



Etceteronomicon

Being a Miscellanea of Lesser-Known
Sorceries of use to Magisters of all the
Orders and Colleges

“Not all that is forgotten is weak, not all that is
supplemental is less important” – Alten the Seer



How to Use This Book

This book contains eighty new spells for *WFRP* – ten for each of the eight Lores of Magic and some new Lesser Magic spells as well. There are several ways in which these can be used.

As A Whole New Lore

Realms of Sorcery explained that the spells in the core rulebook were only those of the “Elemental” list for each Lore. That book also contained a whole new list, the Mystical Lore, and the Cardinal Lore as well, the latter of which being made up of spells from both lists. The spells in this book can be considered a further list, the “Medial” Lore – so named because it lacks spells of the highest power, but contains many of moderate strength. When a Wizard character gains the Arcane Lore Talent, he may choose between the Elemental, Mystical, Cardinal or Medial list to provide his ten spells.

GMs should also feel free to combine the spells in this list with those in the Elemental and Mystical lists to create his own new Lores, with their own themes. It is important that each list be balanced, however, with a full spread of Casting Numbers and effects. Swapping in and out spells of approximately equal power should suffice. The end result is that no two mages need be at all alike, even if they both follow the same Lore.

As New Spells to Find and Learn

Journeyman wizards gain access to all ten spells of their chosen Lore when they gain the Arcane Lore Talent, but this is not the limit of their abilities. By spending 100 XP on the Extra Spell Talent (see below) they may learn any other spell that is part of their Lore. Said spells may be found in the libraries of the Magical Colleges, in the hands of warlocks and dark magisters, in ancient tomes or troves, lost to the world for aeons, or anywhere else you might imagine. By spending XP on spells rather than ascending to become a Wizard Lord, wizards become far more generally useful rather than specifically focussed, providing new options for wizard players.

As A Way of Increasing Magical Power and Variety

Some GMs and players may feel that ten spells is not sufficient for wizards in their game, wishing them to be more flexible and powerful so that magic may play a greater role. GMs may select spells from the Medial list (and the Mystical if you own *Realms of Sorcery*) and add them to the Elemental list. Note that GMs should be very careful in doing this, and should only add a few spells. Adding more will make wizards extremely powerful and may unbalance your game.

New Talent: Extra Spell

Description: Your deeper studies into your Arcane Lore give you the ability to cast a spell not on your Spell List. Extra Spell is unusual in that it is not one talent but many, and each must be acquired individually. Each Extra Spell Talent gives access to a single spell, noted in parenthesis, such as Extra Spell (The Metal Mended), for example. This spell must come from your Arcane Lore, so you must have an Arcane Lore before you can gain this talent.

Duration and Range

To make finding all the information easier in spell descriptions, *The Etceteronomicon* adds two extra lines to the spell entries—duration and range. These will also feature in future WFRP products.

Duration

Entries include all of the following.

Instant: This entry indicates that the spell does not have a duration and that its effects are resolved immediately.

1 hour/minute/round: The spell lasts for one hour, minute or round.

1 hour/minute or triggered: The spell lasts for 1 minute (6 rounds) or until the circumstances of the spell's effect are triggered, whichever occurs first. For example, a spell might give you the ability to re-roll failed Strength Tests. At any point within the spell's duration that you re-roll a Strength Test, the spell is discharged.

See description: The spell has a special duration as described in the text.

Time/Magic: The spell lasts a number of rounds, minutes, or hours per point of your Magic Characteristic.

Triggered: The spell remains in effect until a specific circumstance triggers it. You gain no benefit from casting such spells multiple times.

Range

You: The spell may be cast only on yourself.

Touch: You must touch a target for the spell to take effect.

Touch (you): As touch, but you may also cast the spell on yourself.

Yards (squares): The spell has a range measured in yards.

See description: The spell has a special range as described in the text.

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No bears were harmed in the making of this supplement.

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The Lore of Fire

“Aqshy, the Wind of Passion, the Fire Without and the Fire Within. Opposed by Cold Metal until the Metal breaks, as Logic shapes Passion, but Passion can never truly be bound. Destroyer of Life, yet also the spark which keeps the Life burning within us. Fire is part of our nature, inside and out. For better or worse, the Fire Wizard is the iconic image fixed upon the minds of the Empire citizen when he imagines those who work magic. This is no doubt because the Fire Wizards are so flamboyant and so explosive, in temperament and results. But one wonders if it is also because Passion is so much a part of our human nature, and deep down, every man feels kinship to these wizards and the Wind they command, far more than they do to any other.”

- Alten the Seer

Bloodfire

Casting Number: 17

Casting Time: Full Action

Duration: 1 minute per Magic Characteristic

Range: You

Ingredient: The hand of a man burned to death (+3)

Description: The blood inside your veins becomes pyrophoric. When your enemies inflict damage upon you, fire leaps from the wound. You take one extra point of damage yourself, and any adjacent opponent must make an Agility Test or suffer a Damage 3 Fire attack that ignores Armour.

The Captivating Flame

Casting Number: 13

Casting Time: Full Action

Duration: 1 round per Magic Characteristic

Range: 24 yards (12 squares)

Ingredient: A ball of Sulphur on a chain (+1)

Description: The bright magister can cast this spell at any fire source within range that he can see. Once the spell has been cast, targets looking into the flames must make a Will Power Test or stare intently at the fire, the dancing flames captivating all their attention. Victims are considered stunned and defenceless for that time, but will defend themselves once they are attacked (and will not again be captivated by the flames). The spell can affect a maximum of one target per point of the wizard's magic characteristic, but the size of the fire limits this also. A torch or lantern can only captivate one target, whilst a brazier or small fire can affect up to two targets. Larger fires have no limitations.

Ignite

Casting Number: 8

Casting Time: Full Action

Duration: Instant

Range: 48 yards (24 squares)

Ingredient: A ball of wax (+1)

Description: The caster points to one flammable item or material or one Flammable creature that he can see, within the spell's range. The target ignites, and is quickly engulfed in flame. If a

creature is targeted by this spell he may avoid it by making a successful Agility test to extinguish the first few sparks. If he fails this test then he combusts, taking 1d10 wounds per round with no subtraction for either Toughness or armour. The fire continues to burn until its fuel is exhausted, but the target creature may attempt an Agility test (a full action) to put the flames out each round.

Kindred of the Hearth

Casting Number: 21

Casting Time: Full Action

Duration: 1 round per Magic Characteristic

Range: Touch

Ingredient: The birth hood from a new-born baby (+3)

Description: When casting this spell, the Bright mage places his hands in a fire which must be the size of a campfire or larger, taking a Damage 2 attack to his arms which cannot be resisted by armour. He then uses his hands to shape a humanoid figure made of flames, wreathed in sparks and with two coal-black eyes. The figure causes Fear in anyone who sees it, including allies. It has a Movement of 3 and can emerge from the flames but may never move more than 12 yards (6 squares) from the flame that gave it birth. The caster must spend his entire action each round to control the creature, which may only Move or Attack as its action (both of which take a full round), or spend a round igniting an item it can reach. If it Attacks, it uses its creator's Will Power as its Weapon Skill, and does a Damage 3 flaming attack if it hits.

Leaping Flames

Casting Number: 8

Casting Time: Half Action

Duration: Instant

Range: 24 yards (12 squares)

Ingredient: A mouthful of wine (+1)

Description: You cause any fire within range to suddenly leap up in brightness, heat and intensity. The fire may also leap up to two yards in one direction, even against the wind. It will set fire to anything it touches. Those who see the flames leap must make an Intelligence Test: failure indicates that they are surprised for one round.

Oil and Water

Casting Number: 12

Casting Time: Full Action

Duration: 1 hour per Magic Characteristic

Range: Touch

Ingredient: A taper that has burned for thirteen days (+2)

Description: You cause up to a gallon of water to turn into highly flammable oil. This may be cast on a receptacle or on wet ground, where it covers an area four yards square (two squares by two squares). The oil is enough to fill ten lanterns or twenty lamps. A single spark will ignite the oil (as will the Ignite spell), causing a Damage 3 fire attack on anyone in contact with it.

Passion Reborn

Casting Number: 6

Ye Leaping Flaymes

Take one mouthful of wine or other spyrits of a fiery brew and while holding the liquid in your mouth say forth the Invocation of Aqshy, adding then the command to leap, viz **Lapinus et Ranaris**. Make then ye signs of Aqshy with the thumbes outward and propel the wine from the throat into or towards the flaymes.

Apprentises take note: **Stand far back!**

Casting Time: Full Action

Duration: Until the next full moon

Range: Touch

Ingredient: A coal from a fire which has burned all night. (+1)

Description: If, at any previous time, a passion existed (or even wavered) between the two people you touch when casting this spell, their passion reignites as if they were new lovers all over again. Not only is this a quick cure to *passion unbound*, Bright Wizards also use it to make themselves popular in towns which might otherwise be hostile to the person blowing up their buildings. You cannot cast Passion Reborn on yourself.

Passion Unbound

Casting Number: 15

Casting Time: 2 full actions

Duration: 10 minutes per Magic characteristic

Range: Touch

Ingredient: A drop of blood from a chaemeleoleech (+2)

Description: When the subject is touched, he falls madly in love with the next living thing he sees, be it man, woman, or donkey. For the duration of the spell, he acts as if suffering from the Lost Heart Disorder towards the individual or thing in question. When the spell fades, the victim remembers his enchantment and his emotions return to normal (and he may retaliate against the mage). Young apprentices have been known to use this spell to try and get their leg over, which is why very few magisters teach it, and spell books containing it are kept well under mattresses.

Stoveskin

Casting Number: 14

Casting Time: Full Action

Duration: 1 minute (6 rounds)

Range: You

Ingredient: The tail of a salamander (+2)

Description: The caster's skin becomes red-hot like a fiery stove. Anyone attempting to grapple, grab or restrain the wizard takes a Damage 4 fire attack, and unless the grappler's skin is protected, must make a Hard (~20%) Toughness Test or the grapple fails. The wizard causes the same damage if he grapples someone. The heat will not damage anything worn or carried when the spell is cast, but anything picked up during its effects will likewise take damage, and may burst into flame. The wizard is not immune to fire damage from other sources whilst this spell is in effect, so Fire Wizards stay well away from flammables when they cast this spell.

Tame the Dragon

Casting Number: 9

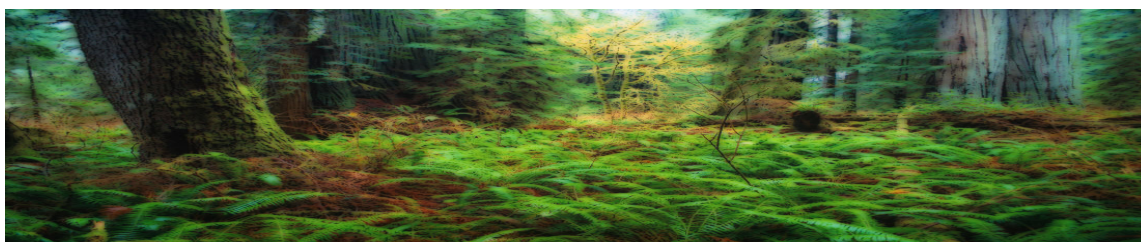
Casting Time: Full Action

Duration: Instant

Range: 36 yards (18 squares)

Ingredient: A stopper from a wine-vat (+1)

Description: Although the Red Wind cries out for the flames, with this spell you can control any fire, taking away the burning and drawing it within yourself. Tame the Dragon allows you to extinguish any flame or fire that is bonfire-size or smaller (filling one square or less). Larger fires can be destroyed a piece at a time but the materials may re-ignite if flames are nearby. Drawing the fire within makes the caster extremely enraged, suffering the effects of the Choleric spell against the first target he sees following the casting.



The Lore of Life

“Burnt by Fire, broken by the sword, crushed by the Fly Lord and all his Minions, Life appears to be the most fragile of all the Winds. Yet it does what no other force can do: it holds back the hand of Death itself. And even when Life appears all-consumed by that dark force, new life is born again. Life will Out, it cannot be Denied.”

- Alten the Seer

Arms of the Forest

Casting Number: 7

Casting Time: 1 minute

Duration: Until the next sunrise

Range: Touch

Ingredient: A birds' nest (+1)

Description: You touch a tree or other large plant, causing its branches and tendrils to bend and twist, creating a natural dwelling for up to 10 people. This may be a tree-house in the tree itself, or a domed shelter on the ground or anything in between. The shelter's roof and walls will keep out most of the rain and most of the cold (providing a +10% bonus to all Toughness tests against the elements for those within), and have a Toughness of 4 and 6 Wounds for the purposes of fending off an attack. Lighting a fire within the house causes the spell to end immediately, and may make the tree rather cross (not to mention the wizard).

Bend With the Wind

Casting Number: 11

Casting Time: Half Action

Duration: 1 minute per Magic Characteristic

Range: You

Ingredient: A stick of willow (+2)

Description: Your spine becomes as supple as the branch of a willow tree. As a result, you gain the Contortionist and Swashbuckling Talents for the duration of the spell. You may also reduce all Damage caused against you from falling, crushing or other impacts by 3 points before applying it.

Driftwood

Casting Number: 13

Casting Time: Half Action

Duration: One hour

Range: Touch (You)

Ingredient: A piece of driftwood (+1)

Description: Upon casting this spell, the flesh of one character or creature becomes as buoyant as driftwood. They gain +30% to all Swim Tests and cannot drown from failing such a test, as they simply bob back to the surface. Anyone trying to hold someone under the effect of this spell under water suffers -20% to his Strength Tests to do so.

Four Seasons in One Day

Casting Number: 9

Casting Time: Full Action

Duration: 1 minute per Magic Characteristic

Range: Touch

Ingredients: A pendulum (+1)

Description: The target of this spell must succeed on a Challenging (-10%) Will Power Test or go through the great cycle of the years, feeling first the brightness of spring, then the fire of summer, the sadness of autumn and the chill doom of winter. For the duration of the spell, he behaves as if suffering from the Wheel of Dread and Pleasure disorder, moving through both extremes while the spell last (beginning with Pleasure and changing over to Dread approximately halfway through the Duration). This will cause those around him to consider him unbalanced and possibly dangerous (-20% to any Charm Tests the subject makes during or subsequently). If further instances of this spell are cast on the same person during the same day, the victim gains a +10% to his Will Power Test to resist with each subsequent casting.

Ghyran Revealed

Casting Number: 15

Casting Time: 2 Full Actions

Duration: 1 round per Magic Characteristic

Range: You

Ingredient: A sunflower (in summer) or an edelweiss (in winter) (+2)

Description: For the duration of the spell, you can sense all the living things around you, within 12 yards (6 squares). You can distinguish between plant, animal and different races, but nothing more. You can sense through walls of wood, but walls of stone require a Channelling Test. Walls of metal or magical shielding cannot be pierced.

Hale and Hearty

Casting Number: 8

Casting Time: Full Action

Duration: One hour per Magic Characterist

Range: Touch (You)

Ingredient: A budding flower (+1)

Description: For the next day, the character you touch gains +10% to all Toughness tests to resist disease or poison. This bonus also applies to Consume Alcohol tests. A character can only be under the effect of one casting of this spell at any time.

Life Force

Casting Number: 11

Casting Time: Full Action

Duration: Triggered

Range: Touch

Ingredient: A leaf from an evergreen tree (+2)

Description: This spell is cast on someone who is about to make a Toughness check following a Critical Hit to see if he will retain the damaged limb. Infusing the limb with life, the subject receives +20% to this Test, as if he had just received surgery.

Strength of the Earth

Casting Number: 16

Casting Time: Full Action

Duration: 1 round per Magic Characteristic

Range: You

Ingredient: A piece of peat, buried underground for more than a century (+2)

Description: This spell can only be cast on bare earth, and in bare feet. The caster binds himself to the earth, drawing from its great strength. While he remains in that position and the spell persists, he gains +10% to his Strength and Toughness Characteristics. He also gains a further +20% (for a total of +30%) to any Strength tests made to avoid being knocked down, for he is partly rooted to the spot. If he is moved or moves for any reason, the spell ends instantly.

Wind's Whisper

Casting Number: 15

Casting Time: 1 minute

Duration: 10 minutes per Magic Characteristic

Range: You

Ingredient: A sheaf of corn or maize (+2)

Description: For the duration of this spell, your voice will carry over huge distances, propelled by the wind. Regardless of volume, anything you say can be heard clearly by anyone within five hundred yards (whether you wish them to or not). Whispers will be heard as whispers, and shouts as shouts, but they sound as if you are standing just a few feet away.

The Wood Reborn

Casting Number: 17

Casting Time: Full Action

Duration: 10 minutes per Magic Characteristic

Range: 24 yards (12 squares)

Ingredient: A seed from a tree of Athel Loren (+2)

Description: Any wooden object you touch becomes as soft as a newly grown twig. It retains its size and shape but may no longer support weight. Wood-hafted weapons (clubs, halberds, hammers, maces and more) become unusable. Doors may be pushed around locks, chairs and tables will no longer hold weight and wooden prison bars may be bent easily to escape.

"The question is not why did I choose this path, but why did the Winds choose me? There is no choice in this Art, the Winds are there and they will be used, for good or for ill, by those who can. The only choice, then, is how they will be used: with discipline, or with disdain? With caution or carelessness? With the courage to face the fury of the unformed world that lies beyond the veil, or the timidity to turn from horrors we wish we would have never seen, so we could remain safe and peaceful in our ignorance? Do I truck with Daemons? Yes indeed. But the daemons are there regardless of me and mine, and would make merry with all those they can reach. The wizard steps into the breach and bears the Daemon's wrath first and foremost, for to find a way to hold him back. That is my task, that is my calling, that is my sacred duty – to look where none dare to look, to see what but only we can see, and to not turn away at the sight. To call me a heretic or an enemy for that is not just ignorant, but insulting."

- Alten the Seer



The Lore of Death

"Not the Dead – it is Morr who is Master of the Departed – but Death itself. The moment, the act, the precise second of ultimate ending, when all that is to be, that could be, is suddenly forced into what will never be. Enemy of Life, Keeper of Secrets, Ender of Illusions, Defeater of Strife and Nemesis of Joy, Death is the answer to all questions, even those we wish never to ask. Death is perhaps the only fixed point in this entire world and all the spheres about it, and to be Master of that is what makes the Lore so fearsome, and its practitioners so unlike all other men. I fear them, and I also pity them, for to dwell in certainty is to put a knife in the heart of wonder."

- Alten the Seer

Charge the Black Gate

Casting Number: 5

Casting Time: 1 Full Action

Duration: 1 hour per Magic Characteristic

Range: You

Ingredient: A grave marker bearing your name (+1)

Description: Upon casting this spell, you become ancient in an instant, aging approximately twenty or thirty years as the spell is cast. This is not an illusion, and you suffer a -10% penalty to your Weapon Skill, Ballistic Skill and Agility as a result, and your Movement drops by 1. Although mostly used to give apprentices a taste of the force they attempt to master, it does have other uses. For example, it makes a great disguise, adding +20% to appropriate Disguise Tests. You may become young again at any time.

Deathmask

Casting Number: 5

Casting Time: 2 Full Rounds

Duration: 1 hour per Magic Characteristic

Range: Touch

Ingredient: A death mask (+1)

Description: A corpse you touch is frozen at the moment of its death – blood does not flush from its features, its flesh remains warm, its wounds cease to bleed and (as long as its wounds are hidden) it appears to all the world as if the individual is simply asleep. This is often used for funerals of great wizards, but it can also be useful for hiding a body. This cannot stop or slow the target's death in any way.

Be Warned!! Not all who speak from the Gardens of Morr will do so with honest tongues, and they hunger for the flesh of the living. That which is dead must eternally lie so, and never return to walk the world anew.

Deathwish

Casting Number: 12

Casting Time: 1 Full Action

Duration: 1 minute (6 rounds)

Range: 24 yards (12 squares)

Ingredient: A hangman's noose that has killed twelve men (+2)

Description: The target you nominate must make a Will Power Test. Failure means he decides that this is his last battle, and fights without concern for his own life. He cannot Dodge or parry,

may not carry a shield, may not flee or retreat and must move to attack combatants while any enemies remain. Where possible, all attacks must be all-out attacks, charge attacks or swift attacks.

Glimpse of the Departed

Casting Number: 13

Casting Time: 10 minutes

Duration: Instant

Range: You

Ingredient: Something belonging to the deceased (+2)

Description: By concentrating on the *Shyish* Winds surrounding a corpse, the caster will see an image of the deceased's face, and discover his name. Anyone with Performer (Artist) can then make an accurate sketch of this face. Amethyst Wizards use this to identify dead nobles after battle, particularly when the corpses are long-decayed, or burnt by bale-fire. For every year since the death occurred, the Casting Number increases by 1. Once a departed individual has been Glimpsed, he may never be targeted by this spell again.

Grim Harvest

Casting Number: 11

Casting Time: Full Action

Duration: 1 round per Magic Characteristic

Range: See Description

Ingredient: A piece of crumbled headstone (+2)

Description: With this spell, the Amethyst wizard creates a conduit of *Shyish* that connects the lives and deaths of every creature around him. Use the large template, centred on the caster. Whenever any creature within that template dies, the caster heals 1d10/2 wounds of damage. As always, this cannot take them above their starting wounds.

Name the Blade

Casting Number: 18

Casting Time: 1 Full Action

Duration: 1 minute (6 rounds)

Range: Touch

Ingredient: The tooth of a vampire (+2)

Description: You name an individual and touch a blade, nominating that weapon as the bringer of the individual's death. For the duration of the spell, if the target takes a Critical Hit from the weapon in question, he must use the Sudden Death Critical Hit rules. The name need not be the name they were born with, but it has to be something they are known as by many others. Giving people names does not work, nor does this spell work on animals, monsters or things without names. There is said to be an even more powerful version of this spell known as *name the day* but it appears lost to antiquity.

Only the Coals

Casting Number: 16

Casting Time: Full Action

Duration: Instant

Range: 12 yards (6 squares)

Ingredient: A jewel ground to dust (+2)

Description: When casting this spell, the caster nominates one item (no larger than twice the size of the wizard himself) which uses a resource to operate or fuel to drive it. Instantly, all the

present fuel is consumed or dissipated, and the driving force removed or the operation rendered impossible. For example, fires consume all their kindling, lamps burn through their oil, cannons run out of powder, pens are empty of ink and steam-whistles are suddenly lacking water. For the purposes of this spell, ill-defined fuels such as clockwork, springs and gravity do not count. The operation of the item is not changed at all – a fire does not burn hotter or brighter as the fuel is consumed. This spell also only consumes the current fuel available. If there remains a source of flame, new kindling can catch, and there is nothing to stop someone reloading their pistols. Bright Magisters famously hate this spell, and casting it near them is (if you'll pardon the pun) a sure-fire way to spark their rage.

Shyish Uncovered

Casting Number: 14

Casting Time: 1 minute

Duration: 1 minute per Magic Characteristic

Range: You

Ingredient: A shovel that has dug a dozen graves (+2)

Description: You become aware of any and all deaths, that have taken place within 48 yards (24 squares) of where you are standing. . This ability extends to all deaths that occurred within the area up to one month in the past for each point of your Magic Characteristic. You can determine the number of deaths and the species or race of the deceased but no other details. In special cases (upon a battlefield where thousands were slaughtered, for example), the GM may impart some extra information (such as “they died in battle”).

Still Blood

Casting Number: 10

Casting Time: Half Action

Duration: 1 minute per Magic Characteristic

Range: You

Ingredient: A blade as cold as ice (+2)

Description: You cause the blood in one of your extremities to stop flowing and become turgid and blocked, as if in a corpse. Choose Right Arm, Left Arm, Right Leg or Left Leg – you cannot cast this spell on your head! The stilled blood flow prevents any critical hit to that location from becoming deadly. Ignore all text on the Critical Hit tables which instruct that all further blows to that area should use the Sudden Death Critical Hit Rules. However, if the result itself is deadly, you still die. You may still use the extremity as normal, but suffer side effects as follows when the spell concludes: Arms: -10% to WS. Legs: -1 to Movement. These side effects fade after 1d10/2 hours.

Taste of Death

Casting Number: 13

Casting Time: Full Action

Duration: See description

Range: 24 yards (12 squares)

Ingredient: A dead mouse (+2)

Description: The caster selects one individual in range. If that target fails a Will Power Test, he experiences a sense of his own death, and feels the shock of that upon his body. He passes out for 1d10 Rounds, or until a successful Heal roll is made. As he believes he has taken a critical hit, he also immediately gains an Insanity Point. A target can only ever gain one Insanity Point from the effects of this spell.



The Lore of the Heavens

"I am sure my critics will find much ground in my Arguments here, but can there truly be any other conclusion as to the greatest Lore of all? Is there anything more wondrous and terrible than that which is yet to be? What is Life, but the battle to discover and where possible, control this essence, inch by desperate inch? What is Magic, but the manipulation of all that might become? The Unknown surrounds us all, and only we are its Masters. In this life, only one thing's certainty can answer the Unknown and that is Death itself – and us Celestials can certainly see Father Morr's approach from far afield."
- Alten the Seer

Azyr Illuminated

Casting Number: 5

Casting Time: Full Action

Duration: Instant

Range: Touch

Ingredient: A drop of quicksilver (+1)

Description: You can foresee the target's Doom (see the Character Pack or Tome of Salvation). Using this knowledge can provide a +10% to a subsequent Intimidation test, if appropriate. You can also see if the target has any Curses cast upon him, or if great portents lie about him.

Broken Constellation

Casting Number: 18

Casting Time: Full Action

Duration: 1 hour per Magic Characteristic

Range: 24 yards (12 squares)

Ingredient: A belonging of the target (+2)

Description: One target within range of the caster must make a Challenging (-10%) Will Power test or be abandoned by the stars to suffer whatever cruelties Fate has in store. For the duration of the spell, the target may not utilise his Fortune Points to re-roll any failed tests (although he may still use them for all other purposes). The target may also not use Fortune Points to re-roll his Will Power test to resist this spell.

The Crowning Fate

Casting Number: 20

Casting Time: 1 minute

Duration: Instant

Range: Touch

Ingredient: A ball of pure crystal (+3)

Description: The caster gains a momentary glimpse of the chief and crowning fate hovering over the person touched. This is typically shown in the form of a God, a magical Wind or perhaps a constellation. For example, a figure with Morr standing behind him may be soon to die, or soon

to experience death. He may even work as a grave digger. A figure shown under the Drummer will likely soon be given to carousing and festivities, a figure under Rhya may soon expect a child, or a bumper harvest, and so on. This spell is never wrong but it requires interpretation and the time that the approaching fate will arrive is not always clear. There are also many individuals who lack a Crowning Fate at any given moment. However, this powerful spell is not something the Seers like to see used lightly (and the Gods themselves may disapprove of their work being spied upon), and thus is generally reserved for the rich and powerful. Celestial magisters who use this spell frivolously are heavily punished.

The Enemy Foreseen

Casting Number: 16

Casting Time: Full Action

Duration: 1 minute per Magic Characteristic

Range: See description

Ingredient: A shield that saved a life in battle (+2)

Description: If, under normal circumstances, whilst this spell is in effect, an enemy or group of enemies would gain surprise on the wizard, the wizard becomes aware of this a number of rounds equal to his Magic Characteristic prior to when the surprise attack would have fallen. He may use this time to gain surprise for himself or his companions.

Fate's Whisper

Casting Number: 13

Casting Time: Full Action

Duration: Instant

Range: 24 yards (12 squares)

Ingredient: A compass (+2)

Description: Select a target, which must be a humanoid. The wizard may discern the answer to one "yes or no" question regarding the general near future behaviour of the target (about an hour). Questions might include "Is he intending to steal something?" or "Will he draw a blade when the fight starts?" or "Is he about to die?" The question must involve the future (So no "Does he have a sword on him?") and the answer only remains true if things remain as they are at the moment the spell is cast. The future is rarely clear, and never fixed.

Fortuitous Object

Casting Number: 15

Casting Time: 1 minute

Duration: Until the next sunrise

Range: You

Ingredient: A thread of pure silk (+2)

Description: If, while the spell is operating, the wizard needs a particular object, he may discover just such an object with 1d10 minutes of searching or exploring. The object must be no larger than a sword, must be able to be carried by you (50 points of Encumbrance or less), cost less than 10 *gc*, be of only Common Craftsmanship and be readily available (Common, Plentiful or Abundant) in the general environment in which the effect is called upon. It is not a specific object, just a general one (example: rope, sword, torch, flint) and, in the process of finding the new object, the wizard loses something of the same approximate weight and size (if he lacks anything like this, those close to him lose the object instead). The spell only provides one object (or a single set of components) and once cast, may not be cast again until the following day.

Map of the Heavens

Casting Number: 4

Casting Time: Full Action

Duration: Until the next sunrise, or Special

Range: You

Ingredient: A star map (+1)

Description: You gain +20% to all Navigation Tests as long as you can see the sky, even if you are in a completely unfamiliar place. Once a successful Test has been made, the spell ends.

See the Oncoming Blow

Casting Number: 10

Casting Time: Half Action

Duration: 1 minute per Magic Characteristic

Range: You

Ingredient: The eye of an owl (+1)

Description: Once during the duration of the spell, you may attempt to make a Dodge Blow test, even if you lack the skill. If you already have the Dodge Blow Skill, you gain an additional Dodge Blow attempt for one round. This overrides the normal limitation on one Dodge Blow attempt per round. You may still only make a single attempt to parry or dodge any specific attack.

remember: Get more owles!

Starless Night

Casting Number: 9

Casting Time: 2 Full Actions

Duration: 1 minute per Magic Characteristic

Range: See description

Ingredient: A falcon's hood (+1)

Description: The sky above an area up to a hundred yards square grows very dark, as the stars grow dim and the moon goes behind a cloud. All vision-based Perception tests suffer a -10% penalty if using a light source, rising to -30% if using starlight alone. The spell also decreases the maximum vision distance of light sources (and Night Vision) by 4 yards (2 squares). This spell has no effect if cast during the day.

The Witchling Star

Casting Number: 16

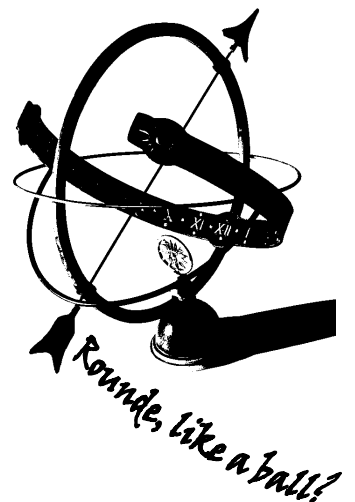
Casting Time: 10 minutes

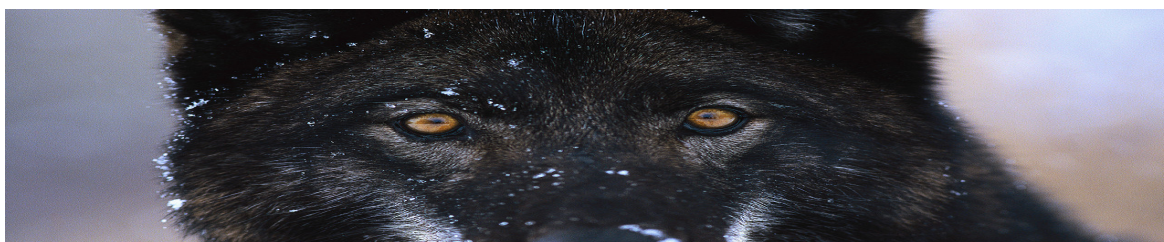
Duration: Until the next sunrise

Range: See description

Ingredient: A cracked mirror (+2)

Description: If cast at night, this spell causes the Witchling Star to glow much brighter than usual, and flicker with an eldritch light. This is visible to everyone within one mile of the caster. As this star is always associated with dark omens and strange magic, those who see it suffer a -10% penalty to resist Fear and Terror for the duration of the spell. They also suffer a similar penalty to resist any Intimidation, Blather or Charm attempts made upon them, where such attempts reference the star's behaviour. Celestial Wizards use this to get people's attention on a wide scale. Of course, fearful townships are also far more likely to burn wizards, or at least slam the door in their face. This spell has no effect if cast during the day.





The Lore of Beasts

“Is this magic? Certainly magic is no stranger to wild, untamed forces, but we are their master, not their student. Man’s role is to rise above the beast, not embrace them, in magic just as much as in learning, faith or morality. This wild magic is the most common of magics, the most primitive, the furthestest from the mind of Man. Hence their so-called magisters have no college, and hide in the woods, and hence so many Hedge Wizards and Witches find themselves drawn to this bestial Lore. Beware them though, for those who walk with beasts share their rage, and their terrible claws.”

- Alten the Seer

The Beast Unbroken

Casting Number: 12

Casting Time: Half Action

Duration: 1 minute

Range: Touch

Ingredient: A broken bridle (+2)

Description: You cause one domesticated animal to return to its wild state, in a furious temper. Faithful hounds will growl and snap at their masters, horses will throw their riders and let none near them, falcons will not return to their gloves and cows and pigs will try to burst from their gates and run into the woods. Riders or handlers must make a Hard (-20%) Test on Animal Care, Drive or Ride (whichever is appropriate) to prevent the animal from causing chaos, damaging property or injuring people. Riders who fail their tests fall to the ground.

Call the Horde

Casting Number: 17

Casting Time: Full Action

Duration: See Description

Range: See description

Ingredient: A hunting horn (+2)

Description: This spell causes the creatures of the woods to come to your side. Use the table below to determine how many creatures arrive, and how many minutes it takes them to reach you, assuming you are close to their habitat. Use the eagles or wolves column for any other predator of similar size, birds of raven size or smaller should use the third column. Large prey animals include deer, elk and boar. Small prey animals include rabbits, hedgehogs, field mice etc. For hunting rodents like voles, weasels and water rats, use the third column. The creatures must be native to the area where this spell is cast, found in sufficient number, and able to reach you with relative ease. This spell also only works on wild creatures; they will not be hostile towards you but neither will they do your bidding. Use Master’s Voice for that.

Called Creatures

Roll	Time (Minutes)	Eagles or Wolves	Large Prey Animals	Reptiles, Birds or Rodents	Small Prey Animals
1-3	2	1	2	4	6
4-7	3	2	3	5	8
8-10	4	3	4	6	10

Eyes of the Pack

Casting Number: 11

Casting Time: Half Action

Duration: 10 minutes per Magic Characteristic

Range: Touch

Ingredient: A wolf pelt (+2)

Description: The individual you touch when casting this spell can see through your eyes at will for the duration of the spell, no matter where you are. For each point of the caster's Magic Characteristic, one additional target may be affected. Viewers may switch between their own view and that of the casters' at will. However, seeing through a wizard's eyes is dangerous, and if this spell triggers Tzeentch's curse, the target(s) must make a Will Power Test or gain an Insanity Point. Spells may not be cast through the wizard's vision, nor does it provide line of sight for any other effects.

Form of the Scurrying Rodent

Casting Number: 5

Casting Time: Full Action

Duration: Up to 1 hour

Range: You

Ingredient: A rodent's tail (+1)

Description: This spell works exactly like Form of the Soaring Raven, only you transform into a black rat instead.

-Rat Statistics-							
WS	BS	S	T	Ag	Int	WP	Fel
28%	0%	6%	6%	41%	11%	10%	0%
A	W	SB	TB	M	Mag	IP	FP
1	2	0	0	6	0	0	0

Skills: Concealment, Move Silently, Perception +20%

Talents: Flee!, Keen Senses

Armour: None

Weapons: Unarmed

Form of the Slippery Fish

Casting Number: 12

Casting Time: Full Action

Duration: Up to 1 hour

Range: You

Ingredient: A fish's head (+2)

Description: This spell works exactly like Form of the Soaring Raven, only you transform into a trout (ocean or river as appropriate) instead. If you are not in water when casting this spell, use the Suffocation rules (*WFRP*, p136)

-Trout Statistics-							
WS	BS	S	T	Ag	Int	WP	Fel
12%	0%	8%	4%	31%	5%	8%	0%
A	W	SB	TB	M	Mag	IP	FP
1	3	0	0	8	0	0	0

Skills: Concealment, Swim
Talents: Escape Artist, Flee!
Armour: None
Weapons: Unarmed

Fury of the Mother Bear

Casting Number: 14
Casting Time: Full Action
Duration: 1 minute per Magic Characteristic
Range: 48 yards (24 squares)
Ingredient: A bear pelt (+2)
Description: You cause one wild animal to attack in an unnatural fashion: without heed for its survival or any wounds it takes, and without any reason. The creature will attack the next possible threat it encounters and fight to the death with a terrible fury. It will never flee or retreat, may not Dodge, and all its attacks must be all-out attacks, charge attacks or swift attacks. As a result of its unnatural behaviour, the creature gains the Unsettling Talent, if it does not already have it.



Glorious Transformation

Casting Number: 18
Casting Time: 2 Full Actions
Duration: A year and a day
Range: Touch
Ingredient: A feather from a black swan (+2)
Description: You transform a willing target into a beautiful creature, which reveals the target's good-hearted nature (or however close they can get). The subject's characteristics become that of the creature, and they lose all memory or sense that they were once anything else. A wizard may be able to see the magical aura around them but to everyone else they will appear as a normal beast. As a result, beasts such as swans, falcons or hunting hounds are typically chosen as they are protected by the noble classes. This spell is mostly used to hide people, or to free them from some horrible twist of fate without taking their life. Many an Amber Wizard has an eagle on his shoulder that bears the name of an old friend.

Lost Cub

Casting Number: 19
Casting Time: 10 Minutes
Duration: One hour per Magic Characteristic
Range: You
Ingredient: A piece of animal dung (+2)
Description: This spell is normally only used when an Amber wizard is in trouble in the wild. The spell wraps the Brown Wind around the caster, causing him to give off the smell and cries of a young, abandoned creature. These cries can be heard up to a mile away and will summon one

large mammal (dog or bigger) that is in the area. If there are no appropriate creatures, the spell fails. Upon finding the wizard, the creature will treat it as if is a young of its own species, albeit a very strange-looking one. It will guide it back to its lair, protect it from attackers (if they are the kind they normally protect their cubs against) and provide it with what food and water it has access to (either in its lair or near the caster). It may also lick wounds clean, which will prevent the spread of infection (see the WFRP Companion). This spell can affect one additional person per Magic Characteristic of the caster, although caring for large clutches may be harmful to the animal in question. Once the cub is warm, safe and fed, the creature will likely wander off and return to its business. The beast does the same when the spell's duration is up, or if the wizard chooses to end it before then.

Musk Spray

Casting Number: 10

Casting Time: Half Action

Duration: Instant

Range: You

Ingredient: A scent gland (+1)

Description: By use of this spell an Amber mage can shoot a foul-smelling spray of musk from his outstretched hands. If shot at a target, it has a range of 6 yards (3 squares) and is considered a *magic missile*. The victim of this spell will smell strongly of the musk and any Perception tests made to locate the victim during the life of the scent will be at +20%. An object can also be smeared with the musk and will likewise smell strongly and be easier to track down. The third usage of this spell involves the caster marking an area no larger than the small template with the musk. This strong smell will indicate to local animals that the area marked is the casters territory. Only the most belligerent of predatory beasts will enter this area for the duration of the scent, and they must succeed on a Will Power Test to do so. The spray takes but a moment, but the powerful scent lingers for one full day for each point of the casters magic characteristic. Fantastic monsters are not deterred by the musk.

Winter Coat

Casting Number: 4

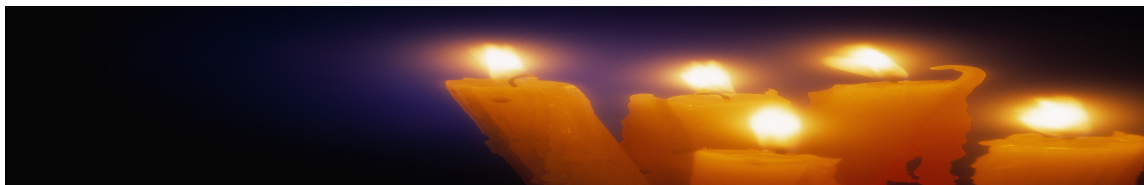
Casting Time: Half Action

Duration: 1 hour per Magic Characteristic

Range: You

Ingredient: Hair from a wolf (+1)

Description: You grow a thick, woolly layer of hair over your entire body. This protects from all but the most extreme cold, and also holds out most water. You take minimum damage from environmental conditions in your coat, however you also suffer a -10% penalty to any Fellowship rolls because of your bestial appearance.



The Lore of Light

"The highest of mortal magic, and as such the most powerful - and the most inhuman. Those who walk in truth are not to be trusted, for who determines if they are true? And who can see what the light shows if he is standing within it? To stare into such pure truth, and not reflect back the darkness requires a heart of such purity few can imagine. Many of this Order possess such a heart. Many, but not all."

- Alten the Seer

Bar the Gate

Casting Number: 13

Casting Time: Half Action

Duration: 1 minute per Magic Characteristic

Range: 48 yards (24 squares)

Ingredient: A drop of mercury (+2)

Description: For the duration of this spell, all Daemonologists within 48 yards of the caster suffer a penalty to all their spellcasting rolls equal to your Magic Characteristic.

Bright Bastion

Casting Number: 16

Casting Time: Full Action

Duration: 10 minutes per Magic Characteristic

Range: See description

Ingredient: A polished silver shield (+2)

Description: You create a spherical shield around yourself and others which none can penetrate. The bastion can contain no more than your Magic Characteristic x 6 contiguous squares, which must be arranged in a roughly circular fashion. If it is cast in a building or enclosed space and the area would exceed that space, it adjusts to fit the space. Any creature trying to enter the area must make a Hard (-20%) Will Power Test or be pushed backwards, and suffer a Damage 3 hit, resisted by Toughness but not Armour. Daemons suffer a Damage 5 hit. This attempt may be made each round, as long as the invader has the Wounds to spare.

Daemonward

Casting Number: 5

Casting Time: Half Action

Duration: See description

Range: You

Ingredient: A main-gauche (+1)

Description: Upon casting this spell, and for as long as you remain in the same position afterwards, no daemon may approach within 4 yards (2 squares) x your Magic Characteristic of you, unless it wins an Opposed Will Power Test with the caster.

Driving Intent

Casting Number: 7

Casting Time: Half Action

Duration: 1 hour per Magic Characteristic

Range: Touch (You)

Ingredient: A lodestone (+1)

Description: While under the effects of this spell, the target gains +20% to his Will Power Tests to resist all Charm, Blather and Intimidate tests, as well as all other attempts to change their mind or alter their purpose – including magical attempts. However, the target may never lie or act deceitfully while the spell is in effect, or it automatically ends.

Enlightenment

Casting Number: 12

Casting Time: 1 minute

Duration: 1 minute per Magic Characteristic

Range: See description

Ingredient: A lens (+2)

Description: When casting this spell, you may touch a number of subjects up to your Magic Characteristic. For the duration of the spell, you and those you touch gain +10% to their Intelligence Characteristic for the purpose of making rolls on any Knowledge skills or Language skills.

Illuminate the Field

Casting Number: 14

Casting Time: Full Action

Duration: 1 hour

Range: See description

Ingredient: A garnet worth at least 30 *gc* (+2)

Description: This is a slightly more flexible version of Illuminate the Edifice. You cause an area around you (which must be under the open sky) to shine with clear daylight. The light radiates from around you to a distance of 6 yards (3 squares) times your Magic Characteristic. This light is magical, but burns just like daylight on vampires and creatures under a similar curse.

Infusion of Light

Casting Number: 9

Casting Time: Half Action

Duration: 1 hour per Magic Characteristic

Range: Touch (You)

Ingredient: A piece of quartz (+1)

Description: One object or creature you touch acquires an almost blinding white glow. Any Concealment attempts made by the target of this spell automatically fails. The light provides the sight range of a small fire, but can be spotted from a distance as if it were a bonfire. It also glows fiercely in the Aethyr. The latter means that the wizard can locate the item with a Magical Sense Test even if it is hidden from view.

Perfect Comprehension

Casting Number: 10

Casting Time: 2 Full Actions

Duration: 1 minute per Magic Characteristic

Range: You

Ingredient: A wax candle blessed by a priest of Verena (+2)

Description: While under the effects of this spell, you understand any language or method of communication, foreign or arcane, spoken or written, coded or confused, as clearly as possible. Some ancient elvish, magick or Old One tongues may not translate (GM's call). You can only comprehend the language, not communicate with it.

Take forth the wax candle, and light it upon the Altar of Purity. Then say these words **IKBI NYNOS LANTRE** as you look upon or heare the text in question. Close your eyes then open them, and the words will be come clear to you as the meaning shines through the Wynd of hyish. This spell must be used with Great Care, for many writings are cursed or cause instant madness – the price of learning can be great!

Pierce the Veil

Casting Number: 8

Casting Time: Half Action

Duration: 1 minute per Magic Characteristic

Range: You

Ingredient: The wings of a bat (+1)

Description: You can see in any darkness or through anything that might obscure your vision (smoke, mist, fog, heat haze but not intervening objects) as perfectly as if seeing through a clear daylight sky. In the case of magically created darkness (such as that of Pall of Darkness), you must defeat the caster in a Will Power Test to be able to see. While under this spell, your eyes shine with pure white light, and look terribly eldritch.

Purity of Purpose

Casting Number: 20

Casting Time: A Full Action and a Half Action

Duration: 1 hour per Magic Characteristic

Range: Touch (You)

Ingredient: A lodestone (+2)

Description: Choose a Skill you possess. You may automatically succeed on one Test of this Skill for the duration of the spell. This only works for Standard Tests – Opposed Tests are not affected.





The Lore of Shadow

“The Lore of what the eyes do not see, or are deceived in seeing, of what the mind is deceived in knowing, yes, these magisters of mysteries are close to the hearts of the astromancers. Theirs is a harsh art, however – hated by the people, hated by the Order of Light, hated even, perhaps, by themselves. For they know the price of succumbing to the power of illusion, in losing themselves in their own lies, the danger of losing all grip on what is real and what is a dream, and they distance themselves from their Lore as a result. The magisters of shadow are, to a man, scrupulously honest and bitterly true; and like all men who are honest and true, they are also invariably unhappy.”

- Alten the Seer

Black Horrors

Casting Number: 14

Casting Time: Full Action

Duration: 1 hour per Magic Characteristic

Range: 24 yards (12 squares)

Ingredient: A hair from a vampire (+2)

Description: Choose an area of shadow within the range of the spell, no more than four yards square. That dark space seems to convolve with hideous creatures of nightmare; anyone attempting to enter or cross the space must make a Will Power Test, or suffer the effects of Fear. If they pass their Will Power test or shake off their Fear, they need never test again for that casting. Once enchanted, the shadow becomes magical and may not be dispelled by simply changing the position of the light source. The caster is immune to his own Black Horrors. Many Shadowmancers cast this outside their doors to keep away unwanted visitors.

Blur The Image

Casting Number: 15

Casting Time: Full Action

Duration: 1 minute per Magic Characteristic

Range: Touch

Ingredient: A caterpillar (+2)

Description: This spell targets a single person within range. For the duration of that spell, the target cannot distinguish a particular item from any other of its type, or any particular individual from any other of that race. When cast, the caster names the object type or race of their choice. Note that the object must be of the type specified: you may make a magic sword appear like any other sword, but not like any other axe. Likewise you can make a forged letter of marque appear exactly like all those issued, but you cannot make a rock or even a blank piece of paper appear to be such. Nor can anything specific be replicated: you cannot make someone believe that all humans appear to resemble “anyone who looks like Hans Brunner”. The target must have also seen the general object type previously, and often for the spell to work. If the target has a few minutes to examine the item or person, or engages in any significant interaction with it, they may make an Intelligence Test to see through the glamour.

Deep Pockets

Casting Number: 13

Casting Time: A Full Action

Duration: 1 hour per Magic Characteristic

Range: Touch

Ingredient: A black silk kerchief (+2)

Description: This spell is cast on a single object of 50 points of Encumbrance or less (a sword or smaller). For the length of the spell, said object may be carried (but not held) without any outward sign upon the carrier. If the object is used in any fashion it instantly becomes visible, but otherwise cannot be found by any search. A person may only carry one such object at any time. This may be cast on a sack of smaller items as long as the total Encumbrance must not exceed fifty points. The object still has weight, and still contributes to the load the character is carrying.

Face of the Stranger

Casting Number: 13

Casting Time: Full Action

Duration: Until the next sunrise

Range: Touch (You)

Ingredient: An item belonging to the target (+2)

Description: For the duration of the spell, the target becomes a stranger to his closest friends and family, and to anyone who sees him on at least a daily basis. In a tiny village, this could be everyone, but it will not affect more than thirteen people. Those who now do not know the target are not necessarily hostile to them, but may become so when the crazed person insists they are their blood relative! Presenting evidence that shows a clear past relationship permits the target's acquaintance a Will Power Test to resist the spell. Even if this fails, the evidence makes it obvious that some evil magic has been worked. This spell is most often used as a curse, but can also be used to prevent spies from telling their masters what they know.

False Promise

Casting Number: 8

Casting Time: Half Action

Duration: 10 minutes per Magic Characteristic

Range: 12 yards (6 squares)

Ingredient: A pair of rose-tinted spectacles (+1)

Description: By use of this spell, the caster can cause one target to become highly optimistic and see the world and his surroundings in the best possible light. He smiles constantly and hums happily. All Charm attempts made on this target gain a +20% bonus for the duration of the spell.

Phantom Foe

Casting Number: 13

Casting Time: Half Action

Duration: 1 round per Magic Characteristic, or Special

Range: 48 yards (24 squares)

Ingredient: A small firework (+2)

Description: Choose a target taking part in or observing a battle, but not in melee. For the duration of the spell, or until he is engaged in melee combat, he believes he can hear and see foes shooting at him from the exact opposite direction of the caster, and will act appropriately. If he is hit by any missile attacks, he may make an Intelligence test to see through the illusion. Success means the spell ends.

Shadowbridge

Casting Number: 10

Casting Time: Full Action

Duration: 1 minute per Magic Characteristic

Range: 6 yards (3 squares)

Ingredient: A silken thread (+2)

Description: You create a bridge no more than 2 yards (1 square) across and 12 yards (6 squares) long. It cannot float, and is only as strong as what supports it at either end. The bridge may be dismissed at will. You may only create one Shadowbridge at a time.

Shadowhound

Casting Number: 8

Casting Time: Full Action

Duration: The next sunrise

Range: You

Ingredient: A clipping from the claws of a faithful hound (+1)

Description: You call forth a dark and shadowy hound who will follow your footsteps and obey your commands. The dog has the statistics of a normal dog (see WFRP page 232), except that it gains the Concealment Skill at +30%, as it moves soundlessly wherever it goes. The dog will naturally follow the caster everywhere. It can also be ordered to Follow a Trail, guard an object or person or sound an alarm, but the caster must make a successful Animal Training roll for anything more complex. The dog can carry up to 100 points of Encumbrance and can move at twice the rate of a normal dog (M 12). It vanishes at the end of the spell or if it moves more than 48 yards (24 squares) away from you. Some Shadowmancers prefer to summon Shadowcats, Shadowmonkeys or other, even stranger things.

Shadowleap

Casting Number: 16

Casting Time: Full Action

Duration: Instant

Range: You

Ingredient: Soot from a chimney which has burnt all night (+2)

Description: Upon casting this spell, you may step into a shadow no less than 2 yards square and then reappear instantaneously in another shadow (which must be at least as large) within your line of sight and which is no more than 24 yards x your Magic Characteristic distant. This movement is part of the spell casting. You cannot Charge or Run through a Shadowleap. If for some reason you cannot fit into the shadow of your destination, the spell simply fails. As this spell casts your body and mind into the Winds of the Aethyr, you must make a Channelling Test upon entering the shadow. Failure indicates you become confused in transit – roll on the following table to see the results.

- | | |
|------|---|
| 1-2 | You arrive upside down. You must spend a full action righting yourself |
| 3-4 | You land in the wrong shadow – some 1d10*10 yards away, in a random direction |
| 5-6 | You lose time in the Aethyr, arriving 1d10+2 rounds after you leave, although it seems instantaneous to you |
| 7-8 | All your belongings vanish, and you arrive with nothing but the clothes on your back. |
| 9-10 | Exposure to the wild magic of the Aethyr damages your body. You take a Damage 3 attack, resisted by Toughness but not Armour. |

In addition, if you ever roll Tzeench's Curse while attempting this spell, you automatically gain an Insanity Point as your mind is exposed to the Aethyr.

Wandering Shadow

Casting Number: 14

Casting Time: Full Action

Duration: 1 minute per Magic Characteristic

Range: You

Ingredient: A model of the caster (+2)

Description: The caster's shadow detaches from his body, and can move independently. For the shadow to remain, there must be a light source capable of causing a shadow within 48 yards of it. Direct sunlight and pitch blackness destroys the shadow. The shadow acts as an extension of the caster, and whatever it can sense can also be instantly sensed by the caster. The caster must spend a half action each round to control their shadow, or it does nothing. It moves at the same Movement rate as its caster, and go anywhere that the caster can think to send it, as long as there are sufficient shadows to support it. It cannot be used to target spells, nor interact with the physical world in any way – it has no substance or solidity. A detached shadow is a wholly unnatural thing and causes Fear in anyone who sees it. You may only have one detached shadow at a time, and while the spell is operating, you cast no shadow yourself.

"Do not think, then, that the Winds exist in isolation, for in both their creation and their use they each in turn affect the other. There is only so much of this world to catch them, and the Winds are, in a sense, competing to master that limited space. Each too, has foils, those Winds to which it is anathema, the Wind that hounds it and the Wind it hounds. To my eyes, there is a great Wheel amongst the Winds – see fig xii – with each turning towards its prey.

Naturally, the Wind of Light destroys Shadow, its pure knowledge expelling the darkness and the secrets it hides. But Shadow in turn destroys the certainty of Metal, the mysteries of the unknown confounding the pure logic and reason of the Yellow Wind. The Lore of logic preys upon the Lore of Fire, for it is passion and is heeded only by logic, just as only iron may hold back the flames. The Fire then devours Life, destruction eating creation. Life abhors Death, and the certainty and fatalism of Death rejects the limitless possibilities of the Heavens. And the peaceful Heavens spurn the Wild Beasts, and the Beasts are so wild they destroy the perfect purity of Light. And so the Wheel turns, one after the other, as a snake eating its own tail. Each Wind weakened by its predator and strengthened by its prey, twisting in a tide to keep its own power in check, spinning onward with the rhythms of all existence, and always twirling, twirling, twirling towards the Great Maelstrom of the Elven Paradise."

- Alten the Seer



The Lore of Metal

“Iron and Steel: they define our Empire, our very way of life. The Lore of Metal is of that spirit, of the building blocks of our society and its edifices, of the essence of the mind and the will it has to create, and the world it does and will create. Light is the highest of magics, and Heavens the greatest, but perhaps Metal is the highest art of man, bringing together as it does, all our Art with all of the world of Natural Science and Phenomena? Even without the machinations of young Magister Gelt, I feel that Metal is the Lore of our times, and Chamon the Wind of our future. I hear it echo in the cannon’s roar, and see it spark in the lightning tower, and in the blacksmiths it is not just new weapons that are being forged, but a brave new world.”

- Alten the Seer

Anatomical Evaluation

Casting Number: 8

Casting Time: Full Action

Duration: Instant

Range: 24 yards (12 squares)

Ingredient: A pair of callipers (+1)

Description: By means of this spell, the Gold wizard runs his practised eye over a single target within range, quickly computing its proportions and attributes if he succeeds at an Intelligence check. If this check is passed, the caster can determine the target’s current state of health, its strongest physical attribute and its Slaughter Margin. In the case of monsters, if he makes the Intelligence test by two degrees or more, he also gains hints of any one special ability (or Trait) it may possess, if any (eg wall-climbing, breath weapon, poison). This information may provide a +10% bonus to any Academic Knowledge (Strategy/Tactics) rolls made regarding fighting the target. (GM’s call). While casting this spell, the Gold wizard fixes the target in his gaze and makes measurements in the air with his hands.

Armour of Tin

Casting Number: 14

Casting Time: Full Action

Duration: 1 minute

Range: 48 yards (24 squares)

Ingredient: A tin soldier (+2)

Description: You cause the armour of a group of enemies within range to become soft, supple and flimsy. Use the large template. Those in the area of effect who are wearing metal armour have the Armour Points provided by said armour is lowered by two in each location (minimum zero). So a person wearing Full Plate (AP 5) will have 3 Armour Points instead. This spell has no effect on non-metallic armour. If using the Basic Armour system, Heavy Armour should be treated as Medium, and Medium as Light.

Find the Weakness

Casting Number: 8

Casting Time: Half Action

Duration: 1 round per Magic Characteristic

Range: Touch (You)

Ingredient: A rusted hinge (+1)

Description: The target of this spell becomes expert in finding the weaknesses in his enemy's defences. For the duration, he gains +20% to his WS or BS when using the Aim action, instead of +10%. If the target also has Sharpshooter or Focussed Strike (see *Night's Dark Masters*), the bonus rises to +30% for the appropriate attacks. You can only benefit from one casting of this spell at a time.

Guard of Gold

Casting Number: 13

Casting Time: Half Action

Duration: 1 minute (6 rounds)

Range: You

Ingredient: A gold ball (+2)

Description: One part of your body becomes coated in a thick golden coating, protecting you from damage. Choose Left Arm, Right Arm, Left Leg or Right Leg. For the duration of the spell, the nominated area is impervious to physical harm. The armour also protects against heat and cold, but still conducts electricity. The limb functions completely normally (it has no more strength than usual), but you do suffer -10% to your Initiative rolls due to its heaviness. At the end of the spell's duration, you may maintain the Guard for another round if you succeed on a Will Power Test. You may only have one Guard of Gold cast upon you at any time.

Gelt's Birthday - 13th of Nacheven - don't forget!!!

The Knot Untied

Casting Number: 13

Casting Time: 1 minute

Duration: Instant

Range: You

Ingredient: A piece of paper covered in gilded writing (+2)

Description: This spell is cast when the wizard faces some kind of impasse, trap, mystery, riddle, puzzle, catch-22 or devil's bargain to which there is a logical solution or escape which may be discovered solely through inspiration or deduction. When cast, the GM must give the wizard's player a hint to the puzzle's solution. This solution may also provide a +10% bonus to Academic Knowledge (Strategy/Tactics) or Haggle Skill Tests, if appropriate (GM's call).

Law of Fluid

Casting Number: 16

Casting Time: Full action

Duration: Instant

Range: Touch

Ingredient: A pinch of sulphur (+2)

Description: You cause up to a pint of fluid to become a powerful acid. Anyone splashed by the acid (which requires a BS Test, treat it as a Thrown Weapon) takes a Damage 3 attack, resisted by Armour and Toughness Bonus. If a wound is caused, the acid also removes 1 point of protection from that location of any armour it contacts, due to corrosion. This takes 1d10 rounds to come into effect. If this reduces the protection to zero, the armour is destroyed. A pint contains 1d10/3 splashes. The GM should determine the effect of the total volume on non-living targets, but generally a pint will burn through a metal bar, a steel shackle, a thick chain or an iron lock.

Metal for Flesh

Casting Number: 9

Casting Time: 1 minute

Duration: Instant

Range: Touch (You)

Ingredient: A copper rod (+1)

Description: This spell can only be cast after a limb has been destroyed or removed. The wizard takes the damaged limb and moulds what remains into a metal stump up to a foot long and four inches in diameter. It can be shaped into a hook or point, or flattened to make a stable foot, but cannot grip things like a Veteran's Hand. The bond between metal and flesh is perfect, and will never become infected.

The Metal Mended

Casting Number: 12

Casting Time: 2 Full Actions

Duration: Instant

Range: Touch

Ingredient: A brass rod (+2)

Description: You repair a metal object that has been broken. You cannot change the type of metal, nor the overall size or shape of the object – but neither do you need every single piece. You must possess at least three-quarters of an item for it to be returned to its former usefulness or functionality. If less is possessed the GM may permit the object to function less effectively but still be useful. The object must have once been whole – you cannot use this spell to forward a half-made thing to its final state.

Transmutation of Fluid

Casting Number: 15

Casting Time: Full action

Duration: Instant

Range: 24 yards (12 squares)

Ingredient: A mouthful of near-boiling water (+2)

Description: You cause an amount of liquid equal to 20 gallons per your Magic Characteristic, which you can see, to instantly boil away to steam. The steam is hot but not damaging. If trapped and subsequently cooled, it can be condensed back into water. Wizards going on long sea journeys like to know this spell, but it can also be a good way to purify a well, or cross a stream.

Understand The Mechanism

Casting Number: 6

Casting Time: 1 Minute

Duration: Instant

Range: You

Ingredient: A draughtsman's quill (+1)

Description: When casting this spell, the caster may examine one piece of equipment that has more than one moving part and gain complete insight into how it is put together and its purpose. During the casting, a ghostly sketch of the component parts appears in the air in front of the wizard. If the wizard then attempts to repair, modify, use, sabotage, work on or make another item of that type, then he gains a +20% bonus to any Skill or Characteristic tests needed to do so.

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