

# MAGIC OF THE GRAIL

AN UNOFFICIAL SUPPLEMENT FOR WFRP

Written by : Jadrax

The Bretonnian Damsels practise their own brand of Earthbound magic which the Imperial wizards seem dangerously close to witchcraft. Bretonnians however see this lore as divine magic granted by the Lady of the Lake and never teach it to magic users outside the cult, although there are rumours of Damsels that have gone rogue or fallen from grace who may be able to pass on this form of magic. In truth the source of their magic lies somewhere in between, with power of the winds of magick being safely channelled by being Earthbound to the waters of the True Lake, which is said to have been created by the elusive Bretonnian Fay. The energy of the Lady is drawn up through the roots of a lily known as the “Fleur de Lys” that grow only in places sacred to Bretonnia. Damsels often gather these plants to use as ingredients in their magic, and as several spells require the plant to be fresh it is a common sight to see a Damsel gathering the lilies on the eve of battle.

## Casting Spells

As a Damsel, your Magic Score represents how much of the ancient magic bound to the Lake that you can channel. Spellcasting is handled normally but is modified by some new rules. Additionally you must be able to speak both Magick and Anoqueyân (Arcane Elf) to cast any spells from this Lore.

## Channelling

You need access to the power of the True Lake to cast your spells, in Bretonnia or within of 5 miles of a Grail Chapel this is not a problem as the land is mystically tied to the True Lake. However outside of the places you channelling the power of the True Lake is more difficult, and you must succeed on a Channelling skill check to do so.

## Knights

Many of the spells on this list only effect or are in some way affected by ‘Bretonnian Knights’. ‘Bretonnian Knights’ are for the purposes of this list anyone the caster honestly thinks should qualify, typically NPCs with the word Knight or possibly Templar in their title. If knowingly cast upon someone who does not qualify the spell will not take effect, however it will take effect if the caster was honestly mistaken.

## Witches and the Realms of Sorcery

Damsels can Bind Familiars.(But may not Create them).  
Damsels may also Create Potions and Research Rituals.

## Lists

### The Lady Rampant

Holy Light  
Healing Hands  
Wrath of Righteousness  
Steed of the Lady  
Mist of Chalons  
Beguilement of Blondel  
Doom of Dol  
Spiteful Glance

### The Lady Resplendent

Holy Light  
Mercy of the Lady  
Shield of Faith  
Wrath of Righteousness  
Voice of Courage  
Steed of the Lady  
Whispers of the Lady  
Spiteful Glance

### The Lady Reclining

Mercy of the Lady  
Healing Hands  
Shield of Faith  
Voice of Courage  
Whispers of the Lady  
Mist of Chalons  
Beguilement of Blondel  
Doom of Dol

## Spells

### Holy Light

Casting Number: 6

Casting Time: Full Action

Duration: 1d10 rounds

Range: 12 yards (6 squares)

Ingredients: A Lady's Hand Mirror (+1)

Effect: The Damsel kneels and prays to the Lady and an area is illumed with a bright and holy light. Place the small template anywhere within range, those affected suffer a -10% penalty to their Weapon Skill, Ballistic Skill, Agility and suffer to all perception tests involving sight. Undead, ghosts and demons affected are not dazzled by this spell but instead suffer a Damage 3 hit.

## **Mercy of the Lady**

Casting Number: 7

Casting Time: Half Action

Duration: 1 Minute (6 rounds)

Range: 6 yards (3 squares)

Ingredients: A ladies scarf laced with Fleur de Lys perfume (+1)

Effect: You protect one of the Knights defending you with the Mercy of the Lady, causing blows and arrows that would hit him to turn at the last second. All attacks against the target Bretonnian Knight suffer a -10% penalty to weapon Skill or ballistic Skill as appropriate.

## **Healing Hands**

Casting Number: 8

Casting Time: 2 Full Actions

Duration: Instant

Range: Touch

Ingredients: A poultice of Fleur de Lys (+1)

Effect: Your touch heals an injured character of 3 wounds for each point of your Magic Characteristic.

## **Shield of Faith**

Casting Number: 11

Casting Time: Half Action

Duration: 1 minute (6 rounds)

Range: You

Ingredients: Vial of lake water (+2)

Effect: A Grail Damsel surrounds herself with prayers to the lady which coalesce about her, offering protection from attacks. Any none magical ranged attack made upon the Damsel has its damage bonus ignored, that it is simply rolls a D10 for damage. In addition whenever the Damsel is the target of a spell, she may make a Channelling Test as a Free Action to negate it as if she had cast Dispel (see WFRP, page 149). However if the Grail Damsel, or any Bretonnian Knight she can see commits any dishonourable act, this spell ends automatically and cannot be recast until a week has past.

## **Wrath of Righteousness**

Casting Number: 12

Casting Time: Half Action

Duration: Instant

Range: 12 yards (6 squares)

Ingredients: A Cameo of a Knight (+2)

Effect: You pray to the lady and arcing bolts of lightning leap from your hand to a number of foes equal to your magic characteristic. Each bolt is a magic Missile with Damage 5. If you have witnessed a knight of Bretonnia die in the round immediately before this action, the Casting Number of Wrath of Righteousness is reduced to 6 for this action only.

## **Voice of Courage**

Casting Number: 13

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 36 yards (18 squares)

Ingredients: A Bretonnian Knight's Shield (+2)

Effect: You project your voice into the minds of all Knights nearby, calling upon their honour and bidding them to fight on. All Bretonnian Knights within range gain the fearless talent if they do not already have it.

## **Steed of the Lady**

Casting Number: 14

Casting Time: Full Action

Duration: 4 hours/magic

Range: Touch (Self)

Ingredients: A Silver Horse Shoe (+2)

Effect: You call forth a translucent white horse who will bear you and a minimum of gear (no more than one of your servants can carry without penalty) noiselessly and with speed so swift it seems unnatural. The horse has the statistics of a normal riding horse, (see WFRP, page 233) but has the Ethereal Trait. Further the Steed travels at top speed without care of terrain or fatigue, bearing you at double the speed than a normal horse would be able.

## **Whispers of the Lady**

Casting Number: 14

Casting Time: Full Action

Duration: 1 round

Range: Touch

Ingredients: A Crystal vial of Fleur de Lys perfume (+2)

Effect: You whisper sweet nothings in the ears of someone close to you, entrancing them unless they make a successful Will Power test. On their next turn, you may decide what actions you wish the character to take and they must do as you say short of actively harming itself. You could however instruct the creature to do something foolish that might result in its harm. This spell only works on intelligent creatures that could find the Damsel attractive, (Human, Elf, Halfling dwarf, Beastmen, etc.) but not Undead or Daemons, (except possibly those of Slaanesh).

## **Mist of Chalons**

Casting Number: 16

Casting Time: Full Action

Duration: 1 minute (6 rounds)/magic

Range: 24 yards (12 Squares)

Ingredients: A fresh bouquet of Fleur de Lys (+2)

Effect: You shroud the area around yourself with thick white mist, like that which rises from the places sacred to the lady. This thick mist is blessed by the lady, and prevents any ranged attack traversing through its area from hitting, be they made by friend or foe. In addition any individuals inside the mist may not take run actions, but may make move and charge actions as normal.

## **Beguilement of Blondel**

Casting Number: 20

Casting Time: Full Action

Duration: 1 minute (6 rounds)/magic

Range: 24 yards (12 squares)

Ingredients: A skin of wine that has been flavoured Fleur de Lys (+2)

Effect: You entrance those around you with visions of verdant meadows full of wild flower and beautiful maidens, or whatever alternative paradise exists in there imagination. All living creatures in range with an Intelligence Characteristic greater than 15 must succeed on a Will Power Test or can do nothing but stand and reflect upon there own personal paradise, during this time they can take no action and considered Stunned. If any of the individuals affected by this spell are attacked, then the spell ends immediately for that affected creature. A Damsel with often give her guards a quick slap to the face to snap them out of there haze after she has cast this spell.

## **Doom of Dol**

Casting Number: 24

Casting Time: 2 full actions

Duration: 1 hour/magic

Range: 6 yards (3 squares)

Ingredients: A fresh wreath of Fleur de Lys (+3)

Effect: You bless your chosen Knight and name the foe that is doomed to die by his blade. This must be declared out load at the time of casting, for example "Sir Jehan Maldemaer! The Dwarf King is doomed to perish by your sword!" For the duration of the spell, the chosen Knight counts as having a Strength Bonus of 10 when damaging his doomed adversary. You may only bless a single Knight with the Doom of Dol at any given time, and must wait until the spell has ended before casting it again.

## **Spiteful Glance**

Casting Number: 28

Casting Time: Full Action

Duration: Special

Range: 24 yards (12 squares)

Ingredients: A fresh garland of Fleur de Lys (+3)

Effect: Your glare transforms a single enemy into a frog. The target can resist this spell by succeeding on a Will Power test, if failed immediately transforming into a small green amphibian. Frogs typically cannot hold anything, cast spells and have a Move of 1. (See RoS page 190 for an example stat line.) This spell lasts until it is dispelled or the Frog is kissed by a Beautiful Maiden or the Damsel who cast it.

# —Grail Maiden—

## Description (Basic Career)

Add fluff here

### Grail Maiden Advance Scheme

#### Main Profile

Ws	Bs	S	T	Ag	Int	Wp	Fel
-	-	-	-	+10	+5	+10	+10

#### Secondary Profile

A	W	Sb	Tb	M	Mag	Ip	Fp
-	+2	-	-	-	+1	-	-

**Skills :** Academic Knowledge (Magic or Religion), Channelling, Charm, Common Knowledge (Bretonnia), Magical Sense, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Breton)

**Talents :** Aethyric Attunement or Lesser Magic (Any One), Petty Magic (Hedge)

**Trappings :** Quarterstaff, Robes, Holy Symbol of the Lady of the Lake

**Career Entries :** None

**Career Exits :** Grail Damsel, Witch

**Special:** You must be a Bretonnian Female to enter this career. If you role Apprentice Wizard you may chose to play a Grail Maiden instead with your GMs permission, in which case you are from Bretonnia.

# —Grail Damsel—

## Description (Advanced Career)

Add more fluff here

### Grail Damsel Advance Scheme

#### Main Profile

Ws	Bs	S	T	Ag	Int	Wp	Fel
+5	+5	-	-	+15	+15	+20	+20

#### Secondary Profile

A	W	Sb	Tb	M	Mag	Ip	Fp
-	+3	-	-	-	+2	-	-

**Skills :** Academic Knowledge (Genealogy/Heraldry) or Common Knowledge (Elves), Academic Knowledge (Magic), Academic Knowledge (Religion), Channelling, Command or Intimidate, Charm Animal or Heal, Magical Sense, Perception or Search, Read/Write, Ride, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Magick)

**Talents :** Aethyric Attunement or Luck, Coolheaded or Meditation, Etiquette or Suave, Lesser Magic (Any Three), Witch Lore (Damsel)

**Trappings :** Good Quality Nobles Garb, Holy Symbol of the Lady of the Lake, Riding Horse

**Career Entries :** Grail Maiden

**Career Exits :** Prophetess of the Lady, Courtier, Scholar

# — Prophetess of the Lady —

## Description (Basic Career)

*Even more fluff required here*

Prophetess of the Lady Advance Scheme							
Main Profile							
Ws	Bs	S	T	Ag	Int	Wp	Fel
+5	+5	-	+5	+20	+25	+30	+30
Secondary Profile							
A	W	Sb	Tb	M	Mag	Ip	Fp
-	+4	-	-	-	+3	-	-

**Skills :** Academic Knowledge (Astronomy), Academic Knowledge (Magic), Academic Knowledge (Religion), Academic Knowledge (Strategy/Tactics or Genealogy/Heraldry), Channelling, Charm or Command, Magical Sense, Read/Write, Ride, Secret Signs (Astrologer), Speak Arcane Language (Arcane Elf), Speak Arcane Language (Magick), Speak Language (Breton), Speak Language (Classical or Eltharin), Trade (Apothecary or Herbalist)

**Talents :** Aethyric Attunement or Meditation, Fast Hands or Schemer, Lesser Magic (Any Three), Public Speaking

**Trappings :** Best Quality Nobles Garb, Silver Holy Symbol of the Lady of the Lake,

**Career Entries :** Grail Damsel

**Career Exits :** Enchantress of the Lady, Politician, Spy

# — Enchantress of the Lady —

## Description (Advanced Career)

*This is not the fluff you are looking for*

Enchantress of the Lady Advance Scheme							
Main Profile							
Ws	Bs	S	T	Ag	Int	Wp	Fel
+10	+10	-	+10	+25	+35	+35	+40
Secondary Profile							
A	W	Sb	Tb	M	Mag	Ip	Fp
-	+5	-	-	-	+4	-	-

**Skills :** Academic Knowledge (Magic), Academic Knowledge (Religion), Academic Knowledge (Any Three), Channelling, Charm, Charm Animal, Command, Magical Sense, Perception or Search, Read/Write, Ride, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Magick), Speak Language (Breton), Trade (Apothecary or Herbalist)

**Talents :** Aethyric Attunement or Night Vision, Dealmaker or Public Speaking, Lesser Magic (Any Three)

**Trappings :** Silver Holy Symbol of the Lady of the Lake, 3 Magic Items, Bejewelled Golden Chalice, Bretonnian Warhorse

**Career Entries :** Prophetess of the Lady

**Career Exits :** Astrologer, Explorer, Noble Lord