master's Voice

The master is capable of projecting his voice through his familiar. This has two effects. First, the master can communicate to anyone who is within earshot of the familiar. Second, if the familiar is within 24 yards of its master, the master can project his own voice through the familiar to cast spells, which allows him to cast even if he is prevented from speaking by a gag, a magic effect, or any other force (as long as it does not also affect the familiar's ability to speak).

### Psyche Link

The familiar and master can communicate complex thoughts and emotions to each other instantly, without speech, and over any distance. This ability increases the ability of each to cogitate and withstand mental stresses, raising the Intelligence and Willpower characteristics of both by 10% for as long as both are conscious and cooperative.

### Second Shape

The familiar has a second physical form that it can assume whenever it likes as a Half Action. The form is determined in the same manner as the familiar. The master must roll for a bound familiar's second shape, but he may define the second shape directly for a created familiar. A familiar can gain this ability multiple times—each time it grants a new shape.

### Vital Link

The familiar and the master are treated as one creature for the purposes of physical needs. Thus, should one of the two eat a meal, the other need not; only one of the two needs to sleep at night; etcetera.

## Voice of Reason

The familiar dampens chaotic forces. When its master makes a Casting Roll that contains doubles, triples, or quadruples, the master may elect to re-roll the Channelling test with a -20% penalty in order to avoid Tzeentch's Curse. If the master elects to re-roll, he must abide by the second result, whatever it is. This effect is cumulative with the effects of protective circles (see *WFRP*, page 144).

## FAMILIAR ADVANCE SCHEMES

Upon binding or creation of a familiar, the Wizard's player must create an advance scheme for it.

### The Primary Profile

Distribute the following numbers as you see fit. Be aware that you must distribute the numbers in increments of +5%, and no individual characteristic can exceed a +30% potential.

- » Distribute 30% between Weapon Skill and Ballistic Skill.
- » Distribute 45% between Strength, Toughness, and Agility.
- » Distribute 40% between Intelligence and Willpower.
- » A Familiar's Advance Scheme does not gain a bonus to Fellowship.

### The Secondary Profile

A familiar begins with 1 Attack, 0 Insanity Points, and 0 Fate Points. Wounds and Movement are denoted in the familiar generation options listed above.

A familiar's base secondary profile includes +2 Attacks and +4 Wounds.

Choose two of the following options. Options marked with an asterisk may only be chosen once. Options marked with two asterisks are applied immediately.

+1 A*	+1 M	+1 TB
+2 W	+1 SB	+1 FP*

Advances to Strength Bonus, Toughness Bonus, and Movement are purchased for 100xp, like any characteristic advance.

### Skills

A familiar's advance scheme begins with the following Skills:

Academic Knowledge (Any three), Common

Knowledge (Any), Dodge Blow, Magical Sense, Perception, Read/Write, and Speak Arcane Language (Same as Master).

In addition, add any five Skills of choice, with GM permission.

### Talents

A familiar's advance scheme begins with the following Talents. Options marked with an asterisk only apply to created familiars.

Acute Hearing, Aethyric Attunement, Alley Cat, Flee!, Frightening\*, Keen Senses, Resistance to Magic\*, Sixth Sense, Strong-Minded, Unsettling

In addition, add any three Talents of choice, with GM permission.

### Familiars and Career Exits

A familiar can make a Full Exit to a proper career, as long as the creature would be capable of fulfilling the career's duties and the GM's permission is granted.



# Magical Components Shopping List

## TOOLS

Aloe, sprig	5p	Dragon's scale	1gc
Altar of bone	150gc	Effigy, wax	4s
Amulet, iron	2gc	Effigy, wooden	8s
Arrowhead, Good	3p	Falcon	80gc
Astrolabe	75gc	Fang, snake	3p
Bandage	3p	File, metal	13s
Bell	5gc	Fork, metal	1gc
Bell, small brass	1gc	Fragment from a broken grave marker	3p
Bellows	11s	Fulgurite, small piece	20gc
Bone, chaos beast	80gc	Gag	1p
Book	100gc	Gauntlet, Good	45gc
Book, blank	50gc	Geode	2gc
Book, Classical dictionary	100gc	Glass bead	3s
Book, mathematics	100gc	Glass eye	9s
Boots, Good	6gc	Glass eye, Good	2gc
Boots, leather	2gc	Glove, Good	8s
Bowl, pewter	1gc	Golden orb	120gc
Bowl, wooden	10s	Hammer, Best	100gc
Brazier	10gc	Hammer, Good	30gc
Bridle	1gc	Hand fan, Good	1gc
Candle	1s	Heart, lion	40gc
Censer	2gc	Heart, predator, preserved	9gc
Charm, silver	2gc	Hide, boar	50s
Chisel	6s	Hoof, horse's	10s
Circlet, glass	12gc	Hourglass	5gc
Claw, cat's	5p	Icon of a god of battle	1gc
Clay figurine, person	1s	Icon of a god of death	1gc
Cloak	1gc	Icon of a god of fertility	1gc
Cloak, dark	2gc	Icon of a god of healing	1gc
Cloak, white	3gc	Icon with the image of a face	1gc
Collar, leather	7p	Icon with the image of an ant	1gc
Compass	30gc	Instrument	1gc
Cork	1p	Key, small	7s
Crystal prism	30gc	Knife, metal	1gc
Dagger, Good	3gc	Lamp	5s
Diadem, brass	10gc	Lamp, Good	15s
Diadem, gold	85gc	Lantern	5gc
Diamond, Best cut	2,500gc	Lantern, Good	15gc
Disc, lead	10p	Leather, Poor	3p
Disc, steel	2s	Lens, Good	3gc
Disguise kit	5gc	Mailed glove	9gc
Dousing rod	4p	Mask	10s
Dragon's fang	80gc	Mask, Best	30s
		Miniature golden shield	35gc
		Mirror	10gc



Mirror, broken	1gc
Mole's paw	8s
Mourner's veil	5s
Nail, rusty (20)	1p
Necklace, bird beaks	7s
Necklace, teeth	7s
Needle, sewing (5)	8s
Noose, used	4p
Paintbrush	1s
Panflute	8s
Pelt, bear	3gc
Pelt, winter animal's	50s
Piece of cloth, black	1p
Pouch	5s
Puppet's strings	7s
Quarter staff	3s
Rabbit's foot	3s
Rag	1p
Rope (5yd)	3s
Rubber, small block	5s
Scrap from a burial shroud	1s
Sickle	4gc
Signet ring, Good	60gc
Skeletal hand	10s
Skull, human	1gc
Skull, rat	5p
Skull, raven	4s
Skull, wolf	6s
Skull fragment, bear	10s
Skull fragment, dragon	100gc
Skull fragment, horse	4s
Sling	4s
Small metal rod	15p
Sphere of meteoric iron	50gc
Spleen, ogre's	4gc
Spoon, metal	1gc
Staff, Good	9s
Star chart	60gc
Steel spheres, handful	5s
Stone from a well used hearth	6s
Strip of black cloth	10p
Symbol, astrological	1gc
Symbol, divine	1gc
Tapestry scrap	2gc
Telescope, Good	300gc
Torch	1p
Totem, bone	2s
Totem, wooden	6s

Tuning fork	4s
Weathervane	9s
Whistle, bone	8s
Wreath of thorns	9p

## INGREDIENTS

Please note that all entries listed for this section are priced in groups of 10, unless stated otherwise.

Ale, splash	5p
Animal feed, handful (20)	5p
Bandage	30p
Bat guano, pinch	10p
Bile, thimbleful	2s
Blessed water, dab (20)	10gc
Bone chips	1p
Bone shards	2p
Bonemeal, handful	2p
Bottled breath of an eagle	1s
Bull's horn, powdered	3s
Butter, dab	5p
Candle	10s
Candle tallow	8p
Chainmail, individual ring	5p
Charcoal	6p
Charcoal dust, pinch	2p
Corpse ashes, pinch	3p
Crow	12s
Crushed stone	1p
Dart, wooden	10p
Down	10p
Dust, pinch	—
Embalming fluid	20gc
Eye, small animal	5p
Fat, boar	6p
Feather, assorted handful	10p
Feather, eagle	1gc
Feather, falcon pinion	5gc
Feather, griffon	10gc
Feather, raven	4s
Figurine, glass	50s
Firefly	1p
Fossil chips	15s
Fur, bear (100)	12s
Fur, cat (100)	6p
Fur, dog (100)	6p
Fur, horse (100)	1s
Fur, lion (100)	1gc

Fur, wolf (100)	4s
Glass bead	30s
Glass orb	5gc
Glue, daub (20)	1gc
Grasshopper	2p
Grave dirt, pinch	1p
Grease, blob	4p
Healing draught (1)	5gc
Hot spices, pinch	2s
Incense, small piece	3s
Ink made from eagle's blood	1gc
Iron filings, pinch	4p
Kindling, handful	2p
Lamp oil, drop	2p
Lamp oil, thimbleful	10p
Leather strap, sword	5p
Lens, Good (1)	3gc
Melted mountain snow	1s
Paint, dab	4p
Paper	150p
Parchment	30p
Pelt, rat (1)	10p
Peppercorn	5s
Poultice (1)	5p
Preserved flesh	1gc
Pyrite dust, pinch	3s
Quartz dust, pinch	2s
Rust flakes, pinch	1p
Salt and charcoal dust, pinch	9p
Salt, handful*	50s
Salt, pinch	1s
Sand, pinch	1p
Sap, dab	1p
Sapphire dust, pinch	16s
Scale, dragon	10gc
Scale, dragon (powdered), pinch	2s
Scrap from a funerary shroud	10s
Sheet of vellum	5s
Silver dust, pinch	9p
Skin, blue toad	4s
Soap, small chunk	2p
Soot from a forge, pinch	1p
Soot, pinch	1p
Spirits, thimbleful (50)	1s
Spool of thread	2p
Spring water, drop (50)	1p
Steel rod	4gc
Sugar, lump (50)	6p

Sulphur, small ball	5p
Throat of a chicken	3p
Tongue, bird	3p
Tongue, large animal	8p
Tongue, small animal	5p
Tooth, bear	2p
Venom, snake	1gc
Vial of bear, boar, falcon, snake blood	5gc
Wine, bottle (1)	1s
Witchbane, sprig	7s

\*A handful of salt is sufficient to create a line or circle.

# Altered Human Careers

Wizard careers have been given a bit of a face-lift. A few trappings have been altered, and a few skills changed or added.

## APPRENTICE WIZARD

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	–	+5%	+10%	+15%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	+1	–	–

**Skills:** Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Lingua Praestantia)

**Talents:** Aethyric Attunement *or* Fast Hands, Common Magic (Dispel), Coolheaded *or* Sixth Sense, Petty Magic (Arcane), Petty Magic (Any Colour)

**Trappings:** Backpack, Tome of Lesser (Colour) Lore, Quarter Staff, Robes

**Career Entries:** Dilettante, Hedge Wizard, Scholar, Scribe

**Career Exits:** Journeyman Wizard, Scholar, Scribe

**Note:** Only Humans may enter this career. Choosing this career means subjecting yourself to the Colleges. Magic users are feared and sometimes hated. Think carefully before choosing this career.

# JOURNEYMAN WIZARD

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	–	+5%	+10%	+20%	+25%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	+2	–	–

**Skills:** Academic Knowledge (Magic), Academic Knowledge (Any Two), Channelling, Charm *or* Intimidate, Common Knowledge (Any Two), Hypnotism *or* Consume Alcohol, Magical Sense, Read/Write, Ride *or* Swim, Speak Arcane Language (Lingua Praestantia)

**Talents:** Arcane Lore (Same Colour as your Petty Magic choice) *or* Dark Lore (Any one), Aethyric Attunement *or* Dark Magic, Common Magic (Any two), Keen Senses *or* Lightning Reflexes, Fast Hands *or* Mighty Missile, Meditation

**Trappings:** Tome of (Colour) Lore, Writing Kit

**Career Entries:** Apprentice Wizard

**Career Exits:** Master Wizard, Master Vigilant

**Note:** You must pay a 40gc fee upon entry to this career to obtain your License. Unless you come from a moneyed background, you must also pay one crowin in every ten you earn back to your College for the duration of this careers (Amber Magisters are, naturally, exempt from this). You may attempt to avoid this, but few succeed in defrauding the Orders for long.

# MASTER WIZARD

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	–	+10%	+15%	+30%	+35%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	+3	–	–

**Skills:** Academic Knowledge (Magic), Academic Knowledge (Any two), Channelling, Charm *or* Intimidate, Common Knowledge (Any two), Magical Sense, Read/Write, Ride *or* Sail, Speak Arcane Language (Lingua Praestantia *or* Daemonic)

**Talents:** Aethyric Attunement *or* Meditation, Common Magic (Any two), Dark Magic *or* Strong-Minded, Fast Hands *or* Mighty Missile

**Trappings:** Trade Tools (Apothecary), Two magic items

**Career Entries:** Journeyman Wizard, Master Vigilant

**Career Exits:** Master Wizard

**Note:** You must continue to pay dues to your Order for the duration of this career. Most colleges charge Master Wizards a reduced rate of one crown in every twenty.



# WIZARD LORD

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+20%	+20%	+35%	+40%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+5	–	–	–	+4	–	–

**Skills:** Academic Knowledge (Magic), Academic Knowledge (Any three), Channelling, Charm *or* Intimidate, Magical Sense, Read/Write, Speak Arcane Language (Anoqeyån), Speak Arcane Language (Anoqeyån *or* Daemonic), Speak Language (Any four)

**Talents:** Aethyric Attunement *or* Mighty Missile, Arcane Mastery, Common Magic (Any two), Dark Magic *or* Meditation, Fast Hands *or* Hardy

**Trappings:** Three magic items, Grimoires worth at least 6,000gc (3,000gc of which must be dedicated to your chose Arcane Lore)

**Career Entries:** Master Wizard

**Career Exits:** Explorer, Guild Master

**Note:** Wizard Lords no longer pay dues to their Order. They are, however, charged with maintaining the purity of their Order, rooting out Chaos worshippers, and ensuring the Orders receive the respect (and monies) due to them.

# New Elf Careers

The following careers have been added for Elves, in contrast to the Human-only Wizard careers.

## NOVICE MAGE

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	–	+5%	+10%	+15%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	+1	–	–

**Skills:** Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Anoqeyån)

**Talents:** Aethyric Attunement *or* Fast Hands, Common Magic (Dispel), Coolheaded *or* Sixth Sense, Petty Magic (Arcane), Petty Magic (Any Colour)

**Trappings:** Backpack, Printed Book, Quarter Staff, Robes

**Career Entries:** Dilettante, Scholar, Scribe

**Career Exits:** Practiced Mage, Scholar, Scribe

**Note:** Only Elves may enter this career. While Mages are respected in Ulthuan, magic users are feared and sometimes hated in non-Elven lands. Think carefully before choosing this career.

# PRACTICED MAGE

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	–	+5%	+10%	+20%	+25%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	+2	–	–

**Skills:** Academic Knowledge (Magic), Academic Knowledge (Any Two), Channelling, Charm *or* Intimidate, Common Knowledge (Any Two), Hypnotism *or* Consume Alcohol, Magical Sense, Read/Write, Ride *or* Swim, Speak Arcane Language (Anoqeyân)

**Talents:** Arcane Lore (Same Colour as your Petty Magic choice) *or* Dark Lore (Any one), Aethyric Attunement *or* Dark Magic, Common Magic (Any two), Keen Senses *or* Lightning Reflexes, Fast Hands *or* Mighty Missile, Meditation

**Trappings:** Tome of (Colour) Lore

**Career Entries:** Novice Mage

**Career Exits:** Accomplished Mage

# ACCOMPLISHED MAGE

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	–	+10%	+15%	+30%	+35%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	+3	–	–

**Skills:** Academic Knowledge (Magic), Academic Knowledge (Any two), Channelling, Charm *or* Intimidate, Common Knowledge (Any two), Magical Sense, Read/Write, Ride *or* Sail, Speak Arcane Language (Anoqeyân *or* Daemonic)

**Talents:** Aethyric Attunement *or* Meditation, Common Magic (Any two), Dark Magic *or* Strong-Minded, Fast Hands *or* Mighty Missile

**Trappings:** Trade Tools (Apothecary), Two magic items

**Career Entries:** Practiced Mage

**Career Exits:** Applicant to Hoeth

# APPLICANT TO HOETH

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	–	+10%	+30%	+35%	+40%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+5	–	–	–	+4	–	–

**Skills:** Academic Knowledge (Magic), Academic Knowledge (Any three), Channelling, Charm *or* Intimidate, Magical Sense, Read/Write, Speak Arcane Language (Anoqeyån), Speak Arcane Language (Daemoniac *or* Lingua Praestantia), Speak Language (Any four)

**Talents:** Aethyric Attunement *or* Mighty Missile, Arcane Mastery, Common Magic (Any two), Dark Magic *or* Meditation, Fast Hands *or* Hardy, Petty Magic (Any Colour)

**Trappings:** A letter of endorsement written by your mentor, Three magic items, Grimoires worth at least 6,000gc (3,000gc of which must be dedicated to your chose Arcane Lore)

**Career Entries:** Accomplished Mage

**Career Exits:** Dragon Mage, Mage of Two Winds

**Note:** This career gives a Mage access to a second Lore's Petty Magic spells. The second time you gain the Petty Magic (Colour) talent, you must pay 300xp. Each additional time thereafter, this cost increases by an additional 300xp.



# MAGE OF (NUMBER) WINDS

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	–	+10%	+30%	+35%	+40%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+6	–	–	–	+5	–	–

**Skills:** Academic Knowledge (Any one)

**Talents:** Arcane Lore (Any one), Common Magic (Any one), Petty Magic (Any Colour)

**Trappings:** Acceptance to the Tower of Hoeth (Mage of Two Winds), the blessing of your teacher (Mage of Three-Eight Winds), Grimoires worth at least 3,000gc (dedicated to the Arcane Lore you're currently studying)

**Career Entries:** Applicant to Hoeth, Mage of (Number – 1) Winds

**Career Exits:** Mage of (Number + 1) Winds

**Note:** This career gives a Mage access to a second Arcane Lore talent. The second time you gain the Arcane Lore talent, you must pay 600xp. Each additional time thereafter, this cost increases by an additional 600xp. In addition, once a character has completed the Mage of Eight Winds career, he may exit to the High Mage career.