

Chapter One: Warhammer Sorcery

The Roots of Warhammer Sorcery

The Source of Magick

**In the beginning there was Chaos,
And within this Chaos was Power,
Great Power without Form.
Yet within Chaos there was Motion,
And within Motion was Form,
And within this Motion were the Words,
Which shaped the Motion, and gave it Form.
And the Great Speakers were awakened,
And the Great Words were spoken,
And the Great Magick was wrought,
The Birth of the World.**

**And in the Image of the Great Speakers were we awakened,
And in the Image of the Great Words have we spoken,
And in the image of the Great Magick have we wrought our world.**

As it is said, so shall it be done.

-- from The Verrah Rubricon of Verena, Book One, "The History of the World."

When the Powers speak, the Universe listens -- because the Universe is fundamentally nothing more than Form imposed upon Chaos, and the image of that Form is determined through the action, consciousness, and will represented in the unimaginably complex and subtle Great Language of the Powers known to mortals as gods and daemons. The vast and magickal powers of the Powers are a reflection of their superior command of this divine language, referred to by cult scholars as the *lingua praestantia*. Lesser magical powers, like daemons and spirits, have more modest facility and capacity for this language, and therefore have correspondingly more modest magickal abilities. Even the greatest of the Old Slann and their gifted pupils, the High Elven wizards of the First Age, had little more than a baby's babbling comprehension of this language -- but through that primitive comprehension they were the mightiest sorcerors of the all time. And the best-known practitioners of the Arcane Arts in the great Academies of Magick are little better than apes mimicking the speech of men -- and yet, their powers are the source of awe and wonder among the peoples of the Warhammer World. Words and Magic: "How might humble words work magic?" you may ask. Indeed, the words of mortal languages have little enough power to them -- but the Words of the Gods are another thing altogether. When the Earth Mother says, "Oceans, dance!" the oceans dance. When a lesser Young God like Manaen says, "Oceans, dance!" the effect is more modest -- but still awesome in human terms. And when a sorcerer summons a water elemental and commands it to capsize a rowboat, the scale is immensely different, but the principle is the same.

The Sorcerer and *Lingua Praestantia*: Even the simplest word in *lingua praestantia* is unimaginably complex. In the simplest petty sorcery, shadings of rhythm, accent, pitch, duration, volume, timbre, etc. all control a host of critical elements, any of which might spoil the effect if imprecisely phrased. Only the rare individual with the combined gifts of the temple choir soloist and the finest scholar can learn to master the subtle chords of sorcery. Further, a sorcerer must also have been blessed with a powerful aethyrial organ (known variously as the "Spirit" or "Mind" or "Psyche"), so that he can shape its resonances to the Words and thereby produce the magical effect. For most sorcerors, this aethyrial component of the Great Language is hardest to master, but excellence in this exercise is the crucial difference between the lowly hedgewizard and the more exalted practitioners of the Arcane Arts.

Runes: Runes, the fundamental agencies of sorcery, are the physical and aethyrial images of *lingua praestantia*, just as writing is the physical image of the spoken word of human languages. Runecraft is an unimaginably complex and demanding art. Accurate transcription of the Great Language into runes requires that the tiniest distinctions of pronunciation be precisely recorded in the rune. Further, a rune must be inscribed not only in the physical domain, but also in the aethyrial domain -- that is, they must be magically

inscribed into the aethyrial field associated with the rune. Properly-inscribed runes are essential to all sorcerous undertakings, and all sorcerors must read and understand at least those runes essential to the particular spells and rituals they learn. More ambitious students of runecraft may be qualified for research and development of revised or new applications of the arcane practices.

Sorcerous Vs. Divine Magicks

The first magicks on Warhammer were Divine Magicks -- magical powers given by a god to his followers. The followers so-blessed needed to know nothing about the arcane arts to produce magical effects. The followers simply prayed to their gods, and their gods provided the magical effects. All that was required of the followers was duty, service, and honor to the god, the temple, and the tenets of the faith. Sorcerors, on the other hand, must be knowledgeable and skilled in the arcane arts to produce magical effects. Unlike cult priests and other beneficiaries of cult magical gifts, sorcerors must study diligently to master their trade, and as they are perfecting their trade, they run the risk of potentially-disastrous failures as the result of the slightest error. As a consequence, sorcerors as a class generally feel superior to cult priests, regarding them more as unskilled servants than sorcerors, and judging them more studied in theological rigamarole than in the true arcane arts. The cults have persecuted secular magical practices since the dawn of human culture, labelling them as "witchcraft" and "daemonworship," forbidding their followers to traffick in the "dark arts of Chaos-spawn," and encouraging cult and state crusades to exterminate practitioners of secular magick. The cults have always publically associated all sorcery with Chaos magicks and the often-abused disciplines of Necromancy and Demonology.

(NOTE: Warhammer Sorcerous Magicks primarily presents the realms of the sorcerous arts, with only passing references to divine magicks. For further details on divine magicks in the World of Warhammer, see the companion volume, Warhammer Divine Magicks.)

Sorcery in the Modern Old World

Cult Persecution

For centuries the cults have jealously guarded their monopoly on magickal practice. Except for brief periods, sorcery in the Old World up until the latter half of the 25th Century was confined primarily to hedgewizards who practiced their arts in secret or in communities where the cult influences were weak or non-existent. Parents taught their children that the practice of secular magicks was evil and demon-inspired, and that cult-followers treated with petty witches and wizards at the risk of Eternal Damnation.

Earlier Periods of Cult Tolerance: Three periods in the past have seen comparatively little cult interference with the practice of sorcery, and during these periods were the greatest flowerings of the Arcane Arts. The first period came in the First and Second Centuries IC, with the expansion of urbanization and trade during the early Empire. Most of the venerable enchantments laid upon the wall and defenses of the great cities of the Old World date from this period, which came to a close with the emergence of the Cult of Sigmar as a power in Imperial politics. The second period of tolerance came during the Black Plagues of the Tenth Century. For a brief time priests and wizards made common cause against the disastrous humane and economic effects of the Plague, but within a few decades, sorcery was once again proscribed by most Old World nations. The third period of toleration began in the late 19th and early 20th Centuries in the City States of Tilea, and ended abruptly in the mid-20th Century with the violent suppression of the Chaos Cults that had proliferated throughout Old World culture in preceding centuries. Many sorcerors were slain by mobs, and many great magick treasures lost forever in the Dark Ages that follow.

Sorcery During Periods of Oppression

A few secret societies of sorcerors have managed to survive and prosper from ancient times, even in regions of pervasive cult influence. From time to time these secret societies emerged during periods of public toleration, typically in times of siege, invasion, and war, when desperate need for sorcerous magicks forced the cults to compromise their fanatic moral opposition to sorcerous practices. Even during periods of

fanatic intolerance of sorcery, the rich and the powerful relied on the services of wizards and alchemists of these secret societies. Rulers, nobles -- even clerics -- privately sheltered and exploited the practitioners of proscribed arcane arts, even as they publicly denounced them and burned them at the stake as heretics. The libraries and practical experience accumulated by these clandestine societies down through the centuries form the foundations of much of the body of knowledge studied by modern academic sorcery. Further, in remote wilderness areas like the World's End frontier, the Border Princedoms, and in isolated Elvish and Dwarven settlements, a variety of hedgewizards and small scholarly communities practiced sorcery openly, though on a modest scale. Because of their isolation, these solitary practitioners were often limited to unimaginative, conservative notions of sorcery handed down scarcely changed from the latter centuries of the Great Goblin Wars. Narrow and parochial as these minor enclaves have been, some have preserved magical lore of great interest to modern academics.

The Waning of Cult Influence in Old World Warfare and Politics

In the late 25th Century, cultural views of sorcery experienced a revolution. Through altering modern attitudes toward the role of the cults in society, warfare, and politics, throughout the Old World came a shift in private and public opinions about the practice of sorcery.

Historically the cults enjoyed great political power for three main reasons:

1. Their magical support in warfare,
2. Their magical services to the ruling -- or aspiring -- clans, and
3. Their power to heal the citizenry of disease and the soldiery of battlefield wounds.

Throughout the early history of Old World warfare, magic has played little more than a secondary role on the battlefield. With the exception of a several notable siege resistances based on magickal defenses, no major military conflict before 2429 had been decisively influenced by magick. However, though not decisive, magick has always had its role on the battlefield, primarily in the support and defense of battle leaders. Captains and generals have traditionally been well-protected by the prayers of cult priests, and often great leaders and heroes have been granted magical weapons, standards, and other cult boons. Less commonly, elite troops might receive magickal protections and spiritual support in the form of battlefield spells and sacred battle standards. Further, cult magicks have been historically effective in defense of fortified positions, since cult priests can summon and channel the magickal potential of their worshippers into strengthening walls and defenses against magick and inspiring defenders on sacred ground. Thus, divine magical aid has always been a foremost concern of sovereigns and warleaders. The power to grant or withhold this divine aid has thus been an important form of leverage on the political leaders of the Old World nations. Off the battlefield, the support and protection of cult magics have preserved royal dynasties from the diseases and misfortunes that prey on common men, and have often subtly aided ruling regimes in amassing and consolidating their diplomatic power. Conversely, a cult's mundane and arcane support of a usurper or contender can be a crucial factor in the passing of power into new hands. Finally, the promise of protection from disease is perhaps the greatest boon a ruler can offer his people -- and that protection is available only at the sufferance of the cult hierarchy. And, though magic has seldom had a decisive influence on the field of battle, an army's capacity to recover from a battle, to return wounded veterans to service, is strictly dependent on the healing services of divine magics. And the comfort of knowing that a priest is available to ease suffering and heal even grievous wounds certainly has a beneficial effect on noble and peasant morale. Until IC 2429, these three benefits were the exclusive province of magical powers bestowed by the cult hierarchy. However, worldliness and corruption in the cult hierarchies and a popular cynicism about the pious preachings of priests had undermined the cults' moral power, while the increasing economic and social independence of the aristocracy shifted power and influence from cult divines to temporal princes. [[Need transition here.]]

Count Leopold and The Battle of Grouche Marsh

In IC 2429, Marienburg declared its independence from Imperial control. Emperor Dieter IV, under pressure from the Council and the Grand Theogonist to curb the growing unrest and secessionist sentiment in Marienburg and the Wastelands province, charged Count Bruno von der Waldemar, a noted knight and general, with a military expedition to lay siege to and occupy the port city of Marienburg. In the decisive battle

of the campaign, Count Bruno's forces, vastly superior in arms and number, faced a motley force of freemen and militia across the marshy ground northeast of the Marienburg. Secure in the blessing of Sigmar, and in strength of arms, the Count expected to sleep that evening in a comfortable bed in Marienburg. Instead, that evening the Count spent on the road among the disordered and demoralized remnants of his force, in full retreat from Marienburg. He had been defeated, he later learned, by approximately two score minor sorcerers and three master elementalists (Sea Elven mercenaries). These magicians, using Battle spells that were the forgotten legacy of the Great Goblin Wars, denied passage across narrow lanes of dry land through the marsh, while striking repeatedly at the exposed flanks of columns on these narrow lanes. Fireballs blasted and decimated heavy cavalry units. Spells permitted the enemy to move freely and swiftly through the difficult terrain, while other magics mired advancing forces in illusory avenues of solid ground. By the end of the day, Bruno had lost 20% of his force, with most of these among the ranks of mounted nobles and knights. The defenders of Marienburg had scarcely suffered casualties of 1%, and had denied Bruno all of his tactical objectives. Leopold had repeatedly implored his priests and heroes to find some way to neutralize the handful of magicians which were frustrating his entire army, but they were completely helpless against the specialized Battle magics of the Marienburg sorcerers. Upon his return to Nuln, Bruno persuaded the Emperor that the military security of the Empire depended on sorcerous magicks at the command of loyal servants of the Emperor. Dieter IV summoned the Grand Theogonist and the High Priest of Ulric, and inquired pointedly of them whether there were any reason why the Emperor should not, for the greater glory and security of the Empire, establish a War College for sorcerers, to serve at the pleasure and discretion of the Emperor in the armies of the Reikland. Having duly heard and acknowledged their impassioned protests, he thanked them, dismissed them, and set about drafting an Imperial charter establishing the first Imperial Institute of Battle Magics. Dieter IV was eventually able to obtain the grudging blessing of the Cult of Ulric for his War College. By playing the Sigmar and Ulric cults off against one another, Dieter IV managed to neutralize the political pressures which might otherwise have resulted in the appointment of a new emperor. However, in the end, conflicts with the cults over this issue, and unfounded rumors that the Marienburg campaign had not been a military failure, but that Dieter IV had accepted bribes from the Burgomeisters to ensure the independence of Marienburg, were to result in Dieter IV's fall from power, and the discrediting of his dynasty. Nonetheless, Dieter IV's successors were forced to endorse his policies in order to maintain the security of the Empire. By this time, other Old World nations made increasing reliance on Battle magics part of their military strategies. Rulers and nobles throughout the Old World were disregarding priestly censure and employing sorcerers as advisors, retainers, bodyguards, and craftsmen. Those nations where the cults held the line against the legitimization of battle sorcery quickly found themselves wanting in the balance of military power. Originally the Imperial charter permitted the study and practice of sorcery only for military purposes, and only under the authority of the Emperor. Later the right to employ sorcerers was extended by imperial decree to the nobility. Specific charters were granted to certain families to engage sorcerers for specific purposes -- primarily as arcane physicians, and as mercenary auxiliaries in the defense of the Empire. The great academies of sorcery were also chartered at this time, and placed under the supervision and protection of the Emperor. Finally, in 2452, Wilhelm III made the practice of four sorcerous academic disciplines -- wizardry, elementalism, mentalism, and alchemy -- legal in the Reich, declaring null and void the ancient cult laws against witchcraft. In this proclamation Wilhelm III declared that certain sorcerous practices (including necromancy and demonology) were to remain illegal, and to be accounted as treason. In this proclamation Wilhelm III also established the four academies of sorcery and the magick guilds, and granted them the right to make laws restricting the practice of magic in the Empire, and gave them the power to establish penalties and stand in judgement over offenders. Even to present times, most study and research in the academies of sorcery are confined to spells and enchantments with military applications, and numerous unfortunate incidents in the early days of the academies proved that sorcerers could cause a great deal of mischief without the effective cooperation of guilds, academies, and sovereigns in restraining irresponsible and criminal abuses of the sorcerous arts. Wilhelm perceptively realized that the academies and guilds had a vested interest in preventing disturbances which might turn the people, the merchant class, and the nobility against them. The academies and guilds have established extensive regulations concerning the practice of magic in the Empire, and have been fairly successful in policing their own ranks. Their success is probably at least partially attributable to the imposing resources they command in the pursuit and apprehension of malefactors, and the gruesome ingenuity and enthusiasm they invest in the public spectacles of their sentences and executions. Wilhelm's proclamation only specifically legitimized the practice of sorceries of the four academies. However, in rescinding the ancient cult prohibitions against sorcery, the status of hedgewizardry is left somewhat ambiguous. Since these magicks are primarily practiced by poor, rural peoples, the matter is of little consequence to the noble and merchant classes of the Empire. The Academies have construed their authority to include the pursuit and judgement of sorcerers that clearly imperil the public welfare -- pyromaniacs, highwaymen, and bandits employing sorcery, in particular -- but

they are less diligent in policing the petty frauds and nuisances occasionally perpetrated by backwoods hedgewizards. The rural folk have adopted their own rough, informal style of justice to deal with these wayward spellcasters.

The Three Estates of Magic in the Old World

The so-called "Three Estates" refer to the three major institutions of magical practice in the human cultures of the Modern Old World.

The First Estate is Divine Magicks, the oldest and most conservative tradition of human magics. The practice of magic in the cult of the Earth Mother extends in an unbroken line back through the millenia into the obscurity of prehistory, and many historical cults still count their lineage in tens of centuries. The magical abilities of cult practitioners are universally recognized as the gifts of the gods; man does not shape these powers, but humbly accepts them in the forms chosen by their divine patrons. There is no progressive vision of increasing power or variety of magickal effects associated with Divine Magicks. In fact, a common theme in most cult philosophies is that the abundance, power, and variety of divine magic has greatly decreased from a semi-mythic, semi-historical Golden Age of the Distant Past, and that the increasing secularism of the modern world promises an even-greater diminishing of the magical powers of the cults.

GM Notes: The presence and influence of divine magicks in the Old World are public and pervasive, in both rural and urban regions. Practitioners of divine magicks tend to be conservative, highly principled, and dominated by rivalries among competing cults. PC clerics often are inspired by cult principles, but in this secular age more and more clerics are self-serving or political in motivation. Many spells and rituals are specific to individual cults. New spells are rare, but magical objects of ancient or obscure religions, or lost spells or practices, provide occasional sources of magical novelty.

The Second Estate is Hedgewizardry. Always condemned and persecuted by the cults, Primitive Sorcery is obscure in its origins, though variously thought to have grown from sorcery learned from Elvish and Dwarven mentors, to have been the invention of renegade divine magicians, or to have been purchased at dire cost from daemonic sources. Because of cult persecution, transmission of the practices of Hedgewizardry from generation to generation has always been furtive and unreliable; certainly, a great many magical wonders have been discovered, only to be lost with the death of their discoverers. Even at present, Primitive Sorcery tends to be quite modest in power and eclectic in its methods and sources, though in the past individual practitioners have occasionally rise to levels of achievement rivaling the greatest of modern Academic Sorcerors.

GM Notes: The practice of Hedgewizardry is typically confined to rural and wilderness regions. Hedgewizards are few and furtive, generally eccentric, varying greatly in style, ambition, and principles. Most hedgewizards are solitary and independent, though several modest clandestine societies provide communications and mutual defense against cult persecution. Spells and rituals are widely varied in effects, but relatively weak in power. With the increasing tolerance of sorcery, some hedgewizards hope to make fortunes openly practicing the skills they hitherto had to keep secret. Others skeptical of the current tolerant climate remain in seclusion, anticipating a return of cult persecutions. Since many persons still fear and scorn sorcerors, the safest place to practice hedgewizardry is in the wilderness, in expansionist Imperialism, or in individual treasure-hunting.

The Third Estate is Academic Sorcery, the systematic study of the magickal sciences in academies sanctioned and supported by the State. Originally established by ruling princes to provide their armies with ever-more-powerful War Wizards, the academies now graduate in increasing numbers sorcerors who find employment among the aristocracy and merchantile interests. The dominating ethic of Academic Sorcery is the expansion of magical knowledge and practice, with the immediate goal of enhancing the power and security of the state (or the financial interests of their employers), and with the long-term goal of transforming society with the wonders of magical technology.

GM Notes: Academic sorcery is officially sanctioned but widely disapproved, feared, and distrusted. In larger urban areas where the academies and guilds are prominent, tolerance or respect is more common. Academic sorcery is rigidly formal in methods, principles, and structures of authority and regulation, but dynamic in ambition and expectations. Spell and ritual magick effects are typically rather more narrow and specialized, and often more powerful. PC academic sorcerors are often hired by wealthy patrons or adventurers, or dispatched on missions for the state. Recent graduates are also free to try their luck at

adventuring, though academics generally prefer the easier life of steady employment, and may require a sizable, non-portable lab and library for their researches.

The Four Academies of Sorcery

War Wizardry:

The Academies of Battle Magicks, also known as the War Colleges or the Academies of War Wizardry, are the largest of the academic sorcerous disciplines. Based on the ancient Battle Magicks descended from Elven and Dwarven sources, War Wizardry is primarily concerned with the military applications of sorcery. The ancient Battle Magicks spells and rituals are narrowly defined, but relatively quick in casting and reliable -- important considerations for battlefield use. War Wizards are generalist sorcerors: as such their effects are typically more modest in power than those of the other disciplines, but their versatility lets them improvise and adapt to circumstances more effectively than other sorcerous specialists. (Thus, if you can have only one sorcerer to support your expedition, a war wizard is often the best choice.) The atmosphere in War Colleges is competitive and aggressive. Scholarship in itself is discouraged; wizards are supposed to learn how to use magick on the battlefield, not to spend hours poring through dusty volumes searching for arcane knowledge. Drill and mock-combat is an important part of the curriculum, and the practice of magickal dueling for sport and honor, while publicly discouraged, is privately encouraged by guild elders. Consequently, many wizards are obsessively proud, quick to take offense, and impulsively violent in protecting their honor. In combat they are trained to avoid hand-to-hand engagement or exposure to missile fire, but they are otherwise aggressive in exercising their destructive abilities. Wizards are also trained to play a defensive role, particularly in scouting and small group tactics, where their spells are particularly effective. Wizards with more gentle, intellectual dispositions are steered into quiet postings with lesser nobles and secure garrisons, or remain at the academy as researchers and instructors. Such rarely become adventurers except through misfortune or desperate circumstance.

Elementalism:

Elementalists trace their traditions from the earliest human sorcerors -- those Great Druids who turned their backs on the worship of the Earth Mother and turned their knowledge of the First Runes, the Great Pacts, and the Elemental Powers and Dominions to their own purposes. Though, like other sorcerors, Elementalists employ a number of relatively simple spells handed down from ancient Elven and Dwarven magickal practice, the core of Elementalist magickal muscle depends on the summonation of Elemental entities. In many ways, Elementalists are closer to divine spellcasters than the rest of their sorcerous colleagues, because their powers depend on their relationship with the magickal entities of the Elemental Dominions. Some Elemental entities may be commanded, some must be bargained with, some must be entreated with worship and respect. Entities from each of the Dominions have their own distinctive personalities, motivations, and history of relations with man, and each must be treated with individual care and understanding. In this sense, an Elementalist is something like a priest dealing with gods and their lesser divine servants, though the Elemental Powers are generally less powerful and capricious than the gods, and they are bound to the service of man by the Great Pacts, which oblige them to treat Elementalists more as equals than worshippers. Because of their close relationship with nature and the Elements, and because of the unreliable and potentially dangerous character of their Elemental servants, Elementalists spend more time in the trackless wilds than they do in study at the universities. Elementalists prefer to operate in the wilderness, where they are least concerned for public safety when their Elemental charges get out of hand. Elementalists have a reputation for indifference to worldly goods, and are most likely to be motivated by desire for more knowledge and power in the Elemental Dominions for its own sake. They are also generally more venturesome than their bookish brethren. Since Elemental powers, like battle elephants, have a reputation for turning on their own forces, they are of limited popularity among generals, though many armies employ Elementalists for sieges and other special situations. Unlike the other sorcerous professions, Elementalists have a relaxed attitude toward formal institutions and personal status. They respond poorly to discipline, and are known for wandering off on their own for extended periods without so much as a by-your-leave. This eccentric behavior is tolerated with resignation by the state and military, partly in acknowledgement of the Elementalists peculiar psychological needs, and partly because folks are perfectly happy to have them practice their Elemental summonations at a safe remove from flammable structures and innocent bystanders.

Mentalism:

Mentalists, popularly known as Illusionists, specialize in the manipulation of mind and perception. Their castings usually work directly on the Mind of the subject, though they also have spells which produce magickal external images and impressions. Such castings have numerous battlefield applications, and Mentalists do play an important part in Old World military strategies. However, Mentalists also play a variety of valuable peacetime roles. As entertainers, they are very effective, particularly when supporting more traditional presentations of the dramatic and performance arts, or when presenting colorful magical pageants at fairs and state celebrations. Mentalists also play a more sinister peacetime role in the diplomatic and intelligence corps, where their persuasive, distractive, and concealing magicks are of great value. Though Mentalists are obligated to military and state service like all other state-sanctioned sorcerors, they quickly find their way into the service of important state officials, merchants, and nobles, where they are much in demand as counselors and consultants. Ostensibly they are tightly bound by the strict ethical codes of their profession, as established by the guilds and academies. Mentalists are enjoined to practice their magicks only for the welfare of the people and the sovereign, and explicitly prohibited from using their sorcerous abilities for the advancement or profit of themselves or their patrons or masters. The punishments for offenses against the ethical codes are harsh and vigorously prosecuted, but in practice many Mentalists casually bend the letter of the codes to suit their purposes, while other Mentalists ignore the codes so long as they have a reasonable chance of avoiding discovery.

Alchemy:

Alchemy produces magickal effects from the distillation, preparation, preservation, and enhancement of the magickal properties inherent in various substances and aethyrs. Alchemists themselves do not often appear on the battlefield, but their products often do. These products (elixirs, tinctures, dusts, powders, gases, solutions, and other compounds) can be employed by scouts, soldiers, and heroes during battles. In practice, the great expense of producing alchemicals, and their short shelf life, limit their availability. In combat, these scarce resources are usually distributed only to key personnel with special missions, or to nobles, heroes, and generals of particular importance to the preservation of the state. In times of war, all alchemists are assigned to the support roles with various military units. In times of peace, all but a few staff military and state alchemists are permitted to pursue private trade in their wares. Most of the products sold to the citizenry are modest and unambiguously beneficial in nature, like herbal potions and love philtres. Alchemists are forbidden by law to sell alchemical compounds with military applications (ie, poisons, Greek Fire, etc.) to private citizens without license from the state, academy, or guild, but such trade is lucrative for alchemists, and the law is loosely enforced. Adventurers and criminals with ready cash generally have no trouble finding an alchemist who'll provide alchemicals to order. Alchemists are either entrepreneurs or scholars by temperament. As entrepreneurs they produce what their clientele requires, and try to produce it cheaply and sell it dearly. Such men rarely seek adventure except where there is a profit, and even then would prefer to hire someone else for the dangerous stuff. As scholars they tend to be colorful, flaky crackpots, searching for mythical alchemical processes for transmuting lead to gold or for making flesh transparent (both considered impossible by sorcery experts). They spend most of their time in labs breathing poisonous fumes and heating volatile fluids over open flames, or in traveling to the ends of the earth to pursue the esoteric mysteries of alchemy.

The Outlawed Magicks: Necromancy and Demonology

Necromancy:

Most cults of the Old World prohibit summoning, command, or binding of the Spirit after the death of the Flesh, except by the agency of a cult priest, where the consent of the deity is presumed. Further, most Old World cults prohibit the animation of the Flesh without the unity with the Spirit vouchsafed unto that Flesh by the gods at that being's birth. These strictures usually interpreted to include prohibition against animation of artificial creatures of Flesh, such as golems, as well as animation of corpses of beings abandoned by the Spirit at death. Thus, while the Old World cults have grudgingly accepted the legalization of sorcerous practices, it is doubtful that they will ever accept legalization of necromancy. Further, historically, necromancy is associated in the minds of Old Worlders with undead armies and ruthless conquering invaders. Apart from cult proscriptions against the Walking Dead, horror and disgust at the prospect of combat with skeletons and corpses prevent Old Worlders from conceiving of Necromancy other than as an evil practice. Nonetheless,

over the protests of the cults, a number of Old World sovereigns have granted charters for limited study and practice of necromancy under the careful scrutiny of the Magick Guilds, the academies, and the state. The rationale is that, in order to protect oneself from necromancy, one must understand its technologies, and must be prepared to turn them against those who would abuse them. Only a handful of chartered Necromancers may be found in a given country, and most of low rank. Such are generally performing research with an academy or guild, or serving as advisors and support personnel in the military. These Necromancers usually appear in public under assumed names and identities, because of cult and public hatred and fear of Necromancers. When assigned missions by guild, academy or state, they often pose as travelers, adventurers and explorers. Most are trained in another sorcerous discipline, and able to present themselves as wizards, elementalists, or other professionals to outsiders. The grim nature of their profession has made sanctioned Necromancers a particularly serious and dedicated breed. They abhor the abuses of the Necromantic arts all the more for their intimacy with their methods, and pursue evil Necromancers with a ruthless fanaticism. No one knows how many Necromancers practice outside the law in the Old World. There are believed to be several secret orders of Necromancers (eg, The Dead Man's Taper). Legends suggest that the oldest and most powerful living sorcerers in the Old World are ancient High and Dark Elvish Necromancers who have used their arcane arts to preserve Flesh and Spirit, perhaps for as long as four or five thousand years. Certainly most of these sorcerers would be considered evil by most decent folk -- though to judge a 4000-year-old High Elvish Necromancer by the standards of a normal mortal might be a doubtful enterprise.

Daemonology:

Most Old World cults maintain that communication, negotiation, and worship of daemons in any form is evil, and in most Old World nations, the practice of Daemonology is a capital crime. Historically, daemon cultists which worship the Four Great Powers of Chaos (Tzeentch, Nurgle, Khorne, and Slaanesh) -- not daemonic sorcerers -- are responsible for daemonology's evil reputation. Though from a human perspective most daemons are apparently either individually evil or aligned with evil divine masters, many independent daemonic entities are neutral or even benign in nature. Properly used, the term "daemon" simply means "lesser spirits", beings of an aethyrial nature which are more powerful than man, but too weak to be considered "divine" powers. Several academies have received charters sanctioning limited study and practice of daemon conjuration. In some academies the charters have been kept secret; in others the charters are conditional on the supervision of cooperating cult authorities. Presently most charters are limited to the summoning of daemons for research and historical purposes. Cult objections make battlefield roles for daemonologists unlikely in the foreseeable future, except against monstrous or Chaotic armies. Guilds and academies also approve the loan of expert daemonologists for various state and private enterprises.

GM Note: Though Necromancers and Daemonologists often conceal their identities from the public, player character Necromancers and Daemonologists should generally be recognized as such by their fellow party members. Concealing identity and abilities from other players is impractical in session play, and even with experienced players may lead to distrust and paranoia which intereferes with cooperative play.

"What is Magic Anyway?": Representative Notions of Sorcery

Farmer: It goes on over at the shrine...what the priest does. And...I suppose you'd say it's what witches do...spells and curses and all. My brother bought a love charm from a hedgewizard once. A wizard came through here last fall and made a color show for the fair. Is that what you mean?

Crusty Village Elder: The whole world is magic, boy. Everything in it is magic. But you mean who does magic tricks and how, don't you? Well, here the only magic we see comes from the priests...healing, curing disease, breaking the drought, and so on. All that magic comes from the gods -- the priests tell you so, though the way they stand around looking for congratulations and gifts, you'd think they'd done all the work. The priests tell you that witches are evil devil worshippers, and there's something to that, but lots of hedgewizards are right as rain, and there's no call lumping them in with the crones.

Worldly Citizen, Small City: Magic? It's that...that...eethur stuff or something, isn't it? Cousin's a grenadier, guards the wizards when they go on maneuver. Tried to explain it to me...something about igniting the aethyr with incantations, and commanding elementals and stuff. Too much for me, mate. Damned if I know

what the priests do, blessing the walls and such...could be that eethur stuff, but they keep it a big secret, lots of mumbo-jumbo, so they can dazzle the ploughboys.

Priest of Sigmar: Magic is the nature of the world, and all that is in it. Every being, from the least maggot to the Great Sigmar, is a being of wonder and magic. But, sadly, magic is not of itself a good thing; much that men wonder at as... magical... is profoundly evil. There are many Great Powers -- Ulric, Manaen, Shallya, the Earth Mother, the Daemon Princes -- all with great magical powers, all who are willing to share their powers with their followers... for a price. Which are good? Which are evil? How shall man judge, insignificant and foolish as he is? I cannot say, not for another man, but I say, look on their works, and the works of their followers, and judge in your heart. I have chosen to serve Sigmar, because, as mighty as he is, he still remembers that he was a man, and he looks upon men with compassion and forgiveness, and knows their troubles, and would share them. Sigmar is strong, yes, but I choose him not because he is strong, but because he is right. That is the question of the nature of magic -- do not ask of its power, but ask what it serves -- good, or evil?

Prosperous Burgher: You're serious?... Oh, you mean, what is it, philosophically speaking. Power, my boy, power of the aethyr. Wizards and priests channel power from the elements and make it do work for them. Priests had a monopoly on it for centuries, and used it to keep the people in line. Now the Colleges are turning out solid journeymen who work magic like it was wood or leather. Prices are still pretty steep, but a man with a little money can own a magic trinket all his own -- something only a bishop or king could have owned just half a century ago. Now, that's progress, young man.

College Student: Aethyr is the fifth element, the element of pure energy without substance. It occupies no space, but is everywhere. It has no substance, but all substance is in some way linked with it. All cult and sorcerous magic depends on the manipulation of aethyr, and through aethyr, the other four elements. Cult magicians do not manipulate the aethyr directly, but through the agency of their divine patrons, who are themselves primarily of an aethyrial nature. Sorcerors manipulate the aethyr directly, through arcane incantation and symbol, or manipulate aethyrial beings who in turn manipulate the aethyr and other elements... Of course, this is all a lot of blather right now, as far as I understand. The stuff my profs talk about... well, a lot of it goes right over my head, I admit.

Sorcerors and Chaos

Historically human cultures have forbidden the study and practice of Chaos magicks. Spellcasters popularly known as "Chaos sorcerors" are not sorcerors, in fact, but Divine spellcasters -- Chaos priests and heroes whose magickal powers derive from their association with various Powers of Chaos and subordinate daemonic powers. Nonetheless, the Old Slann and Dark Elven sorcerous traditions are thought to have embraced Chaos magicks, and the Skaven's magickal-alchemical harnessing of the energies of Warpstone are well-documented. Further, studies of Warpstone and its alchemical and mutational properties are permitted on a limited basis in the academies and guild, and practiced illegally in secret by Chaos cultists and reckless, unprincipled sorcerous researchers. Thus the seductive and corrupting influences of Chaos must be recognized as a constant threat to the high principles of the sanctioned Old World sorcerous academies and guilds. All recognized Old World sorcerous guilds and academies prohibit all experimentation with Chaos magicks. Warpstone sorceries may be studied and practiced only under the strict supervision. In principle the guilds and academies have pledged full support of all state and cult campaigns to fight the encroachments of Chaos; in practice, sorcerous organizations fight Chaos through two major channels. The primary channel is through magickal support units and support personnel trained and attached to most Old World military forces when on campaign against Chaos enemies. A secondary but crucial alternative channel is through the private investigatory and policing functions of the individual guilds and academies. The sorcerous disciplines have made much of their ability to police their own ranks and eliminate any taint of Chaos in overzealous and unprincipled researchers. At the behest of local rulers and cult leaders, guilds and academies also dispatch specialists to deal with enigmatic reports of mutant, Beastman, Skaven, Daemonic, or Chaos cult activities.

GM Note: Even though most academic sorcerors privately acknowledge that all magick power is derived ultimately from the Sea of Chaos that lies beyond the material world, the universal fear and loathing directed at Chaotic beings and their hateful, destructive natures makes it unwise to openly acknowledge Chaos as the foundation of sorcerous magick. Instead, sorcerors refer to aethyr, the magickal energy component present in abundance in Chaos, as the source of magick power manifested in sorcerous practices.

Notes on Diverse and Sundry Aspects of Magick in the Warhammer Universe

Universal Principles of Warhammer Magick

Substance, Aethyr, and Magickal Abilities:

All substance has an associated personality, an aethyrial presence which is its magickal essence. Non-living material, plants, and animals have personalities, but these personalities are generally not self-aware (exceptions include ents, totemic animals, and elemental beings). Intelligent beings (including, but not limited to, humans, dwarves, elves, goblins, lizardmen, pixies, daemons, and gods) have self-aware personalities. Some intelligent beings (ie, sorcerors, spirits, and daemons) are capable of manipulating the aethyr to produce magickal effects. Other intelligent beings (ie, cult priests, druids, most Chaos cultists and mutants) cannot produce magickal effects themselves, but can call upon more powerful patrons to produce the magickal effects on request. Some scholars theorize that all intelligent, self-aware beings have the innate capacity to produce magick effects, while others believe that cultural and inherited factors limit and determine an individual's ability to work magick..Runes and Lingua

Praestantia: Most magickal effects are produced through an inherent or acquired mastery of lingua praestantia and its related written form, Runes. Exceptions include Chaos mutations and other magickal effects produced by Warpstone.

Divine Magicks

The Old Faith: Druids and Worshippers of the Earth Mother: Druids, the initiates and priests of this incomprehensibly ancient cult, have access to impressive but enigmatic magickal powers, primarily associated with nature and natural forces. Magickal abilities peculiar to this cult include communication and influence with plants and animals, with elemental beings and their manifestations in weather and geological forces, and with phenomena associated with the sun, moon, stars, and other heavenly bodies. Many of these magickal abilities have been incorrectly identified with witchcraft in the teachings of Old World cults, so druids are widely regarded with suspicion and distrust.

The Young Gods: Priests and Followers of the Numerous Old World Cults: Initiates and priests of the various Old World cults are granted various magickal powers by the deities known as the Young Gods, the righteous offspring of the Earth Mother. (*In the Empire, the most commonly worshipped Young Gods are Manann, Morr, Myrmidia, Ranald, Shallya, Taal and Rhya, Ulric, Verena, and Sigmar; in other nations, other Young Gods are more prominent.*) In general, priests and initiates of the Young Gods share a variety of common magickal abilities, usually associated with worship and sacred ground, protection of cult followers, health and healing, and augury and prophecy. Each cult also has its share of spells and rituals peculiar to its own goals and beliefs.

The Dark Children: Priest and Followers of Outlawed Cults: Two divine offspring of the Earth Mother are regarded as depraved renegade gods. Hecate and her worshippers, known as the Dark Druids, are responsible for most magickal practices regarded as witchcraft. The worship of Khaine, the god of Homicidal Mania and Immortal Madness, is the source of necromantic magicks which summon insane immortal spirits from beyond the void to serve Khaine's implacable hatred for his brothers and sisters, the Young Gods, for his mother, the Earth Mother, and for all living things that they hold dear. (Necromantic instability, the ebb and flow of magickal energies sustaining necromantic manifestations, is a phenomenon limited to the divine necromancies of Khaine, caused by the unstable nature of magickal links through Chaos from Khaine's shadowrealm, the Realm of the Raving Dead, to the Mundane World.)

The Gods of Chaos: The Gods of Chaos gained access to the Warhammer World as a result of the collapse of Warp Gates of Old Slannish design. The most prominent Chaos Gods are the Four Great Powers: Khorne, Nurgle, Tzeentch, Slaanesh. Lesser Powers of Chaos include Malal, Zuvassin, Necoho, Alluminas, Arianka, and Solkan. These beings are known to Warhammer's inhabitants as the rulers of shadowrealms beyond the void. As a result of the collapse of the Warp Gates, these beings and their fiendish minions have been able to enter Warhammer and transform vast regions of the world (the Northern and Southern Chaos Wastes) into incoherent images of their own Shadowrealms of Chaos. The magickal

powers granted to their followers are fearsome and horrible. The Gods of Chaos generally care little for the fates of the mortals that follow them; their worshippers are typically deranged by a lust for limitless power, unknowable wisdom, unrestrained pleasures, immortality, or other experiences beyond those of mortal men.

GM Note: Some divine scholars have divided the Gods of Chaos into two groups, the Gods of Law and the Gods of Chaos. The distinction is made commonly in the ethical teachings of the cults, but sorcerers avoid this misleading dichotomy, noting that all of these gods have entered Warhammer from Chaos, and are Chaotic in nature and substance.

The Material Universe: Warhammer is only a minor world in a vast universe of other worlds. The sun, the moons, and the planets known to astronomers, as well as the myriad stars of the night sky, are other worlds, unimaginably distant from Warhammer, and populated with their own gods, daemons, spirits, and other more modest living creatures. About these other worlds little is known, because between our world and these distant worlds lies the Great Darkness, an illimitable region empty of all elemental matter save Darkness (one of the varied forms of Elemental Air). Because of the lack of elements essential to life in this region, no mundane beings can travel through the Great Darkness without special vehicles currently unknown to Old World science or sorcery. Gods, daemons, dragons, spirits, and other aethyrial beings are undaunted by the lack of elemental sustenance, but the vast distances involved discourage even the most intrepid magickal travelers. The Old Slann were known to have voyaged across the width and breadth of this Sea of Darkness, but the secrets of their magickal transports are lost to Old World cultures.

The Chaos Universe: Another universe, accessible only by magickal means, that lies beyond our own. This universe, also known as the Void, or Warp Space, exists everywhere coextensive with our material universe, and it may be entered or exited from any point in our universe. Chaos itself is a region without time or space, inhabited by lost souls, wandering daemons, and beings too bizarre to imagine. An aethyrial barrier called the Void Boundary forms the border between the Mundane World and Chaos. Magickal beings like gods, daemons, dragons, etc., may have abilities which permit them to travel and communicate across this boundary with little difficulty. Humans and other Warhammer peoples can only travel or communicate into and through Chaos through magick effects.

GM Note: Because of the negative associations attached to the term 'chaos' by cult scholars, sorcerers publically prefer the use of the term 'void' to refer to the Chaos Universe. "Void" specifically refers to the lack of structured material substance in Chaos, as contrasted with the substantial worlds of the Material Universe. The clumsy and illogical technical uses of terms like 'chaos' and 'void' may often appear confusing and contradictory, but in practice, scholars understand one another clearly in these matters.

The Shadowrealms: Beyond the boundary of the Void lie innumerable shadowrealms. Some shadowrealms appear to be substantial worlds like Warhammer, but populated with different species and ruled by different gods or laws of nature. Other shadowrealms are aethyrial worlds where the laws of magick rule, such as the various dominions of the Great Powers of Chaos, the Afterworlds of the Young Gods, and the myriad fantasy and nightmare worlds visited by Warhammer folk in their dreams. We know of the existence of these shadowrealms from legends of the Old Slann, who are believed to have been able to navigate through the Void to these other worlds, and from the often unreliable and obscure pronouncements of various daemons and Warhammer gods. Throughout history there are numerous legends of sorcerers, divines, heroes, and magickal beings making journeys to various shadowrealms. The most common tales deal with journeys to the various Afterworlds (see below). Other common tales deal with journeys to the abodes of the Young Gods and the Gods of Chaos, and with Heroquests in strange universes, designed to test the virtue and prowess of divine candidates for sainthood and godhood.

There are also tales of travels to a strange universe known as The Dark Future, a grim world of violent men, fleet machines, and marvelous engines of death, and of an even-more-distant universe called the Imperium, where an Eternal Emperor has sat upon the Golden Throne of Earth for ten million years, where travel across the Great Darkness is a commonplace, and where the races of Man, Dwarf, Elf, Halfling, and Orc battle endlessly for control of world without number. Access to these shadowrealms is almost impossibly difficult, involving a perilous voyage through the Void, and requiring arcane navigation and rare magickal devices of transport. Nonetheless, from various sources it is apparent that such voyages are possible, and the rewards of knowledge and arcane power are inducement enough to brave the risks.

The Afterworlds: According to most Old World cult doctrines, after the death of the Body, the Soul is severed from the Body, but lingers nearby in the Void for less than an hour, then departs for one of the

Afterworlds. Most Warhammer cults offer their own unique Afterworld. The cult membership of a being at its death determines which Afterworld the Soul travels to. The Afterworlds themselves are shadowrealms located beyond the Void, in universes not normally accessible from our universe, so the Soul normally is guided across the Void to the Afterworld by a Divine messenger (commonly known as Angels or Spirit Guides). Warhammer cults typically offer their followers the prospect of reincarnation with a new body and a new identity after a comfortable period of rest and reward in the Afterworld. The nature of the period of rest and reward, the physical aspects of the Afterworld, and the conditions and form of reincarnation vary according to the different promises made by the various Warhammer gods to their cult followers.

GM Note: The belief of Warhammer peoples in Afterworlds and Reincarnation has not been established as fact. Some cults insist that Souls lose their identities immediately after death and become no more than indistinguishable elements in the Sea of Souls (a common cult term for the Chaos universe). However, there is abundant, persuasive evidence that at least some Souls retain their identities after death, as is best indicated by the small but significant number of individuals -- many of great historic importance -- who recall the past material and spiritual experiences of their lives. The cults point to these well-documented and studied cases as proof of their doctrine. The scholars of the Academies and Magick Guild are more cautious, insisting that these few cases cannot prove the more general doctrine that all individuals go to their reward in the Afterworld, and are subsequently reincarnated in a new life.

The Realm of the Raving Dead: Unlike other cults, the cult of the Khaine promises eternal continuance of personal identity, but offers no prospect of renewal of life. All Khaine cultists, and some beings who die without a cult commitment, are borne by Spectres to the Realm of the Raving Dead, Shadowrealm of Khaine, and the source of divine necromantic magicks. Here those Souls who deny death retain a vague, bitter, and cheerless existence -- but one, nonetheless, preferable to them over the loss of identity associated with reincarnation. Inhabitants of this Afterworld are scornful and bitter toward those living beings foolish enough to accept cult promises of reincarnation, which may partially explain the vigorous glee with which they slaughter the earthbound when summoned as Undead Warriors by Necromancers. (As noted above, it is these Undead from the Realm of the Raving Dead that are associated with the principle of Instability, as a result of the unstable magickal links to Warhammer World from the Afterworld through the Void. Sorcerous Necromancy, a discipline that primarily animates fleshly artifacts, and binds spirits not yet summoned to the Afterworlds to deceased and artificial bodily hosts, is not subject to the forces of Instability.)

Lesser and Greater Spirits: Lesser and Greater Spirit include all immortal aethyrial beings of magickal power too modest to be called "divine," and too powerful to be simply "mortal." These beings include elemental spirits, daemons, ancient rural and wilderness spirits, and divine servants.

Non-Divine Magickal Creatures: Non-divine magickal creatures are beings of combined elemental and aethyrial substance where the earthly component is predominant. Typically these beings are mortal, unlike Lesser and Greater Spirits, though they often possess substantial magickal abilities. Dragonkind, fimir, giants, trolls, and ogres are example of such beings.

Slannish Warp Gates and Portals: An ancient race called the Old Slann were master sorcerors and enchanters. Among the relics of their culture are magickal Warp Gates and Portals which permit access across the Void Boundary into the Void and beyond. The presence of a few gates and portals is well-known through legend and ancient manuscript, but the actual locations of such passages to the void are closely-guarded secrets of the guilds and master sorcerors. Scholars speculate that there may be many other gates and portals awaiting discovery.

Warpstone and Warp Dust: A great quantity of aethyrial matter entered the Material World through the cataclysmic collapse of the old Warp Gates at the North and South Poles. This aethyrial matter manifests itself on this plane as the coarse, frothy, dense, metallic stone called Warpstone and the finer powdery substance called Warp Dust. These materials are the source of immense magickal power, and as such are prized by alchemists and sorcerors. However, living beings in close proximity to these substances are subject to mutations -- a Chaotic derangement of normal bodily structures and functions. By law the collection, purchase, or possession of Warpstone or Warp Dust is limited to those licensed by magick guild, academy, and sovereign to practice and experiment with such materials, though the high prices these substances command guarantee a healthy black market trade in them.

Mutants and Mutations: Creatures tainted with Chaos, either as a result of exposure to Warpstone or Warp Dust, or through the agency of the Chaos cults, are subject to abnormal physical, mental, and magickal developments called mutations. Some mutations produce magickal abilities of a nature similar to divine magicks; others produce unique and horrible magickal effects unlike any known in divine or sorcerous magick.

Chaos Magicks: The Gods of Chaos grant magickal powers to their followers, in much the same way that the Earth Mother and Young Gods grant their followers magickal spells and rituals. However, the spells and rituals of the Chaos cults are endlessly various, and often repulsive, irrational, and senselessly cruel and destructive in nature.

Skaven Magicks: The Skaven, or Chaos Ratmen, as they are popularly known, are masters of a type of sorcery that specializes in alchemical-magickal applications of Warpstone and Warp Dust. Their devices, like Plague Censers and Poison Wind Globes, produce deadly battlefield magickal effects.

Battle Magicks: Large-scale battlefield magick effects are produced by elaborate, expensive, time-consuming rituals that have little in common with the small-scale spells and rituals described in this volume. The Battle Magick disciplines are very conservative, deriving from battlefield sorceries first practiced millenia ago in the Elf and Dwarf Wars. Modern Battle Magic rituals are for the most part unchanged from ancient times, though research and experimentation with new effects and procedures continue on a limited basis at most academies.

GM Note: By analogy, Warhammer Fantasy Roleplay spells and rituals correspond to the small arms of modern warfare, while Warhammer Fantasy Battle spells are equivalent to exotic chemical, biological, and nuclear weaponry available only to powerful nations with vast military budgets and advanced technical expertise. As such, Warhammer Fantasy Battle spells are of a technology too sophisticated and expensive for use by individuals or private organizations, and their practices are by law restricted to use by the military under the command of a nation's sovereign. In short, though Fantasy Roleplay and Fantasy Battle magicks are derived from similar principles, the exaggerated scale of Battle Magicks precludes their inclusion in Warhammer Fantasy Roleplay.

Chaos Wastes: At the North and South Poles of Warhammer World are regions where the substance of Chaos has invaded the Material World through the collapsed Warp Gates. Here the laws and forces of nature, the land, sea, and sky, have been warped into unstable nightmare parodies of normal landscapes, populated by grotesque caricatures of normal lifeforms. In these nightmare landscapes the forces of the Gods of Chaos have been engaged in ceaseless warfare for centuries, for reasons incomprehensible to sane mortals.

Chapter 2a: Basic Terms and Rules

Terms and Standard Conventions

Mastery Level: Within the advanced sorcerous careers are different Mastery Levels, according to the level of spells that a character is qualified to cast. For example, the War Wizard career has four Mastery Levels, One-Four, with Mastery Level Four being the highest level of skill, permitting the casting of the most powerful spells.

Rank (also Degree): Terms indicating a sorcerer's level of proficiency as recognized by the magick guilds and academies. "Hedgewizard" and "Academic Apprentice" are the lowest levels of proficiency, and accounted roughly equivalent. "First Rank," "Second Rank," "Third Rank," and "Fourth Rank" correspond to an advanced sorcerer's Mastery Level (see above). The term "degree" is used almost interchangeably. In formal circumstances, a sorcerer is usually addressed by his rank -- for instance, Hedgewizard Heinrich of Ulm, or Elementalist Third Rank Gustaphus Adolphus.

Magick Points (MP): A measure of potential magickal energy. The Warhammer sorcerer's term for this is "Magick Potential."

Basic Magick Point Score (BMP): A measure of a being's potential for creating magick effects. The Warhammer sorcerer's technical term for this is "Basal Magick Potential". In game terms, BMP is a character's total magick point score when not depleted by expenditures for spellcasting or production of other magickal effects. Listed as the final score in a Character Profile.

Current Magick Point Score (CMP): A measure of a being's reduced magick potential as a result of expending energy to produce magickal effects. The Warhammer sorcerer's technical term for this is

"Curtailed Magick Potential". In game terms, CMP is a character's BMP score minus any points expended to produce magical effects.

GM Note: Warhammer Roleplay characters refer to "Magic Potential," "Basal Magick Potential," and Curtailed Magic Potential". Gamemasters and players refer to "Magick Points," "Basic Magick Point Score," and "Current Magick Point Score" -- game mechanics terms.

Range: The maximum distance between a caster and the location or subject where a magickal effect may be cast OR the being or object that must be touched by the caster in order to produce the magickal effect.

Casting: A casting is a procedure for creating magic effect. The term includes spells and rituals, whether cast by a sorcerer or alchemist, or from an enchanted artifact. A casting is the combination of an enchanted rune focus, spoken words, and mental concentration used by a sorcerer or alchemist to produce a magickal effect. (Magickal effects produced by magickal artifacts, but which are not spells or rituals, and magick effect caused by inherently magickal beings, are not generally referred to as castings.)

Spell: A magickal effect produced by a sorcerer which can be cast in a single round.

Ritual: A magickal effect produced by a sorcerer which requires more than one round to cast (typically 1d6+3 rounds).

Alchemical Compound: An alchemical preparation which produces magickal effects. Alchemical compounds include reagents which contribute the arcane energy necessary to produce the magickal effects, and therefore do not draw from the user's reservoirs of magickal potential.

Formula (plural: formulae): The procedures and ingredients necessary to produce an alchemical compound (ie, a recipe for an alchemical compound).

Reagents: Alchemical products, concentrated and refined from substances with magickal properties, used in spells, rituals, and enchantments, and in the manufacture of alchemical compounds.

Magickal Artifact: An enchanted object that produces a magickal effect.

Magickal Effect: Unless otherwise specified, references assume that the term "magickal effect" usually includes the effects of spells, rituals, and magickal artifacts alike.

Active and Inactive Magickal Effects: A spell, ritual, or magickal artifact that is currently producing a magickal effect causes an "active magickal effect" that may be perceptible to an outside observer using the Sense Magick skill. Any being or magickal artifact that is capable of producing a magickal effect, but which is not currently producing a magickal effect, causes only an "inactive magickal effect," which ordinarily cannot be perceived by an observer without use of a Detect Magick spell or other spells, rituals, or magical devices with similar abilities.

Elemental Magick Effect: Magickal effects which affect the substantial world are called elemental effects. Such magickal effects do not normally permit a subject a test vs. Will Power to resist their effects. (See individual spell, ritual, and artifact descriptions for specifics.)

Mental Magick Effect: Magickal effects which affect the aethyrial world -- typically the mind of a subject -- are called mental effects. Such magickal effects often permit a subject a test vs. Will Power to resist their effects. (See individual spell, ritual, and artifact descriptions for specifics.)

Void Magick Effect: Magickal effects which affect the void or the boundary between the Material Realm and the void are called void effects. Such magickal effects do not normally permit a subject a test vs. Will Power to resist their effects. (See individual spell, ritual, and artifact descriptions for specifics.)

Spirit, Mind, Psyche: The aethyrial, insubstantial, magical component of a living being present in the Material Realm. A tenuous, non-substantial field of magical force extending as an irregular spheroid from the being's brain. (Living things without brains, such as plants, amoebae, and various monstrous creatures, extend roughly from their center of mass.) The size of the spheroid depends on the current strength of the being's personal reservoir of magickal force -- typically 5 yards or less in radius for non-spellcasters, considerably larger for spellcasters. (The Spirit has a spherical volume with a radius equal to 1 yard multiplied by the being's Base Magick Points Score.)

Soul: The aethyrial, insubstantial magickal component of a living being located in the Chaos Realm. The Soul in the Chaos Realm is anchored to the Mind of a Being in the Material Realm by an aethyrial link called the Animus. At death the Animus is severed and the Soul is set adrift in Chaos (also known as the Sea of Souls).

Animus: The aethyrial link between the Mind in the Material Realm and the Soul in the Chaos Realm.

Body: The elemental, substantial, mundane component of a living being. Plants and animals have substantial bodies, typically composed of plant or fleshy matter; many magickal beings have bodies of various elemental substances, or may assume bodily forms at will.

Focus: An object carved with the necessary runes for casting spells and rituals known by a sorcerer. The simplest form of enchanted artifact. Traditionally a wooden staff, but may be any object large enough to bear the appropriate runes.

The Chaos Realm (also The Void): A paraspatial domain dominated by aethyr, magickal energy without structure, and governed by the Laws of Chance and the Greater and Lesser Powers. Travel through this

domain requires magickal abilities available to daemons, divine beings, some spellcasters, and other magickal creatures.

The Void Boundary: An aethyrial barrier between the Material and Chaos Realms.

The Material Realm: The Real World. The world of matter and substance. Warhammer World.

Shadowrealms: The innumerable fantastic worlds that lie beyond the Void Barrier. These worlds may only be reached by magickal means, typically through sorcery or through the Gate artifacts of the Old Slann. The shadowrealms best known to Warhammer scholars are the Afterworlds of the various Divine Powers and the Shadowrealms of the Four Great Powers of Chaos.

Aethyr: The Magical Principle. Magickal Power. In the Material Realm, it appears as a scarce, all-pervasive intangible force, and as an extremely rare material form known as Warpstone or Warp dust. In the Void, and in the shadowrealms, aethyr is abundant and assumes an infinite variety of forms and manifestations.

Portal: An opening from the Material Realm into the Void.

Gate: A magickal tunnel from the Material Realm through the Void to another location. Gates may connect one location in the Material Realm with another, or may connect to another real world or shadowrealm.

GM Note: Portals and gates are artifacts of the Ancient Old Slann, and incomprehensible to modern sorcerors and scholars.

Vortex: A large rift in the boundary between the Void and the Material Realm.

Pinhole: A small vortex. May drain energy from shadowrealm beings, causing them to become insubstantial or to be sucked out of the Material Realm into the Void.

Spike: A surge of magickal energies into the Material Realm from the Void which may bloat shadowrealm entities with power, or may allow other shadowrealm creatures to enter the Material Realm.

Instability: The waxing and waning of the magickal power of certain shadowrealm entities caused by flux in the aethyrial energies of the Chaos Realm. Pinholes and spikes are the cause of this phenomenon.

Warhammer Fantasy World and Warhammer 40,000: Warhammer World is a tiny but insignificant planet in the Warhammer 40,000 universe. This world possesses a late medieval culture and technology, enhanced by a sophisticated understanding of sorcerous and divine magicks. Small though Warhammer Fantasy World may be against the background of Warhammer 40,000's galaxy-spanning Imperium, Warhammer Fantasy World is nonetheless at center stage for events of epic significance in the struggle between the Emperor and the Forces of Chaos, and in the ultimate renewal of hope for mankind as represented by the myth of the Star Child.

Magick Points

What Are Magick Points?

Magick Points (MP) are a measure of the quantity and quality of the magickal energy stored in a being's Spirit. All living beings have this magickal reservoir, though the amount of energy stored varies according to the creature and from individual to individual. (See the accompanying chart comparing the number of magick points possessed by various beings.)

Comparative MP Scale Chart for Divine and Mortal Spirits

GM Note: Magic Points are a game mechanics term. Warhammer folk don't go around talking about how many magic points their god has. This chart is just to give you some idea of the comparative scale of magick capacities possessed by various Warhammer entities.

The Earth Mother: 10,000,000,000 - 100,000,000,000 MP

Young Gods (children of Earth Mother, including Manann, Ulric, Sigmar, etc.), Gods of Law and Chaos: 1,000,000 - 10,000,000,000 MP

Greater Entities (Examples: Wisentlich, Demon Rulers, Godlings of Law and Chaos, 100 - 1,000,000 MP

Lesser Entities (Examples: Rural and Wilderness Spirits (Leshy, Vodyanoy, and other ancient spirits of Kislev), Totemic Animal and Plant Spirits (The Great Leopard, The Father Oak), some magickal beings like ancient treemen, fimir, giants, and dragons: 50 - 100 MP

Mortals (Examples: all plants, animals, humans, most magickal beings like unicorns, pixies, griffin, etc.): .001 - 50 MP (Typical humans have 5 MP or fewer. The least plant has .001 MP.)

Many magickal activities (spellcasting, rituals, use of magickal artifacts, etc.) require the expenditure of magickal energy. In spellcasting and rituals, the sorcerer generally must provide this energy from his own magical reservoir, temporarily reducing the amount of energy he has for producing further magickal effects. In game terms, this draining is measured in Magick Points subtracted from the character's current Magick

Point score. Magickal artifacts generally drain Magick Points from the user; exceptional items may draw power from spirits or daemons bound within them.

Sorcerors and Divine spellcasting characters need Magick Points to cast spells and produce other magical effects. Non-spellcasters need Magick Points to provide power for any magickal artifacts they may employ.

GM Note: Alchemists use Measures of Aethyr Salts, not Magick Points, to cast spells and rituals. See "Alchemists and Measures of Aethyr Salts below.

Determining Initial Magick Point Scores

The following reference shows how to determine the Magick Point scores of beginning characters:

Hedgewizard, Wizard's Apprentice, Druid, Initiate, Alchemist's Apprentice, and any other spellcasting career*: 1d4+4 MP.

All other non-spellcasting careers: roll d100 and consult the following chart:

01-50: 3 MP
51-75: 4 MP
76-90: 5 MP
91-96: 6 MP
97-99: 7 MP
00: 8 MP

* Note: Any new or variant careers that include spellcasting abilities should also receive 1d4+4 MP.

Revised Academic Basic Career Chart

This chart replaces the Academic Basic Career Chart on page 18 in WFRP for the purpose of determining a beginning character's basic career. Roll D100 according to character race

Human	Elf	Dwarf	Halfling	Career
01-05	01-05	01-10	01-10	Alchemist's Apprentice
06-10	06-10	11-15	11-20	Artisan's Apprentice
11-20	11-20	-	-	Druid
-	-	16-30	-	Engineer
21-25	-	31-35	21-25	Exciseman
26-30	21-25	-	26-35	Herbalist
31-35	26-30	-	-	Hypnotist
36-55	31-35	36-50	36-45	Initiate
56-60	36-40	51-55	46-55	Pharmacist
61-65	41-45	56-60	56-60	Physician's Student
66-70	46-50	61-65	61-70	Scribe
71-75	51-55	66-70	71-75	Seer
76-80	56-60	71-75	76-80	Student
81-85	61-65	76-90	81-90	Trader
86-95	66-85	91-95	91-95	Hedgewizard
96-00	86-00	96-00	96-00	Wizard's Apprentice

[Include in character creation or other reference sheets. Replaces Academic Basic Career Chart, WFRP p. 18.]

Increasing Magic Point Scores

When characters graduate from Basic Careers (Hedgewizard, Academic Apprentice, Alchemist Apprentice) to Advanced Careers (War Wizard, Elemental, Mentalist, Necromancer, Daemonologist, Alchemist), and as they graduate from one rank to another (ie, from 1st Rank War Wizard to 2nd Rank War Wizard), their Magic Point scores increase.

The following chart summarizes the increases in magic points earned by characters as they graduate from Basic Careers or to higher Ranks within an Advanced Career:

Magic Point Increase Chart

Career Graduation Magic Points Gained
Humans and Elves:
From Hedgewizard or Academic Apprentice
to an Advanced Sorcerer Career 2d4+8 MP

To a Higher Rank within an Advanced
Sorcerer Career 2d4+4 MP

From Alchemist's Apprentice
to the Advanced Alchemist Career none

To a Higher Rank within The Advanced
Alchemist Career none

Dwarves and Halflings:
From Hedgewizard or Academic Apprentice
to an Advanced Sorcerer Career 2d4+4 MP

To a Higher Rank within an Advanced
Sorcerer Career 1d4+4 MP

From Alchemist's Apprentice
to the Advanced Alchemist Career none

To a Higher Rank within The Advanced
Alchemist Career none

GM Notes: As indicated in the chart, Dwarves and Halflings have limited potential for increasing their command of magickal powers, and therefore are typically less successful as sorcerors than Humans and Elves. There are no magick point increases for characters graduating from an Advanced Sorcery Career to the Runemaster Advanced Career.

Basic Magic Point Scores on the WFRP Character Profile

For ease of reference, the character's BMP Score has been added to the Warhammer Character Profile. For example, here's the Standard Profile for a human:

M	WS	BS	S	T	W	I	A	Dex	LD	Int	CI	WP	Fel	MP
4	33	25	3	3	7	30	1	29	29	29	29	29	29	3

As a sorcerer or alchemist's BMP Score is increased by graduation to an Advanced Career or to a higher rank within an Advanced Career, record the increases on the character's current Character Profile.

Recovering Magick Points

Expending Magick Points only temporarily depletes a character's magickal reservoirs.

All characters naturally recover one MP per 24-hour period as their Spirits gradually absorb aethyrial energy from their surroundings.

All characters with the Meditation skill may recover Magick Points at the rate of one point per 1d6 game turns (see "Skills" in WFRP). Hedgewizards and Academic Apprentices learn this skill as one of the first steps in their sorcerous education.

All cult members in good standing may be restored to full BMP Score by worshipping for 24 hours upon sacred ground dedicated to their cult. (See Divine Magick.)

Other magickal phenomena (i.e., magickal artifacts, divine miracles, power-tapping spells) may also restore expended Magick Points.

Note that no character may exceed his Basic Magick Point Score by any of these methods of recovering magick points, unless expressly stated otherwise in the rules, in rules supplements, or by the gamemaster's ruling.

Sources of Sorcerous Magick Effects

The following sources of Warhammer Fantasy Roleplay magickal effects are treated in Realm of Sorcerous Magick: spells, ritual, enchanted artifacts, and alchemical compounds. The other main source of Warhammer Fantasy Roleplay magickal effects -- divine spells, rituals, and artifacts -- is treated in the companion volume Realm of Divine Magick.

Spells and Rituals

Spells and rituals are processes employing Word, Rune, and Mental Focus to shape arcane energy drawn from the Void or alchemical reagents into specific structured magick effects. The elaborate physical and aethyrial procedures of spell- and ritual-casting are designed to evoke an effective arcane utterance similar to the language of the gods, *lingua praestantia*.

Spells are simpler magickal effects, generally of more modest power and duration, which may be evoked and effected in a single game round. Spells generally require no more than a clear mind, an unhindered voice, and a single physical prop (the spellcaster's focus, bearing the Rune of Wizardry and other runes associated with the spells he knows).

Rituals are relatively more complex magickal effects, typically of greater power and longer duration, which usually require several rounds for completion. Rituals often require a consumption of rare and expensive materials with magickal properties, detailed and time-consuming preparations (i.e., censers, pentagrams, ritual arrangement and offerings of exotic wards and/or gifts, etc.), and precise execution of elaborate ritual gestures, posturings, and invocations.

Casting Spells and Rituals

To cast a spell or ritual, a spellcaster must possess the Cast Spell/Ritual skill matching the discipline and rank of the spell or ritual to be cast. He must know the spell or ritual (see "Learning Spells and Rituals" below), and must expend the number of Magic Points required. He must also provide any necessary reagents or trappings required. Magic Points, reagents, and trappings required for each spell or ritual are listed in the spell or ritual descriptions in Chapters ??-??.

GM Note: See "Scrolls," page ??, for exceptions. Alchemists expend Measures of Aethyr Salt, rather than Magick Points; see below.

Casting a spell or ritual requires that the three Primary Disciplines -- the Words, the Runes, and the Archetypes -- be applied to the arcane energies used to produce magickal effects. As such, a caster, must be able to speak the appropriate Words, must be in flesh contact with the appropriate Runes inscribed upon his focus (see below), and must be able to mentally concentrate on the appropriate symbolic Archetypes. Anything which interferes with speaking the Words, touching the Runes, or concentrating on the Archetypes may prevent the casting of a spell or ritual.

While a spellcaster is casting a spell or ritual, he may perform no other action. During casting a spellcaster is considered to be prone for the purposes of attacks (ie, hit automatically and double damage). If the casting is interrupted for any reason (ie, if the caster is successfully attacked, or if he voluntarily interrupts a casting to parry a blow), the spell or ritual is spoiled, and no magical effect is achieved, though the Magic Points for casting the spell or ritual are still expended in the failed attempt.

Casting a spell takes 1 round. Casting a ritual requires several rounds (typically 1d6+3 rounds).

GM Note: In some games it is possible to gain incremental increases in magickal benefits by casting a spell several times in a row and adding the bonuses as a sum. This is commonly called "spell-stacking." Spell-stacking is not permitted in Warhammer Fantasy Roleplay.

Example 1: The Toughen Flesh spell increases the subject's Toughness by 1. Casting two Toughen Flesh spells on a subject does not increase the subject's Toughness by 2 -- the subject's Toughness may only be increased by 1 point with this spell.

Example 2: The Enchant Lesser Weapon Ritual gives a weapon a +1 bonus to damage for the duration of the magick effect. Casting two Enchant Lesser Weapon Rituals upon a weapon does not give the weapon a +2 bonus to damage -- a maximum of a +1 bonus to damage is possible with this ritual.

Initiative Penalty for Creating Magic Effects

Spell, ritual, and artifact magic effects occur within a round at their caster's (or activator's, in the case of an artifact) Initiative with a -30 penalty. That is, creating magic effects must be done carefully and deliberately, making spellcasters and users of magickal artifacts a little slower than those relying on purely physical actions.

In practice, this means that those without magickal resources have at least some chance to defend themselves when confronted in a melee by those with magickal abilities.

Example: Gruesome Gustave, a hapless adventurer, turns the corner and finds himself confronted by Harktnad Beastspawn, a professional spellcaster and Servant of Chaos. Gus's Initiative is 30, Harktnad's Initiative is 45. Gus, a sitting duck for magick, is a dead man if Harktnad's spell gets him, but Harktnad can either cast the spell at Initiative 15, giving Gus a chance to bash him and spoil the spell, or Harktnad can whack at Gus with his staff, engaging Gus in a physical melee. Tough choice for Harktnad, but since Harktnad and his spellcasting abilities could murder Gus without getting his robe dirty, we don't have much sympathy for Harktnad.)

Sorcerer's Focus and Rune Engravings

A sorcerer's focus is a simple enchanted artifact carrying engravings of the sorcerer's Identity and Wizardry runes, along with any runes for spells or rituals he knows. The sorcerer's Identity rune must have been Powerlinked (see the Powerlink Petty Ritual description on page ??) with the sorcerer, or the focus will not function. Without a functioning focus in hand, a sorcerer cannot cast a spell or ritual. Since the Runecraft skill is required to successfully engrave runes into a focus, a beginning hedgewizard or academic apprentice is assisted by a Second Rank sorcerer (typically his master) in creating his first focus. This first focus is included in a beginning Hedgewizard or Academic Apprentice's trappings.

A sorcerer may engage any Second Rank sorcerer in creating extra focuses for the cost of 50GC per focus. (A beginning sorcerer may also receive an extra focus as part of his trappings.)

Improvised Focus: If a sorcerer's focus is stolen or destroyed, a sorcerer with the Runecraft skill can make an improvised focus by carving the appropriate runes in any piece of wood. An improvised focus bears only the runes necessary for the casting of a single spell or ritual, and when that spell or ritual has been cast one time, the magickal channeling potential of that improvised focus is exhausted, and may longer serves as a focus. Carving the appropriate runes into an improvised focus requires 10 minutes. Test vs. the sorcerer's Runecraft skill. If failed, the rune carvings are discovered to be flawed, and the improvised focus is useless. If passed, the improvised focus is suitable for the casting of the single spell or ritual for which runes have been carved into it.

A sorcerer without the Runecraft skill does know the Identity rune, and has some chance of properly executing it on an improvised focus, but also has a good chance of botching the engraving, and is likely not to recognize when the engraving is botched. Test vs. the sorcerer's Dexterity -20. If failed, the carvings are discovered to be flawed. If failed by 30 points or more, the flaws in the engraving are not recognized, and using the focus may result in a Major Disaster (see chart in Runemastery, page ??.)

[[Warning! Chapter One Sidebar/Essay/Graphic Presentation of Runes in sorcery ought to have preceded this text.]]

Reagents in Spell and Ritual Castings

Reagents are required for casting spells and rituals. Requirements for reagents are listed in the spell and ritual descriptions. For further details, see "Alchemical Reagents" below.

Trappings for Ritual Castings

Rituals often involve special trappings, some requiring laborious design and manufacture, others using exotic and expensive components. Without these special trappings, the ritual often cannot be completed, or may involve increased risk. Requirements for ritual trappings are listed in "Notes" in the ritual descriptions.

Targeting Spells

Before casting a spell, the caster must specify the subject or location where the magickal effect is targeted. Each spell description indicates the type of area of effect for that spell.

To accurately target a spell's effects, a caster must see the target (with normal vision, or through some form of magickal sight).

If the target can be seen, it is hit automatically. Unlike missile combat, sorcerous combat is not affected by marksmanship.

If the target cannot be seen, the Gamemaster considers the circumstances, then determines the location of a spell's area of effect at his discretion. For example, if a spell is cast in total darkness, the Gamemaster may decide that any one of a number of potential victims may have been struck, and determine the target randomly, or he may decide that the spell may have missed all possible targets, and had no effect.

Spells may not be cast at a target unless a line-of-sight can be drawn to the target. If any object, surface, or character intervenes, that object, surface, or character blocks the casting of a spell.

GM Note: Certain spells, like Perceive Spirit, are exceptions to this rule. All such exceptions are indicated in the spell descriptions.

Weak Magick Potential and Casting Failure

Sorcerors with weak magick potential, or magick potential reduced by expenditure of magick points, are less able to effectively focus their arcane energies into the casting of a spell or ritual.

Sorcerors with Current Magic Point scores of 6 or less must test for Casting Failure when they attempt to cast a spell or ritual. Roll 1d6 and compare the number with the sorcerer's Current Magick Point score.

If the die roll is equal to or less than the sorcerer's CMP, the spell or ritual is cast successfully.

If the die roll is greater than the sorcerer's CMP, the spell or ritual is spoiled by a Casting Failure. The casting fails, producing no magick effect whatsoever, but the Magic Points and reagents required for the spell or ritual are lost nonetheless.

Spellcasters and Armor

The wearing of armor of leather, metal, or other materials and the carrying of shields has been demonstrated to interfere with efficient transmission of magickal energy in the spell and ritual casting process. Consequently, spellcasters generally do not wear armor or carry shields.

Spellcasters who do wear armor may not use the Mediation skill or Restore Power spells to recover MP.

Further, the cost for casting spells and rituals is higher if the caster wears armor. Each point of armor worn by a character (regardless if the point is earned by wearing armor or by carrying a shield) adds two to the MP required to cast the spell.

Example: A spellcaster wearing 2 points of armor on the body, 2 points of armor for each leg, and carrying a shield for 1 point, would need to expend 14 additional MP for each spell or ritual he attempted to cast.

GM Note: Results of research attempting to explain this phenomenon have been contradictory and inconclusive. Current arcane thought suggests that this may be a Special Law of the Universes, possibly a relic of the designs of the Great Powers who created the Universes.

Chaos sorcerers wear armor without penalty -- apparently an exceptional divine gift from their patron daemon powers.

Alchemical Reagents

Alchemical reagents are essential trappings in two processes of sorcerous magick:

1. as components in sorcerous spells, rituals, and enchantments, and
2. as components in alchemical compounds.

Reagents in Spells, Rituals, and Enchantments

In spells, rituals, and enchantments, alchemical reagents are necessary catalytic elements in the production of magickal effects. Typically the magickal properties of the substance enhance the symbolic virtues of the substance, facilitating communication and correspondence between the runic, verbal, and mental disciplines of the casting.

In most cases the reagent is applied to the focus in such a way that the runes carved on the focus, the reagent, and the hand of the caster are in contact. In many rituals the reagent is burned in a brazier or candle, producing a smoke that envelopes the caster, focus, and any other ritual trappings (such as inscribed forms like pentagrams, or objects or creatures to be enchanted). In any case, the reagent is consumed in the casting, leaving a small deposit of grey ash or tarry gum on the focus or the ritual trappings.

Common Reagents: Most spells, rituals, and enchantments require Common Reagents that are easily obtained and inexpensive. Neither the players nor gamemaster need to keep track of these Common Reagents during play. Sorcerer and Alchemist Characters are assumed to be able to obtain and afford these materials as easily as they obtain fresh vegetables and bootlaces. No bookkeeping is necessary for these Common Reagents, though they may be listed in spell, ritual, and enchantment descriptions for narrative color.

Extraordinary and True Elemental Reagents: Some rituals and enchantments require very special, rare, and expensive Extraordinary or True Elemental Reagents. Players and gamemasters must keep track of these Extraordinary and True Elemental Reagents during play. Sorcerer and Alchemist Player Characters may obtain these Extraordinary and True Elemental Reagents only with the gamemaster's approval, and only when the character has located a source of the reagent, and has paid for or manufactured the reagent. Two methods of bookkeeping for Extraordinary and True Elemental reagents are suggested:

Recording supplies of Extraordinary and True Elemental Reagents on the Player Character Sheet. Extraordinary and True Elemental Reagents are listed on the Character Sheet just like other scarce and consumable resources like money. This is a simple, but slightly uncool method, since players have a disturbing habit of forgetting to record the expenditure of scarce and consumable resources, and gamemasters are usually too busy and trusting to enthusiastically supervise such bookkeeping tasks.

Distribution and Collection of Reagent Chits: The gamemaster distributes Reagent Chits when Extraordinary and True Elemental Reagents are located and paid for, and collects the Chits whenever a ritual requiring their use is cast. This is a simple and really cool method, since it makes the process of obtaining and expending reagents more tangible and real, and since it is a fair and reliable method of bookkeeping. Also, gamemasters with energy and imagination can make homemade Reagent Chits look really cool. (See illo.)

Reagent Chits should list the Reagent it represents (ie, Eye of Basilisk Powder, Troll Bile Extract, Fugacious Earth) and the number of Measures of the Reagent the chit represents (ie, 4 Measures). The gamemaster should mark off measures as they are used by the player, and when the last measure is used, the chit

should be destroyed. Alternatively the GM may assume each chit represents a single Measure of the reagent, and should destroy the chit when the character casts the ritual.

Roleplaying Note: Including these reagents in your roleplaying presentations is good theatre, and helps reinforce the atmospheric settings that supportswell magickal fantasy play.

Example:

Lame Roleplaying: Player: Chappella is preparing a Discorporate Flesh spell.

Cool Roleplaying: Player: Chappella reaches into her tunic, pulls out a couple of small bags, selects one, opens it, and takes out a small pinch of grey ash. She rubs the grey ash on her focus -- Kepler, you're a wizard, and standing right there, so you can probably see she's rubbing the ash on the Discorporate Flesh runes, and you can guess the ash is Calcinated Flesh, the reagent for that spell.

Reagents as Compound Components

Alchemical reagents are essential components in the magickal alchemical compounds produced by alchemists. Reagents are combined by a variety of methods and operations specified by a compound's formula; the alchemist must know the compound's formula in order to make the compound. Unless otherwise specified in the Alchemical Compound Description (see pages ??-??), the trappings required for preparing a compound are assumed to be included in the trappings obtained by an alchemist as a benefit of his career.

The Alchemical Compound Description also lists the Extraordinary and True Elemental Reagents required to produce one measure of the alchemical compound; the formula's requirement for Common Reagents is assumed, and need not be accounted for in play. An alchemist is assumed to have an ample supply of common reagents whenever he has his alchemical apparatus at hand, since common reagents are relatively inexpensive and negligible in bulk and weight.

Alchemist Spells and Rituals

Alchemists and Measures of Aethyr Salt (MAS)

Alchemists use measures of aethyr salts (MAS), not magick points, to power spells and rituals. Like sorcerors, alchemists use Word, Rune, and Mental Focus in spells and rituals to produce specific structured magick effects; however, unlike sorcerors, alchemists do not draw magickal energy from the Void to power their spell and ritual effects. Instead, alchemists release magickal energy from aethyr compounds derived from various earthly and arcane substances.

The magick-energy-containing compound is called Aethyr Salt, and is an Extraordinary Reagent refinable from a wide variety of organic and elemental substances with magickal properties. One Measure of Aethyr Salt (1MAS) produces magickal energy equivalent to one Magic Point (1MP).

Background Note: In alchemical terms, aethyr salt is prima materia locked in neutral matrix, typically the refined flesh, fluid, or ash of a magickal creature or in a rare earth or noble metal. When heated in a crucible, the neutral matrix is destroyed, leaving a fine, dry powder, and the aethyr (magick energy) is released into the casting.)

When an alchemist casts a spell or ritual, a number of Measures of Aethyr Salt is consumed equal to the number of Magic Points required by the spell or ritual. Since a Measure of Aethyr Salt costs 5GC to purchase, casting spells and rituals may be an expensive proposition for an Alchemist. However, aethyr salt is produced in abundance as a by-product of many alchemical operations performed by Master, Select, and Grand Alchemists, and is therefore much less expensive for them -- 1GC per Measure of Aethyr Salt. (See the "Reagent Inventory Table" on page ??.)

Thus, alchemist players do not keep track of Magic Points expended for spells and rituals during a session, but must instead keep track of Measures of Aethyr Salts consumed. Note also that while sorcerors regain

their magickal energy stores by meditation and sleep, alchemists do not regain energy expended for spells or rituals except by purchasing or manufacturing more Measures of Aethyr Salt.

GM Note: Spell and ritual casting, however, is only a minor facet of an alchemist's magickal abilities. The bulk of an alchemist's magickal powers come from the use of the various alchemical compounds he produces. (See "Alchemist Careers," page ??.)

Alchemist's Focus

The alchemist's focus is his Arcane Crucible. An alchemist will have many different crucibles for preparing reagents and compounds. The Arcane Crucible is unlike these other mundane crucibles in that it is enchanted, and in that it is used by the alchemist to cast spells.

The Arcane Crucible is typically a pot-like container made of carefully refined and skillfully worked metals about six-to-twelve inches in diameter and about six inches high. The exterior and interior of the crucible are marked with the esoteric symbols and inscriptions of alchemical lore; also, any runes necessary for casting spells and rituals are inlaid in silver and gold on the surface of the crucible.

To cast a spell or ritual, the alchemist combines the proper number of Measures of Aethyr Salt (equal to the MP cost of the spell or ritual) along with any other necessary components. The Arcane Crucible then must be heated over a flame to combine the components, thus releasing then necessary magickal energy, as the alchemist concentrates on the Word, Rune, and Mental Focus associated with the spell or ritual. This process takes 1 round (the same number of rounds required for a sorcerer to cast a ritual), whereupon the spell or ritual magic effect is produced, just as if it were produced by a sorcerer.

Enchanted Artifacts

Sorcerors and alchemists can create magickal artifacts which produce a variety of magickal effects. Many enchanted artifacts can be used by any intelligent creature, though the enchanted artifact must be linked to the user with the Powerlink Artifact spell (see page ??). Usually enchanted artifacts draw arcane energies from their users to produce magickal effects, though some enchanted artifacts provide their own arcane energies. For descriptions of magickal artifacts, see "Enchanted Artifacts," page ??.

Alchemical Compounds

Alchemists can prepare alchemical compounds which produce a variety of magickal effects. Most alchemical compounds can be used by any intelligent creature. Further, alchemical compounds do not need to be linked to their users, since reagents in the compound itself provide the arcane energy to produce the magickal effect. For descriptions of alchemical compounds, see "Alchemical Compounds," page ??.

Disrupting or Dispelling Magick Effects

A sorcerer or alchemist who knows a spell or ritual can disrupt or dispell its magickal effects by reversing the casting of the spell or ritual. Reversing a casting requires the same time, ingredients, trappings, expenditure of MP, and procedures as a normal casting. Reversing a spell or ritual ends the duration of the spell or ritual it reverses; it does not remove any physical, mental, or magickal effects on its victims or environment.

A caster can terminate his own spell or ritual's duration at any time by an act of will.

Disrupting or dispelling the magickal effects of an enchanted artifact requires destruction of the rune inscription bearing the artifact's enchantment. Rune inscriptions have a Toughness of 10 and and 15 damage points for resisting structural damage.

Magickal effects produced by alchemical compounds cannot be disrupted or dispelled by sorcerous or alchemical means.

Divine magicks or magickal effects produced by inherent magickal talents (such as the magickal abilities of various undead, daemons, elementals, etc.) cannot be disrupted or dispelled by sorcerous or alchemical means.

Resisting Magickal Effects

Certain magickal attacks and other effects can be resisted by a victim. Spell, ritual, enchanted artifact, and alchemical compound descriptions indicate which magick effects may or may not be resisted.

If a resistance test is permitted, the victim tests vs. Will Power to avoid the undesirable magickal effects. A successful test vs. Will Power means the character has resisted the magick. A failed test means the magick takes effect normally.

Characters with the Resist Magic skill receive a +20 bonus to tests vs. Will Power to resist magickal effects.

Who May Resist Magickal Effects

Resisting magickal effects is a benefit of membership in a cult. Characters who are not members of a cult, or whose cult benefits have been lost for some reason, may not resist magickal effects.

Most animals, beasts, plants, and unintelligent creatures resist magick as a benefit of the divine power Earth Mother. Most monstrous creatures resist magick as a benefit of their divine creators or patrons.

GM Note: Only divine power can confer the miraculous benefit of resistance to magick effects. Cult Membership is described in Realm of Divine Magick. GMs should assume that all intelligent WFRP characters are cult members, unless otherwise specified, since worship of divine powers is a pervasive element of primitive and civilized societies in Warhammer World. Likewise, all creatures should be assumed to be under the protection of the Earth Mother, or some other divine being, and therefore entitled to resist magick effects, unless otherwise specified.

Modifying Magickal Resistance Tests

Sorcerors may expend extra MP to reduce a victim's resistance to a magickal attack. The player must state his intent to do so before the dice are rolled for the WP test. For each MP spent (over and above the spell's MP cost and point costs for armor worn), the victim's Will Power is reduced by 5 points for the purposes of the Resist Magick test. In the case of a magickal effect threatening more than one victim, the spellcaster may reduce the Will Power of some or all of the victims, provided that additional magick points are expended for each victim.

Victims of magickal attacks may expend MP to improve their chances of making a successful Resist Magick test. For each MP spent, Will Power is increased for the purposes of the test. Players must decide how many MP are to be expended in this way before the roll of the dice.

Usually players may simply announce that their characters are spending additional MP to modify Resist Magick tests. However, where two player characters are involved, one the victim increasing his resistance, the other an attacker decreasing the victim's resistance, the player must inform the GM how many MP they are spending in secret, and before the roll of the dice.

Career Advancement

Many sorcerer and alchemist careers are Advanced Careers. Characters may not enter these Advanced Careers without mastering the necessary Prerequisite Career. Prerequisite Careers for each Advanced Sorcerer and Alchemist Career are listed in Chapter 3, "Careers," pages ??-??.

Mastering a Prerequisite Career requires that the character have:

Taken all the available advances from the Prerequisite Career at a normal cost in Experience Points

Taken all the available skills from the Prerequisite Career at a normal cost in Experience Points

Learned at least four of the spells and rituals available from the Prerequisite Career at a normal cost in Experience Points

The Experience Point Cost for entering Advanced Careers increases according to the Mastery Level of the Career. The following table lists the EP Cost for entering Advanced Careers at the various Mastery Levels:

Mastery Level	EP Cost
Apprentice/Hedgewizard	100
Level 1	200
Level 2	400
Level 3	600
Level 4	800

Learning Spells and Rituals

Sorcerors and alchemists must know spells and rituals in order to cast them. (Exceptions: Characters may be able to cast spells and rituals using scrolls or magickal devices. See [chapter title], page ??.)

To know a spell or ritual, a character must have "learned" the casting according to the following rules, with the following exceptions: characters taking Hedgewizard or Academic Apprentice as their Initial Careers receive a number of castings during Character Creation. These castings are learned without Experience Point Cost. (See "Careers," page ??.)

GM Note: In addition, sorcerors of 3rd and 4th level and alchemists of 4th level learn how to enchant magick artifacts. See "Magick Artifacts, page ??.)

Learning New Spells and Rituals

Four conditions must be met before a casting is learned:

The sorcerer's or alchemist's level must equal or exceed the level of the casting to be learned. A sorcerer or alchemist cannot learn a casting of a higher level than the level he has achieved. (Exception: See below, "Hedgewizards," "Learning New Spells and Rituals (Optional Rule).")

The sorcerer or alchemist must have access to a reliable copy of the casting or must learn the casting from another sorcerer or alchemist. (Most sorcerors and alchemists learn castings from academic texts, from a tutor's private notes, or from scrolls. Illiterate hedgewizards must memorize castings from a tutor's recitation.) The sorcerer or alchemist must then spend time studying and practicing the casting.

The time spent learning, studying, and practicing the casting is normally not reflected in game time. Instead, the time and effort spent to learn the casting is abstracted as a expenditure of Experience Points. Learning a casting costs 50 Experience Points.

Restrictions on Learning Castings

Characters may not learn new castings unless their current career is a sorcerer or alchemist career. Characters who have once completed a sorcerer or alchemist career, but who have gone on to another vocation, still have the skills to cast spells and rituals, but have not committed the time necessary to continue their education. They may at any time spend the necessary EP to return to a previous sorcerer or alchemist career, where they may again learn castings.

Sorcerors and alchemists are not limited in the number of castings they may know at any one time.

Sources for Learning New Spells and Rituals

From a Master or Mentor: Traditionally hedgewizards and apprentice spellcasters learned most of their castings from their masters. Illiterate hedgewizards still learn this way, through oral instruction. In smaller communities and towns apprenticeships are still common, though the student often learns from his master's library as much as through oral instruction. Payment for the privilege of learning castings is in terms of service to the master, and is reflected in part of the Experience Points spent to learn the casting.

From Other Spellcasters Paid as Tutors: Professional and academic spellcasters may hire the services of another spellcaster to teach a new spell. The tutor may personally instruct his client in the new casting, or may simply permit access to a library or personal notes concerning the casting to be learned. The cost of this service varies greatly with the circumstances and the status of the tutor. Instruction in petty castings runs between 25-50GC. Instruction in more complex castings costs 50-200GC per Mastery Level.

From Academy and Guild Libraries: Members of academies and guilds are entitled to use the libraries free of charge. Many common petty castings are available from these libraries. Castings of Advanced Careers tend to be available only from private tutors, and at a fair price, though academy and guild fellows generally charge a minimum fee of 50 GC.

From Scrolls, Grimoires, and Other Written Sources: Written copies of castings may be obtained in various ways: though academies and guilds, from private sorcerer-scribes, from pawnshops and blackmarket fences, through theft, from ancient tombs, etc. From respectable sources, the cost of written copies is similar to the cost of a tutor. Copies from less respectable sources may be much cheaper, and much less reliable.

From Daemons and Other Magickal Beings: Daemons are remarkably knowledgeable sources of obscure and unusual castings. Their prices are rather steep, often eccentric, and usually in terms of doubtful morality.

From Magickal Devices: Some devices can teach their owners castings. In many cases the device grants knowledge of the casting only so long as the device remains in the possession of the spellcaster.

Hedgewizards: Learning New Spells and Rituals (Optional Rule)

Hedgewizards (ie, sorcerors which do not graduate to Advanced Sorcerer careers) may learn any sorcerous spell or ritual, regardless of the casting's discipline or level. As such, hedgewizards may learn any spell and ritual of the War Wizard, Elementalist, Illusionist, Daemonologist, and Necromancer discipline, no matter the level of the casting. The only restrictions are that the hedgewizard must find a sorcerer that knows the casting, and who is willing to teach him the casting, and that the hedgewizard spend the necessary time to learn, study, and practice the casting (reflected in the expenditure of Experience Points as listed on the table below).

The following table shows the number of experience points that must be expended to learn a single casting at various mastery levels.

Casting's Mastery Level	Experience Point Cost
Petty	50ep
1st Level	200ep
2nd Level	400ep
3rd Level	600ep
4th Level	800ep

GM Note: We recommend GMs introduce this rule for NPC hedgewizards initially, then extend its use to player characters on an occasional basis with the GM's approval only.

This rule encourages the creation of hedgewizards with strange and unpredictable mix of spells and rituals. In game terms, the high experience point cost of learning each spell, and the loss of benefits obtained by taking advanced careers, makes this a less-than-cost effective method of building a powerful sorcerer character. On the other hand, the benefits of custom-tailoring a character's spells and rituals can be an exciting element in character design and roleplaying.

In the civilized Old World, the hedgewizard is an archaic figure, an out-of-date eccentric unable to match the superior training and technique of academy-instructed sorcerors. However, on the frontier and in the wilderness, a hedgewizard with a small but unusual selection of castings may be more than a match for the narrowly-defined talents of an academic sorcerer.

Learning Alchemical Formulae

To manufacture an alchemical compound, an alchemist must possess the Prepare Compound skill matching the rank of the alchemical compound to be prepared. He must know the alchemical formula and have access to alchemical apparatus and necessary reagents (as described in "Alchemical Compounds," page ??). To know an alchemical formula, a character must have learned the formula according to the following rules, with the following exception: characters taking the Alchemist's Apprentice Basic Career as their Initial career receive a number of alchemical formulae during Character Creation. These recipes are learned without Experience Point cost.

Learning New Alchemical Formulae

The following conditions must be met before an alchemical formula is learned:

The alchemist must have access to a reliable copy of the formula or must learn the formula from another alchemist.

The time spent learning, studying, and perfecting technique with a formula is normally not reflected in game time. Instead, the time and effort spent to learn the formula is abstracted as a expenditure of Experience Points. Learning a formula costs 50 Experience Points.

Instability

Certain magickal creatures (eg, daemons, elementals, certain types of undead) do not manifest normally in the Material Realm. These beings normally exist in the Chaos realm, and manifest in the Material Realm only through summonation by sorcerors or worshippers, or through natural or artificial Portals between the Material Realm and the Chaos Realm.

When manifesting in the Material Realm, these magickal creatures must assume a material form. The substance of this material form is created from aethyrial energy drawn from the Chaos Realm through the creature's animus.

When these magickal creatures first enter the Material Realm they are vulnerable to fluxes in the aethyr of the Chaos Realm. These fluxes may cause great variations in the aethyr energies available through the creature's animus, or may sever the animus altogether, leaving the creature's material form without energy to sustain it.

The period when a magickal creature is vulnerable to aethyr flux is called the Period of Instability. During this period a creature subject to Instability is said to be Unstable. A creature which has survived the Period of instability, and whose animus has become secure against aethyr fluxes, is said to be Stable, or to have Stabilized.

Upon manifestation in the Material Realm, daemons, elementals, and certain types of undead go through a Period of Instability. Unstable creatures must test for Instability by rolling 1d6 against the following chart at the end of the tenth round after their manifestation, and at the end of every 10th round thereafter. They must continue testing for Instability until they disappear, or become Stable, as indicated on the chart.

Unstable creatures must also test for Instability under the following conditions:

1. At the end of a round when reduced to 1/2 of their Wounds Score.
2. At the end of a round when failing a WP test to resist a magick effect.

Instability Chart

Roll 1d6 at the end of every 10th round for each creature subject to Instability.

1: The creature is suddenly sucked out of the Material Realm back into the Void. The creature immediately disappears.

2: A sharp ebb in the flow of aethyrial energy severs the creature's link with the Chaos Realm. The creature becomes insubstantial, and cannot cause physical damage in combat, nor cast spells or cause magickal effects in the Material Realm. The creature is no longer affected by physical attacks or magickal effects in the Material Realm. The creature still causes fear and other psychological effects as normal. The creature disappears in 1d6 rounds.

3: A gradual ebb in the flow of aethyrial energy weakens the creature's material form for 1d6 rounds. All characteristics are reduced by -20 except Movement, Strength, and Toughness, which are reduced by -2, and Attacks, which are reduced to 1. The creature is incapable of casting spells or causing magickal effects. The creature still causes fear and other psychological effects as normal.

4: A gradual increase in the flow of aethyrial energy strengthens the creature's material form for 1d6 rounds. All characteristics are increased by 20 except Movement, Strength, and Toughness, which are increased by 2, and Attacks, which are increased by 1.

5 or 6: The flow of energy from the Chaos Realm becomes secure and reliable. The creature is Stable, and need make no further tests for Instability for the duration of its stay in the Material Realm. (Summoned beings return to the Chaos Realm when the summonation ritual effect ends.)

GM Note: The Northern and Southern Chaos Wastes are locations where the Material Realm and the Chaos Realm have interpenetrated as a result of the collapse of the Old Slann Warp Gates. For this reason, daemons and other magickal beings may exist normally there, and are not subject to Instability in these regions.

Natural Magickal Abilities

Certain creatures have magickal abilities. For example, the basilisk's gaze can turn a victim to stone, unicorns are immune to basic magick spells, and certain fimir have the ability to generate a magical fog. These magickal abilities have more in common with divine magicks than with sorceries, and are governed by the rules for divine magick. (See Divine Magick for details.)

Other creatures, particularly Creatures of Chaos, may have extraordinary abilities that may be regarded as natural or magickal. For example, is a troll's regeneration ability magickal? Is a doppelganger or a werecreature's shapeshifting ability magickal? Is a Chaos mutant's illusory appearance magickal? As a rule, assume that, unless otherwise specifically stated, an extraordinary ability is natural, and not magickal, in the sense that the ability is a natural feature of the creature's peculiar form, not an active magickal effect like a spell. Gamemasters may, of course, make specific rulings in their campaigns according to their own tastes.

GM Note: Determining whether an ability is magickal or not has several practical consequences:

1. Magickal abilities may be detectable by the Sense Magick skill and detect magick spells.

2. Magickal abilities might at least theoretically be affected by conditions, spells or artifacts which affect magickal phenomena. For example, is a troll's ability to regenerate negated in an area where magick is not possible?

We recommend that most exceptional abilities be considered natural, albeit marvelously natural, rather than magickal, in order to avoid controversies.

Chapter 2b: Skills

Magical Skills

The following skills are often learned through sorcerous careers, but may be learned through various other careers, or may be learned as non-career skills. (Those sophisticated magickal skills that may not be learned as non-career skills are indicated in the skill descriptions below.)

Associated Skill Characteristic and Skill Rating: After the title of each skill is listed the skill's associated characteristic. Each skill has a skill rating which is equal to the score of the character's associated characteristic score for that skill. Skill ratings may be used in two ways:

1. to test against in determining success or failure in the use of the skill, and
2. as a general indication of the character's competence in the skill.

Gamemasters should use these competence guidelines to judge whether easy tasks might deserve a bonus for those of above-average competence, or whether difficult tasks might receive penalties for those of below average competence. Use the following guidelines to judge a character's competence with a skill:

Skill Rating

Skill Guideline

01-25: Below average for a person professing the skill, but more knowledgeable and adept than someone completely ignorant of the skill. May be a beginner, a dilettante, or a clod. Capable of competent work, but when hurried or careless, even if successful may produce at only a barely passable or substandard level.

26-50: Average for a person professing the skill. Fairly knowledgeable -- doesn't embarrass himself in tavern discussions or boasting matches -- but unfamiliar with eccentric, sophisticated, or innovative aspects of the skill. Capable of performing most common tasks effectively, given time, and making allowances for mistakes. Seldom brilliant, but occasionally clever or notably effective.

51-75: Above average knowledge and competence. Often recognized by neighbors and colleagues as an expert. Very rarely makes serious mistakes with common tasks, and may be capable of occasional brilliance.

76-00: Superhuman or heroic ability. Likely to have a substantial reputation. Difficult tasks are performed with ease. Impossible tasks may be attempted with enthusiasm.

Example #1: Hugyn has the Herb Lore Skill. The associated characteristic for Herb Lore is Intelligence (Int). Hugyn has an Int score of 45. Hugyn's skill rating for Herb Lore is 45. Testing for Success with the Skill: Hugyn is looking in the woods for the herb Spiderleaf, easily found in the Reikwald in autumn. The dice are rolled -- 67 -- indicating that Hugyn had a bad day, and didn't find a single sprig of Spiderleaf.

Example #2: Thistledown Larkcall has the Herb Lore skill, too, but has an Int of 70. General Indication of Competence: Thistledown is hunting for Salwort, an herb in plentiful abundance. Since Thistledown is an expert, and the Salwort is so plentiful, the GM can't imagine how an expert could come back empty-handed. The GM assesses a bonus modifier of +25 (leaving some chance of failure). The dice are rolled -- 98 -- and Thistledown proves that even an expert can have a bad day.

Resist Magic (Will Power)

Beings with this skill receive a +20 bonus to tests vs. WP to resist magick effects.

Background: The body's Spirit instinctively recognizes and resists intrusions of a magickal nature, as if the Spirit could "smell" something unfamiliar and withdraw from it. With training and experience one can sharpen this defensive reflex.

DM Guidelines: Only certain types of magickal effects may be resisted. See "Resisting Magickal Effects" above.

Sense Magic (Intelligence)

Active magickal effects cause perceptible disturbances in the aethyr. Use of this skill reveals

1. the presence of active magickal effects within BMP yards and
2. the direction from the character to the magickal effects.

Unskilled characters have a Default Rating of 5% with this skill.

Inactive Magickal Effects (for example, inactive magickal artifacts, alchemicals, and scrolls) cannot be perceived with this skill. Thus, one cannot identify a being or object as being capable of producing magickal effect with this skill. (See Active and Inactive Magickal Effects" in Terms above.)

Background: Aethyrial disturbances accompanying magickal effects are perceivable by the Spirit, though untrained individuals cannot effectively interpret the features of the sensations or distinguish the source of the emanations.

DM Guidelines: Use the following guidelines for modifiers to tests to sense exceptionally powerful magickal sources:

Active Alchemical Effects (eg, a subject using a Troll Strength or Animal Speech elixir) -- + 5 bonus

Active Lesser Artifact Effects (eg, an active Lesser Weapon or Lesser Rune Ring) -- +10 bonus

Active Greater Artifact Effects (eg, an active War Jewel or Flying Carpet) -- +20 bonus

Divine Artifacts (eg, magickal devices associated with greater and lesser divine powers) --+ 20 bonus.

GM Note: Sense Magic replaces the original WFRP skills Magical Sense and Magical Awareness.

Meditation (Cool)

Beings with this skill are able to enter a dream-trance state in which they can swiftly replenish their reservoirs of magick potential. The character remains in the meditation trance for 2 hours, then tests against Cool. If the test is successful, the being recovers 100% of his Basic Magic Potential (ie, he is restored to full BMP). If the test fails by 1-29 points, the being recovers to at least 50% of his Basic Magic Potential. If he is already at 50% of his BMP or better, there is no further effect. If the test fails by 30 points or more, the being recovers no magic points. In addition, if 96-00 is rolled, 1 Insanity Point is gained. While in a meditation trance, a being is unaware of its surroundings and cannot stir if attacked or otherwise disturbed for the duration of the 2-hour trance. They are completely helpless during the trance duration (treat as prone in combat), and cannot move, speak, or otherwise respond to other beings or events.

Background: The spirit enters into dream state, permitting a glancing penetration into the Chaos Realm, where magickal energy is drawn into the spirit through the anima. Dipping too shallowly into the Chaos Realm may prevent full replenishment. Dipping too deeply may cause serious mental shock and trauma -- and no energy recovery.

DM Guidelines: If a being fails this mentally and emotionally demanding test, he may not try again for 24 hours. At GM discretion, beings attempting meditation in unfavorable surroundings (bustling activity, loud noises, etc.) may receive penalties of 10-30 points to the Cool test. Likewise, beings in completely tranquil, familiar, secure surroundings may receive bonuses of 10-30 points.

Modern Arcane Language (Intelligence)

All Academic Apprentices and some Hedgewizards learn this language for the study and recording of magical procedures. Directions and incantations for scrolls and other modern magical devices are also recorded in this all-purpose arcane tongue.

Background: Not so much a language as a primitive transcription scheme for lingua praestantia, with elaborate jargon and notation. Analogous to musical notation, in that the product of uttering and performing what is noted is not limited to the words, but includes also the subtle distinctions of rhythm, tone, pitch, and inflexion involved in spell and ritual casting, and forms of mental imagery and symbology that focus the mind on the desired effect. Arcane transcription includes notes, directions, and commentaries on pronunciation and presentation of runes and lingua praestantia. To one unfamiliar with Arcane Languages, Arcane documents look like schematic diagrams covered with runes, arrows, musical staves and notes, pictographs suggesting gestures, all annotated with symbols and words from various languages. The roots of Modern Arcane are in Elvish Arcane inscriptions, which display elements of Slannish orthography. During the long history of cult suppression of sorcery, Arcane usage had fragmented in use by isolated hedgewizards and secret orders. Today the language is academically formalized at lower Mastery Levels, but notation for more advanced spells is still personalized and idiosyncratic. Study of many as-yet-ill-understood spells of the ancient masters depends on shrewd guesses in interpreting their personal versions of Arcane.

DM Guidelines: A sorcerer automatically recognizes Arcane written copies of spells he already knows. He may also recognize similar spells, at the gamemaster's discretion -- though only a vague notion of similarity of nature and function is likely to be understood. (Well, you can't quite follow the inscriptions on the scroll, but it looks quite a bit like the Fireball spell you know.)

Ancient Arcane Languages (Intelligence)

Modern magic studies are for the most part a partial rediscovery of the more sophisticated magical practices of the Old Slann and the High Elves. Records in other ancient languages -- notably Old Dwarvish and the secret scripts of the High Druids -- may also contain passages of interest to magical scholars and researchers. Other arcane languages of magical significance are DaemonTongue and ElementalTongue. When examining ancient magickal devices, knowledge of these Ancient Arcane notations is particularly valuable.

DM Guidelines: Ancient Arcane languages are encountered primarily through expeditions and adventures, and through encounters with notable, powerful NPC villains, patrons, and informants.

Old Slannish: Known in the Old World primarily from cited references in ancient Elvish documents, from a few inscriptions on ancient artifacts and ruined structures, and from several fragments of Slannish documents. Elvish legends and scholarship maintain that the Dark Elves of the New World have archived substantial records in Old Slannish, and contacts with present-day Slann cultures of Lustria suggest the existence of more extensive records and artifacts in the ruins of the Old Slann civilization.

Arcane Dwarf: Ancient Dwarven elemental magicks, probably derived from early cult practices and from contact with the High Elves, are generally agreed to be the foundation of modern human magical sciences. With the collapse of Dwarven Imperial culture, most of the more sophisticated practices, particularly as pertains to subterranean and magico-mechanical engineering, have become obscure, even to Dwarven scholars. Artifacts and structures of the Imperial Dwarven period commonly bear inscriptions in this Arcane language.

Arcane Elf: This ancient magical language of the High Elves is thought to be heavily-influenced by borrowings from the Old Slann. Old World Wood Elven culture is believed to have suppressed knowledge of this language after their isolation from mainstream High Elven cultures. This arcane notation is understood in the Old World by a small, secretive, and widely-distributed community of Elvish wizards, by some Sea Elven voyagers visiting the human lands, and by a handful of human academics. The language is probably better known among the High Elves of Albion and the Dark Elves of the New World.

Druidic: Druidic inscriptions are exceedingly rare, possibly because Druidic is thought to be primarily a spoken language. Examples of such inscriptions are generally confined to stone megaliths, other sacred sites, and to certain artifacts of religious significance. Legend maintains that secret arcane Druidic chronicles exist dating back 10,000 years.

Daemon Tongue: Study of DaemonTongue has been outlawed by most human cults and cultures for millennia. Academic knowledge of this arcane notation is understandably limited. DaemonTongue is possibly an artifact of Dark Elven design, derived phonetically from the speech of daemons, since daemons are not supposed to have need of a written language. Used in daemon conjuration and in the enchantment of daemonic artifacts.

Elemental Tongue: Evidently derived phonetically from Druidic practice and recorded by early Imperial Dwarven scholars, though heavy borrowings from Arcane Elf suggest that the language may predate High Dwarven culture. The few texts known in the Old World are obscure and fragmentary, though words of ElementalTongue derivation are common in Modern Arcane. Used in elemental conjuration and in the enchantment of Elemental Greater Artifacts.

Magick Lore (Intelligence)

A character skilled in a magick lore has practical or scholarly knowledge of magical disciplines. This knowledge is generally insufficient for spellcasting, but sufficient for a recognition and a layman's appreciation of spell, ritual, and magickal artifact procedures and effects.

Background: Many academics and magickal practitioners study the basic principles and practices of various magickal professionals so as to recognize and appreciate them when they are encountered. Adventurers often develop understandings of a more practical nature from their experiences with magick and magick users.

DM Guidelines: A successful Intelligence test indicates that a character is familiar with the basic procedures, powers, and dangers presented by a magickal discipline. GM modifiers are appropriate for more common or more obscure magickal practices. (For example, recognizing the effects of the ever-popular Deepsleep or Fireball spells should be a embarrassingly easy, while identifying the runes sealing an Ancient Slann transport device should marvelously improbable.)

Scroll Lore:

The inscription of magical spells upon specially-enchanted scrolls, and the casting of spells from such scrolls, is a practice learned from the High Elves. It is, in itself, a complex and sophisticated science, requiring specific materials and rituals in the preparation of the scrolls, and elaborate procedures in effectively casting spells from the scrolls. (See "Scrolls," page ??.)

DM Guidelines: Knowledge of this lore is necessary, but not sufficient, to inscribe a spell or cast a spell from a scroll. Knowledge of the arcane language used to record the spell is also necessary. However, familiarity with scrolls in general may occasionally permit a character to recognize significant features of a spell inscribed in an unknown language (at the GM's discretion).

Rune Lore:

According to legend, runes are the written depiction of lingua praestantia, the language spoken by the Gods. Runes are essential elements in all sorcery, and sorcerors usually carry focuses inscribed with the runes necessary to cast the spells and rituals he knows. Though these signs are known to have great magical power, ability to use that power is not conferred by simple recognition of those signs. Nonetheless, a scholar learned in rune lore may make many suppositions about the magical powers of a caster from examination of his focus, and, when examining magickal devices and artifacts, may identify common magickal effects (that is, effects caused by most Petty and 1st Rank Battle Magicks) associated with the items.

DM Guidelines: At the GM's discretion, modifiers may apply. For example, more popular high-level spells (eg, Lightning Bolt, Cause Fear) may be easily recognized, while spells and rituals of outlawed practices like Demonology and Necromancy may be difficult to recognize, even at Petty or 1st Rank.

Runemastery:

Knowledge of this skill is confined to wizards of the highest achievement. At present, Runemagical practices are almost unknown among the human cultures of the Old World. This skill may not be learned as a non-career skill.

GM Guidelines: Runemastery is a comprehensive knowledge of runes, including familiarity with many runes rarely used in modern-day magicks, and including a fine knowledge and control of the qualifiers that determine most of the variable elements in sorcerous spells, rituals, and magickal enchantments. Runemasters can, given time, produce an almost unlimited range of magickal effects, of varying degrees of power and duration. This is essentially an NPC skill -- an excuse to permit GMs to introduce into their campaigns sorcerous effects that are completely mysterious and incomprehensible to the PCs. Inclusion of PC Runemasters in a campaign is optional at the discretion of the GM. (See "Runemastery, page ??.)

DaemonLore:

The study and practice of daemonic conjuration and enchantment are outlawed in all civilized Old World societies. Nonetheless, abundant information about daemons, of varying degrees of accuracy and reliability, is available in popular folklore and scholarly literature, and certain Old World rulers permit limited and carefully-supervised research in this discipline. Daemonlore may -- or may not -- prove useful in recognizing the work of daemons, daemonologists, and daemon-worshippers, and may provide knowledge of practices effective in warding off daemons and their works, or in frustrating the rituals and sorceries of daemonologists or daemon-worshippers.

GM Guidelines: Fanatic enemies of daemonworshippers (eg, cultists or professionals dedicated to eradicating such evils) often display special zeal in collecting details of occult practices. Apply GM modifiers at your discretion.

Skill Rating Skill Guidelines

01-25: familiar with typical practices of daemon summoning (pentagrams, bargaining, duration, etc.); familiar with varieties of daemon summonable by First Rank daemonologists

26-50: general knowledge of common Daemons of Chaos and Chaos cult practices; knowledgeable concerning magickal powers of all ranks of daemonologists

51-75: familiar with powers and personalities of better-known lesser and greater daemons; can perform Lesser Pentagram ritual as if in possession of a scroll for the ritual

76-00: detailed understanding of the nature of void and the daemonic dreamworlds; recognition of most known varieties and well-known identities of daemons; access to excellent references on daemon names

Necromantic Lore:

The study and practice of the necromantic arts are outlawed in all civilized Old World societies. However, knowledge of legends and scholarship concerning necromancy may aid one in understanding and confronting the creatures and magical effects associated with the necromantic arts.

GM Guidelines: Fearless vampire hunters and enemies of necromancy (eg, cultists of Morr) often have exceptional knowledge in this area. Apply GM modifiers at your discretion.

Skill Rating Skill Guidelines

01-25: familiar with common types of undead -- i.e., skeletons, zombies, and ghosts

26-50: familiar with exotic types of undead, and aware of spells used by Ranks 1 and 2 necromancers

51-75: aware of Rank 3 and 4 necromantic spells

76-00: good chance of knowing obscure (i.e., GM special) necromantic creatures and magicks

Herb Lore:

Recognition of herbs, in their natural growing and dried forms, and in preparations. Knowledge of mundane and magical properties, and procedures for gathering, preservation, and preparation. (See "Herbs and Their Uses" from The Enemy Within.)

Skill Rating

Skill Guidelines

01-25: know common healing and magical herbs and preparations of homelands

26-50: extensive knowledge of local herbs; some awareness of common herbology of other regions and cultures

51-75: extensive knowledge of herbs of various regions and cultures; some knowledge and recognition of poisons; chance of cultivating exotic herbs

76-00: chance of recognizing the virtues of and improvising successfully with unknown herbs; skilled cultivation of exotic herbs

Identify Magical Artifact:

Even a layman can learn to recognize the features of the more common magical artifacts and their workings. Some magical artifacts (namely, scrolls and alchemicals) are highly specialized, and require specific skills. However, many popular magical artifacts (i.e., magical weapons, armor, and various rings and amulets) are well-known to experienced adventurers and magical scholars. This skill will not permit one to understand or employ unique or uncommon magical items. Knowledge of Arcane Languages or elaborate research may be necessary in some cases, or may provide additional useful information. If the item is guarded by password or destructive magickal protections, these may also be recognized. (See "Protection," page ??, "Magickal Artifacts" chapter.)

Skill Rating

Skill Guidelines

01-25: recognize some magical Lesser Artifacts (Int test); know common powers and operating procedures for Lesser Artifacts; from study of inscription, know password, if not protected by code or in an unknown language

26-50: recognize most Lesser Artifacts (Int+30), their functions and procedures; recognize basic magick principles of unfamiliar Lesser Artifacts from study of rune inscription; recognize the names and specialties of many contemporary enchanters (an important hint to the nature of the device when the creator's name is included in an inscription); recognize from inscription most common forms of destructive protection (Int+30)

51-75: recognize works of lesser contemporary, and well-known historical enchanters, and a smaller chance to deduce functions and procedures; recognize some Greater Artifacts (Int test); recognize Spirit and Daemonic enchantments from inscription, and familiar with basic principles

76-00: chance to recognize even obscure or ancient items, and a smaller chance to deduce functions and procedures; access to extensive references on historical artifacts and their creators

Alchemical Lore:

Alchemists and knowledgeable laymen may know the common names, functions, and properties of many alchemical reagents and compounds. However, identifying unlabeled alchemical compounds is somewhat more difficult, and reliable identification of rare or unique alchemical compounds is limited to experienced experts.

Skill Rating

Skill Guidelines

05-25: Familiarity with common reagents; some knowledge of extraordinary reagents. Knowledge of titles and properties of most petty and craft compounds commonly available to warriors and adventurers.

30-50: Familiarity with properties of common, extraordinary, and true elemental reagents. Knowledge of titles and properties of petty, craft, master, select, and grand compounds; fair chance

of recognizing unlabeled compounds (Int); some familiarity with works of famous ancient alchemists. May recognize a spoiled potion by examination (Int).

55-75: Good chance of identifying unlabeled alchemical compounds (Int+30); small chance of knowing titles and properties of more obscure (i.e., GM special) alchemicals (Int-30). Good chance to recognize a spoiled potion by examination (Int+30).

80-00: Good chance of knowing and recognizing titles and properties of more obscure (i.e., GM special) alchemicals (Int).

Spellcasting/Ritual Skills (Intelligence)

There are specific spellcasting/ritual skills for each Mastery Level of each magickal discipline. Characters can only obtain these skills by entering the appropriate career, and by achieving the appropriate Mastery in that career. (See "Sorcerous Careers.") Sorcerors and Alchemists with the appropriate skill can cast spells and rituals.

The following Cast Spell/Ritual Skills are available through the careers listed in Chapter 3, pages ??:

Hedgewizard

Academic Apprentice

Wizard (War Wizard, Imperial Institute of Battle Magicks), Mastery Levels 1-4

Elementalist (College of Elemental Magicks), Mastery Levels 1-4

Illusionist (College of Mental Magicks), Mastery Levels 1-4

Demonology, Mastery Levels 1-4

Necromancy, Mastery Levels 1-4

Alchemist, Ranks 1-3

Enchant Lesser Artifact: Sorcerors with this skill and Runemastery can create Lesser Artifacts. See Chapter ??, Magickal Artifacts, "Enchantments," page ??.

Enchant Greater Artifact: Sorcerors with this skill and Runemastery can create Greater Artifacts. See Chapter ??, Magickal Artifacts, "Enchantments," page ??.

Enchant Lesser Spirit Artifact: Sorcerors with this skill, Enchant Lesser Artifact or Enchant Greater Artifact, and Runemastery can create Lesser Spirit Artifacts. See Chapter ??, Magickal Artifacts, "Enchantments," page ??.

Enchant Greater Spirit Artifact: Sorcerors with this skill, Enchant Lesser Artifact or Enchant Greater Artifact, and Runemastery can create Greater Spirit Artifacts. See Chapter ??, Magickal Artifacts, "Enchantments," page ??.

Enchant Daemon Artifact: Sorcerors with this skill, Enchant Lesser Artifact or Enchant Greater Artifact, and Runemastery can create Daemon Artifacts. See Chapter ??, Magickal Artifacts, "Enchantments," page ??.

Prepare Compound Skills (Intelligence)

There are specific Prepare Compound skills for each Alchemist Mastery Level. Characters can only obtain these skills by entering the appropriate career, and by achieving the appropriate Mastery in that career. (See "Alchemist Careers.") Alchemists with the appropriate skill can prepare alchemical compounds.

The following Prepare Compound Skills are available through the careers listed in Chapter 3, pages ??:

Prepare Petty Compound

Prepare Craft Compound

Prepare Master Compound

Prepare Select Compound

Prepare Grand Compound

Prepare Common Reagents (Intelligence)

Beings with this skill can concentrate and refine the magickal properties of various animal, monstrous, herbal, and elemental substances, producing common reagents used in various spell and ritual castings, enchantments, and alchemical compounds. Preparation of common reagents is a routine and reliable process. Therefore, under normal circumstances, beings with the Prepare Common Reagent skill are presumed to have an adequate supply of common reagents at all times.

GM Guidelines: Characters may be separated from their supplies of common reagents by various disasters. Given access to a lab and appropriate raw materials, one measure of an extraordinary reagent can be prepared in a minimum of ten minutes with a successful skill test. For each additional ten minutes dedicated to cautious and deliberate checking and observation during preparation, the skill test receives a +10 point bonus. A roll of 96-00 is always a failure, regardless of bonuses.

Prepare Extraordinary Reagents (Intelligence)

Beings with this skill can concentrate and refine the magickal properties of various animal, monstrous, herbal, and elemental substances, producing extraordinary reagents used in various spell and ritual castings, enchantments, and alchemical compounds. Preparation of extraordinary reagents is a involved, time-consuming, and unreliable process. Given access to a lab and appropriate raw materials, one measure of an extraordinary reagent can be prepared in a minimum of one hour with a successful skill test. For each additional hour dedicated to cautious and deliberate checking and observation during preparation, the skill test receives a +10 point bonus. A roll of 96-00 is always a failure, regardless of bonuses. See "Table of Extraordinary and True Elemental Reagents," page ??.)

Prepare True Elemental Reagents (Intelligence)

Beings with this skill can concentrate and refine the magickal properties of elemental substances, producing true elemental reagents used in various spell and ritual castings, enchantments, and alchemical compounds. Preparation of true elemental reagents is exceptionally difficult and doubtful. Given access to a lab and appropriate raw materials, one measure of a true elemental reagent can be prepared in a minimum of 12 hours with a successful skill test at a penalty of -30 points. For each additional 12 hours dedicated to cautious and deliberate checking and observation during preparation, the skill test receives a +10 point bonus. A roll of 96-00 is always a failure, regardless of bonuses. See "Table of Extraordinary and True Elemental Reagents," page ??.)

Manufacture Gas Bombs (Intelligence)

Characters with this skill can prepare gas bombs which disperse clouds of poison when they shatter. Any poison can be used in a gas bomb. 10 doses of a poison are necessary to manufacture a single gas bomb. Gas bombs function exactly like explosive bombs (see WFRP, page 127), except that instead of causing missile damage, creatures within 4 yards of the bomb's impact must test against Toughness x 10 or suffer the effects of one dose of the gas bomb's poison. (Creatures which are not normally affected by the gas bomb's poison need not test, and are not affected.) One gas bomb can be manufactured in a minimum of 1 hour with a successful skill test. For each additional hour dedicated to cautious and deliberate checking and observation during manufacture, the skill test receives a +10 point bonus. A roll of 96-00 is always a failure, regardless of bonuses. A failed skill test during manufacture indicates that the gas bomb has exploded prematurely, and the manufacturer must test against Toughness x 10 or suffer the effects of two doses of the gas bomb's poison.

[Warning: Next two skills don't have the necessary accompanying rules text prepared for other parts of the ms.]

Chapter 2c: Forms and Summonings

Thaumaturgic Forms

Thaumaturgic Forms (three-dimensional structures of magickal force, surfaces along which the Void boundary is partially exposed in the Material Universe) may be created by sorcerous rituals. As forms are created, spell and ritual magick effects may be stored in them. Thereafter forms release their stored spell or ritual magick effects when triggered deliberately by a caster or inadvertently by beings which enter the form's area of effect. There are four basic types of thaumaturgic forms:

Circle: stores spell and ritual effects which are automatically triggered when any living being with a spirit of significant aethyrial energy (ie, any being with a BMP of 1 or greater) contacts the Circle's area of effect.

Triangle: stores defensive versions of spells and rituals which cancel the effects of spell and ritual castings when they contact the area of Triangle's effect.

Square: stores spells and ritual effects as does the Circle, but permits the form's creator to permit passage through the Square's area of effect without triggering the stored spell or ritual effects.

Pentagram: creates magickal barriers which confine elemental or daemonic beings within their area of effect, and prohibit the projection of material or magickal attacks beyond the limits of the pentagram, so long as the caster is able to maintain the magickal barriers against the will of the elemental or daemonic creature confined within the pentagram. Pentagrams can also protect beings within their area of effect from elementals and daemons outside the pentagram.

Creating Thaumaturgic Forms

Creating a thaumaturgic form requires three steps:

1. inscribing the form pattern,
2. inscribing the rune inscription upon the form pattern, and
3. casting the form ritual, when spells or rituals are stored in the form and the form is activated by the completion of the form ritual.

Form Patterns: First a sorcerer must inscribe the form pattern on a flat, solid surface parallel to the surface of the earth. A form pattern is a circle, triangle, square, or pentagram (according to the appropriate form ritual). The lines of the form pattern may be of any width, so long as the necessary runes may be inscribed upon the lines, and may be inscribed in any fashion (ie, engraved, painted, written with a stylus, etc.). Typically a form pattern designed to be concealed from observers (for example, a defensive ward or booby-trap) will be inscribed as thinly as possible, and in the most unobtrusive manner. For example, on a stone floor in a dark passageway, a form pattern might be inscribed in dark ink, and only a half-inch wide. On the other hand, a form pattern designed to be noticed by observers (eg, a ward intended to discourage intruders) might be inscribed as a one-or-two wide line painted or inlaid in bright, eye-catching colors. Form patterns may not be inscribed on moving objects like wagons, boat decks, flying carpets, or dragons.

Rune Inscriptions: Next the necessary rune inscriptions must be made upon the surface of the lines of the form pattern. Rune inscriptions must include a group of runes associated with the specific form ritual to be cast and the runes of any spells or rituals to be cast upon the active form.

Activating the Form: Once the runes have been inscribed upon the form pattern, the form is activated by the casting of the appropriate form ritual. During the casting of the Form ritual, any spell or ritual effects to be stored in the form must be cast before the Form ritual is completed, and the form activated. During the casting of the form ritual, other casters may cast spells into the form -- not just the form's caster. No further spell or ritual effects may be stored in the form after the form has been activated. Each type of form is activated by its own specific form ritual (ie, Lesser Circle Ritual, Greater Square Ritual). Sorcerors learn and cast form rituals just as they learn and cast other spells and rituals. If the magick effects stored within a form have been exhausted, or if the duration of the form ritual effect has ended, the form is no longer activated.

Triggering Stored Magick Effects of Thaumaturgic Forms

The stored spell and ritual effects of Circle and Square thaumaturgic forms are automatically triggered when any living being with a spirit of significant aethyrial energy (ie, any being with a BMP of 1 or greater) comes in contact with the area of effect of the Circle or Square. The stored reverse spell and ritual effects of Triangle thaumaturgic forms are triggered when the magic effects of a corresponding spell or ritual comes in contact with the area of effect of the Triangle. Magick effects are not stored in Pentagram thaumaturgic forms. Any magick effect stored in a Circle or Square may be selectively activated when the form caster's touches his focus to the form pattern. For example, a Winddeflection stored in a Circle can be triggered by the touch of the caster's focus. No more than one spell can be triggered per round by this method.

Area of Effect for Spells and Rituals Stored in Forms

Regardless of the area of effect stated for spells and rituals cast into a form, such spells and rituals, when triggered from storage in a form, shall affect only the area of effect of that thaumaturgic form, and shall affect the entire area of effect of that thaumaturgic form. For example, the Vaporbloom spell normally affects an area of a five-yard-radius sphere. When triggered from a thaumaturgic Circle, it affects only an area two-yards-square and 3 yards high. When triggered from a thaumaturgic Square, it affects an area eight-yards-square and 3 yards high. Thus, when used in a Circle, a Vaporbloom has a smaller-than-usual area of effect, while when used in a Square, it has a larger-than-usual area of effect.

GM Note: These larger- and smaller-than-normal areas of effect may be both a blessing and a curse, according to circumstances. For example, though the smaller-than-usual area of effect may sometimes rob a sorcerer of more powerful effects, the ability to use certain spells and rituals in close quarters without including oneself in the area of effect is often an advantage.

Interfering with Thaumaturgic Forms

Activated forms may not be interrupted by interfering with or destroying a form pattern. The magickal force structures, and the magick effects stored in them, are not affected by physical interference with form patterns. Forms may be interrupted magickally by two procedures: 1. triggering all the spells and ritual effects stored in the form, thereby deactivating the form, and 2. by reversing the casting of the appropriate form, which releases the energies of the spell and ritual effects stored in the form without triggering their magick effects.

Recording Spells and Rituals Stored in Thaumaturgic Forms

When a Thaumaturgic Form is created and activated by a player character or non-player character, the player or GM must record:

1. the spell and ritual effects stored in the form
2. the time when the form is activated
3. the duration of the form
4. whether the form is concealed or plainly visible
5. (for Circles and Squares) the order in which the spell and ritual effects are to be triggered.

Example: Recording a Thaumaturgic CircleA casting of a Circle might be recorded as follows:

Circle: 2 Deepsleeps and 1 Discorporate Flesh; activated 9AM (or mid-morning, or middle of the 2nd Day Watch, or whatever), 24 hours, circle concealed, trigger order -- Deepsleep, Deepsleep, Disco Flesh

GM Note: When indicating the time of activation, a simple phrase is usually sufficient (eg, lunchtime, at the beginning of the first watch). Sometimes you need to indicate the exact time and date when the form is activated. Most game sessions are run with a very informal sense of time and date, however; maintain that informal atmosphere as much as possible.

Searching for Thaumaturgic Forms

Form patterns and rune inscriptions are revealed by the use of the Sense Magic skill or the Detect Magic spell only if the form in question is currently activated. If the form is not activated, form patterns and rune inscriptions are not revealed by Sense Magic or Detect Magic, and must be discovered by a physical search. Searching for concealed forms patterns and rune inscriptions is an unpleasant procedure for characters unskilled in the arcane arts -- an almost impossible task if the sorcerer has time, wit, and will enough to conceal the form pattern and runes. A character without access to the Sense Magic skill or Detect Magic spell, or who has been unsuccessful in his use of the Sense Magic skill, may want to physically search for evidence of thaumaturgic forms. If form patterns and rune inscriptions are plainly visible, a character searching for forms automatically finds them. If form patterns and rune inscriptions are concealed, a character has a chance to discover them equal to his Intelligence divided by 10. If forms patterns and rune inscriptions have been erased by the caster (possible with the Square only), a character has no chance of discovering evidence of them through a physical search.

Magick Effect Markers and Reading Form Runes

Sensing or Detecting Magick may reveal the presence of a magic effect, but it does not indicate whether the magick sensed or detected is a thaumaturgic form, another spell or ritual effect, or a magick artifact. Specifically, neither the use of Detect Magick, or a successful use of the Sense Magick skill, reveals the type or class of thaumaturgic form, or, indeed, whether the magick effect is a thaumaturgic form or some other source of magick. Further, neither spells or rituals stored in a form may be determined with a Sense Magick or Detect Magick. When magick has been sensed or detected, a magick effect marker may be placed on the table. This indicates the presence of magick, but reveals no clue about the source or nature of the magick effect. Having Sensed or Detected a source of magick, a character may search for a thaumaturgic form (as described above). If a form pattern is discovered, a character with Runelore may attempt to use the skill to read the runes inscribed on the form. For each successful use of the Runelore skill, he may know one spell or ritual that has been stored in the form. He will not know whether a spell or ritual effect is still stored in the form, or whether it has already been expended.

Classes and Dimensions of Thaumaturgic Forms

Classes of Forms: There are three classes of Thaumaturgic Forms:

Lesser Form: the simplest form, but with a limited area of effect

Greater Form: a more difficult form, greater in area of effect, and relatively more economical in magick energy cost per area affected; also, the form patterns and rune inscriptions of Greater Forms may be erased by the caster, with a corresponding dramatic decrease in duration, but well-concealed from intruders

Elder Form: a very difficult form with area of effect identical to that of a Lesser Form, but which remains active indefinitely. Elder Forms are created by Greater Enchantments, not rituals, and as such are rarely encountered.

Area of Effect: For game purposes, areas of effect for all thaumaturgic forms are expressed as square yards, in reference to the size of the form pattern, regardless of the actual shape and area of the form, whether it is a square, triangle, circle, or pentagram. As such, all Lesser Forms (and Elder Forms) have a two-square-yard area of effect, which equals one one-inch square on the table. All Greater Forms have an area of effect of four square yards, or four adjacent one-inch squares on the table. The area of effect of all circles, triangles, squares, and pentagrams is 3 yards high (ie, 1.5 inches table scale, 10 feet high setting scale), with vertical sides.

Example: Gruen Creates a Thaumaturgic Form

Gruen, a 1st Rank War Wizard, is concerned that one of his watch guards might be overcome by an sorcerous intruder's Deepsleep spells. Gruen inscribes a Lesser Triangle form pattern to enclose the guard's watch station, inscribes the runes for the Lesser Triangle ritual and the Deepsleep spell upon then casts a Lesser Triangle ritual to activate the triangle. (These actions are included in the 1d6+3 rounds required to cast the Lesser Triangle Ritual.) Gruen then casts as many Deepsleep spells into the Lesser Triangle as he has Magick Points available to cast the spells. When his magick potential is exhausted, he Meditates and

regains a few more points, then casts a few more Deepsleep spells into the Lesser Triangle for good measure. (Gruen puts a lot of time and energy into this operation, but in the end he has a guardpoint that can resist a half dozen or more Deepsleep spells.)The Lesser Triangle remains activated and charged with the Deepsleep spells for 24 hours. At the end of that time the Lesser Triangle and the spells that charge the form fail. For each Deepsleep spell cast at the triangle, and thus cancelled, one Deepsleep charge of the form is expended. When both Deepsleep spells are expended, the magick effect of the Triangle ritual expires, the Triangle is no longer activated (though the form pattern and rune inscriptions remain unaltered), and the Triangle will no longer protect against Deepsleep.

GM Note: Thaumaturgic Forms are a new addition to the Warhammer sorcerer's arcane arsenal. Expect them to have the following effects in play: Defense is favored over offense in magick melee. Forms are only effective when there is time to prepare them, typically on ground chosen for defense; forms are not mobile, and most effective in enclosed areas which are otherwise preferable for defense. Forms are effective arcane security systems. Since they operate unattended, they may help protect sorcerors' dwellings, and those who hire sorcerors, from intruders. Preparation for attack (particularly ambush) and defense is encouraged and particularly effective. Expect sorcerors to be discouraged from impulsive tactical engagements -- in fact, expect them to attempt swift disengagement and retreat if ambushed. Detection, approach, and investigation of sources of magic becomes a critical element of tactical problem solving.

1. Magick-clumsy characters have to stumble into magickal booby-traps to find them. Magick-competent characters are very cautious on ground likely to be booby-trapped. Clods and wizards alike are very cautious when confronted with prominently-displayed thaumaturgic forms.

2. Once a source of magick is detected, folk need to scoot forward and look for physical hints of forms. Once a form pattern is discovered, they can use their skills to try to figure out what magic is stored in the form -- and whether they can risk fooling with it.

3. NPC monsters, orcs, and other cannon-fodder, being traditionally lousy at careful tactical approaches to defensive positions, will reward players by plowing energetically and colorfully into the PC sorcerer's carefully planned magick traps.

Elemental and Daemon Summoning

The Pentagram

The pentagram is a thaumaturgic form used to confine elementals and daemons during summonings. The arcane structure of the pentagram's magic effects, and the trappings associated with the ritual (censers, candles, braziers, etc.), serve to amplify and focus the will and magickal energies of the summoner. A secure pentagram provides magickal barriers which prevent a summoning from leaving the pentagram and from projecting material or magickal material or energy across the barrier. A pentagram remains secure so long as the ritual's form pattern, rune inscriptions, and trappings are complete and undisturbed, and so long as the summoner can maintain domination of the summoning by an exercise of will. If the pentagram or trappings are incomplete or disturbed, or if the summoning can overcome the summoner in a test of will, the summoning is no longer bound within the confines of the pentagram, and may attack to injure, slay, or possess the summoner without constraint. The primary use of the pentagram is in summoning rituals, but pentagrams may also be used to ward against attacks from daemons and elementals which have entered the Material Realm by means other than a caster's own summonation ritual (ie, summoned by another daemonologist or magical artifact, entered through a rift in the void, summoned by a Chaos cultist, etc.). The caster (and companions, if any) must be within the pentagram's area of effect at casting. Those inside the pentagram are protected its magical wards.

Essential Features of the Elemental and Daemonic Summoning Rituals **Calling an Elemental to the Summoner:**

If an individual elemental being is summoned by name or by title (ie, Graknarabolza or "Father of Rivers" or "Master of the Air"), that being comes to the summoner. Otherwise, an elemental being of various forms may be summoned according to the conditions of the each summoning ritual. Calling a Daemon to the Summoner: If the daemon's truename is invoked, the individual sought is contacted, and obligated to respond. If the daemon's username is invoked, the individual sought is contacted, but not obligated to respond, and may instead send an subordinate or allied daemon on his behalf. Typically, however, the individual named comes, unless it has reason to spite or fear the summoner. If a false truename or username

is invoked, no daemon is summoned, and the MP and reagents expended in the summoning ritual are lost. If the specific species of daemon is invoked (ie, Bloodletter, Fleshhound, Keeper of Secrets, etc.), a representative of that species is summoned. Otherwise, a random individual of the general type of daemon (ie, imp, daemon steed, daemon creature, lesser daemon, greater daemon, daemon ruler, etc.) is summoned according to the type of ritual used (ie, summon imp, summon daemon steed, etc.). If a genuine username or truename is invoked, but the ritual cast is not powerful enough to summon the class of the daemon named (ie, if while casting a summon imp ritual a sorcerer invokes the username of a baalruhk), the named daemon may choose to appear or not. If it does choose to appear, the caster automatically fails the Control test, and the daemon attacks to possess or slay the inept sorcerer.

Testing the Summoner and the Pentagram's Wards:

When an elemental or daemonic being is summoned to the Material Realm, it immediately engages the summoner in a contest of magickal forces. The elemental or daemonic being tries to overcome the pentagram's wards as the summoner focuses his mind, spirit, and magickal potential into reinforcing those wards. If the being can overpower the summoner and break out of the pentagram, it is free to act as it desires in the Material Realm for the duration of the ritual effect, subject to tests for Instability (see page ??). See "Uncontrolled Elementals and Daemons" below. If the being fails to break out of the pentagram, its will to resist the summoner is temporarily exhausted, and it is forced to serve the summoner for the duration of the ritual effect (subject to tests for Instability, see page ??). For conditions of service, see the individual summonation rituals descriptions in the spell lists. Also see "Elemental Behaviors" below.

Control Test: The summoner tests against his Will Power to bind the elemental or daemonic being within the pentagram. (If more than one being is summoned within a single pentagram, the single test governs the success or failure in controlling all beings within the pentagram.) Modifiers to the summoner's Will Power test are summarized in the following Control Test Will Power Modifiers Chart. Regardless of the summoner's Will Power and appropriate modifiers, the test of wills is never a sure thing. A roll of 96-00 when testing Will Power to control an elemental or daemonic being always results in the failure of the test.

Note: Neither the summoner nor the summoned being may expend MP to reduce or augment magickal resistance; this is not a magickal resistance test.

Control Test Will Power Modifiers Chart

Creature Summoned Is:

Elemental Node		+60
Least Elemental		+40
Lesser Elemental	+30	
Greater Elemental	+10	
Wisentlich	-50	
Imp	+60	
Daemonic Steed		+40
Daemon Creature		+30
Lesser Daemon		--
Djinn	-25	
Greater Daemon		-50

Pentagram Incomplete, Disturbed, or Absent	-50
Being's Truename Invoked	+50

Uncontrolled Elementals and Daemons:

Elemental and daemonic beings which win the contest of wills and escape the summoner's control are free to act without restraint in the Material Realm for the duration of the ritual effect (subject to tests for Instability). Typically this means the being attacks the summoner to injure, slay, or possess him, though many beings may prefer to indulge other impulses set loose for a period of time in the Material Realm. Some beings like to wreak havoc indiscriminantly, others like to play pranks and cause mischief. Some seek to satisfy various appetities, while others like to collect odd artifacts or body parts. The gamemaster may use the following guidelines for the behavior of uncontrolled elemental and daemonic beings at his discretion. He is also invited to adapt these guidelines to suit the personality and motivations of the summoned being, and the circumstances and opportunities presented by the setting. If the contest of wills was fairly even (if the

summoner's WP test was failed by no more than 29 points), then the being is somewhat exhausted and wary of its summoner. It attacks the summoner for 1d6+3 rounds, then turns its attentions to other opportunities for mischief and destruction for the duration of ritual effect. If the being won the contest of wills quite easily (if the summoner's WP test was failed by 30 points or more), then the being is greatly encouraged, and attacks the summoner to slay or possess him. (Note: Elemental beings do not attack to possess.)

Service Traits: Even when controlled by a summoner, elementals and daemons are not always reliably cooperative, and may serve and follow a summoner's commands with more or less enthusiasm and faithfulness. Different classes of elementals and daemons have very different personalities when confronted with a summoner's commands. These different personalities are represented by an elemental or a daemon's Service Traits, which consist of their Faithful and Vengeful scores. An elemental's personality is governed by the nature of its Elemental Domain, so elemental sprites have Faithful and Vengeful scores as follows:

Sprites of Air: Faithful 10, Vengeful 4.

Sprites of Water: Faithful 17, Vengeful 5.

Sprites of Fire: Faithful 7, Vengeful 10.

Sprites of Earth: Faithful 17, Vengeful 3.

The personalities of daemon's are more erratic and unpredictable. See the descriptions in Chapter ??, "Daemons," for the Service Traits of different classes of daemons.

Service Tests: When a summoned being is commanded to perform a specific task or service, the GM rolls 3d6. If the roll is equal or less than the Faithful score, the summoned being is earnestly cooperative in achieving the task or service requested. It will also faithfully perform the task or service, regardless of whether it remains within the control radius of the summoner. If the roll is less than the Faithful score, the GM rolls 3d6 again. If the score is equal to or less than the Vengeful score, the summoned being petulantly refuses to perform the task, or spitefully conspires to misconstrue and sabotage the summoner's request. If the roll is greater than the Vengeful score, the summoned being dutifully but unenthusiastically does as he is requested, so long as it remains within the caster's control range (BMP yards). In either case, once beyond the MP-yards-control radius of the summoner, the summoned being may decide to abandon the summoner, returning to Nature or to the Void, or working mischief as an uncontrolled elemental or daemon. The rolls are made by the GM, and concealed from the player. The player must figure out the summoned being's response from its behavior. The GM should always roll 3d6 twice, even if the summoned being is Faithful, to prevent the player from inferring from a single roll that the summoned being is Faithful. If the summoned being is Faithful, the second roll is a dummy roll that is ignored.

Some Examples of Elemental and Daemonic Summonings

Example #1: Helma of the White Hood, an Elementalist Rank 3 with a Will Power of 45, summons a Lesser Geonome, a Lesser Elemental of Earth to assist her in the task of fortifying her campsite against goblin raids. With the modifier of +30 for summoning a Lesser Elemental, Helma will win the Will Power test if a 75 or lower is rolled. However, Fortune does not smile on Helma. The dice roll is 89. The test is failed, and the Elemental is not controlled. Since the test was not failed by more than 29 points, the Elemental expresses its displeasure by chasing Helma around for 1d6+3 rounds, then spends the rest of the duration of the ritual effect in tearing up Helma's campsite and tent and sticking her mule in the lower branches of a tree.

Example #2: Helma, undaunted, or more daunted by the prospect of a goblin raid on her campsite, prepares to try once more to summon a Lesser Geonome. This time the dice roll is 73, and the elemental is controlled. First Helma asks the Lesser Geonome to get her mule out of the tree. The GM rolls 3d6 secretly twice. The first throw is a 12, which is less than the Geonome's Faithful score; the second throw is a dummy toss and ignored. The Geonome politely plucks the mule from the tree. Next Helma asks the Lesser Geonome to push up a solid earth embankment around her camp. GM rolls 3d6 secretly twice. The first throw is a 16, which is less than the Geonome's Faithful score; the second throw is a dummy toss and ignored. The Geonome slowly but carefully pushes up an earth embankment around the camp. Finally Helma asks the Lesser Geonome to tidy up the mess left by the first Lesser Geonome. GM rolls 3d6 secretly twice. The first throw is an 18, which is greater than the Geonome's Faithful score; the second throw is a 6, and greater than the Geonome's Vengeful score, so it doesn't get nasty -- it just isn't very enthusiastic. The

Geonome slowly plows bits of the wreckage of Helma's tent and gear into a none-too-tidy pile until the summoning ritual's duration expires.

Example #3: Sardul Strikker, a Daemonologist Rank 2, with a Will Power of 55, invokes the fiendish horde ritual, summoning a group of five daemon creatures to scourge a careless team of Guild enforcers intent on terminating Strikker's unsanctioned experiments with daemoncraft. Unhappily for Strikker, the enforcers have caught him unprepared, and he must perform the summons without preparing a pentagram. With the modifiers of +30 for summoning daemon creatures and -50 for summoning without a pentagram, Strikker will win the Will Power test if a 35 or greater is rolled. The dice roll is 89. The test is failed, and the daemon creatures are not controlled. Since the test was failed by more than 29 points, the five daemon creatures set upon Strikker with the cheery prospect of shredding him limb from limb. However, since the Gamemaster decides that the approaching Guild enforcers are tempting targets, he arbitrarily decides that each daemon creature has a 20% chance of going after the intrepid enforcers instead of poor Strikker.

Example #4: Wager Stillingfleet, a Daemonologist Rank 1 with a Will Power of 40, summons an imp to answer some abstruse queries about the melting point of flesh. Since the modifier for summoning an imp is +60, Stillingfleet will win the Will Power test unless a 96 or greater is rolled. And guess what? A 00 is rolled! What a nice surprise for Stillingfleet! Of course daemon beings usually attempt to attack their summoners when they get loose on the Material Plane. However, imps are not very tough, and they stand to take worse than they deliver in a melee. So the Gamemaster decides that the imp will settle for ransacking and looting Stillingfleet's lab instead. The imp tucks two or three priceless reference volumes under a scaly limb, kicks over the braziers setting the lab on fire, then scampers out a window to hide in a bush until the ritual duration ends.

If the Summoner Yields to an Uncontrolled Daemon: A summoner attacked by an uncontrolled daemon has the option of yielding to the daemon rather than defending himself with weapon and spell. If the summoner attempts to yield to a daemon attacker, test vs. the daemon's Intelligence. If the test is successful, the daemon accepts the summoner's surrender and bears him off to serve the daemon for a month and a day in the Chaos Realm. If the test fails, the daemon is too excited about the opportunity to savage or possess a mortal being to accept the summoner's surrender.

Serving a Daemon in the Chaos Realm: The summoner's physical body remains in the Material Realm in a trance for the duration of the summoner's service. The entranced summoner's body is of course vulnerable to all sorts of trials and misfortunes, including imprisonment and casual murder, but is not subject to starvation or death by similar natural causes. The entranced summoner's Spirit is borne away with the daemon when the ritual effect ends, and it must serve the daemon in the Chaos Universe for a month and a day. Details of the service are left to the fertile imagination of the Gamemaster and player. When the summoner's Spirit is returned to its body at the end of the month and a day, the summoner gains 2d6 Insanity Points immediately, and must make a Cool test as described in WFRP, page 83.

If a Daemon Attempts to Possess the Summoner: If an uncontrolled daemon chooses to attack to possess the summoner, its attacks are directed against the summoner's MP. This is called a Spirit Combat (see below). If the summoner wins, the daemon is cast back into its own dreamworld a powerless husk, where the other daemons mock, bully, and abuse it most mercilessly. If the daemon wins, the caster is Possessed (see below).

Spirit Combat: Spirit combat is a aethyrial form of magickal attack. Daemons are the only beings capable of this form of attack. In a Spirit Combat, the daemon's Spirit energies directly engage its opponent's Spirit energies in a test of strength. The winner of each round of Spirit Combat wrests away a bit of its opponent's magickal energy. For observers which detect magick, the loser's dispersed magickal power is visible as a colorful spray of aurora-like aethyrial energy. The Spirit Combat ends when one participant has reduced his opponent's magickal reserves to zero. If the daemon is the loser, he is immediately banished to his own plane in disgrace, drained of power, and an easy mark for abuse by his fellow daemons. If the daemon's opponent is the loser, he is possessed by the daemon. (See below under Possessed Characters.) During the Spirit Combat, both participants are in a trance, and can perform no other action. Both are regarded as prone for the purposes of melee attacks. In game terms, the daemon and its opponent each roll 2d6 + the being's Current Magic Point Score (CMP) each round. The loser loses 1d6+1 MP. The process is repeated each round until one subject's CMP score is reduced to zero. If it's the daemon, the daemon is banished to the Void. If it's the daemon's opponent, he's possessed.

[[Daemons and elementals in this volume will be specified with MP scores. A note in the Daemon and Elemental chapter could explain the term "daemonic power points," Realm of Chaos, Slaves, page 75, in terms of MP, or we could just ignore the DPP references there.]]

Recovery of Magical Power after Spirit Combat: A Possessed caster regains MP at a rate of 1 MP per day. A defeated daemon regains MP at a rate of 1 MP per day. This is true for Bound daemons as well as for daemons banished to their own planes as a result of a defeat in Spirit Combat. (See below.) Note: With the bind daemon ritual, a caster may force a daemon to Spirit combat. See below.

Bound Daemons

A Bound Daemon is one who has been defeated in spirit combat, and bound to this plane by the bind daemon ritual. A bound daemon is obligated to remain in the Material Realm serving its master for a year and a day. (See bind daemon ritual, p. ??.) In the Spirit Combat which permitted the binding, a Bound Demon has been reduced to zero MP. The Bound Daemon recovers MP very slowly in the Material Realm (1 MP per day), and therefore will be in a weakened condition for the early days of his service to his summoner.

Controlling Bound Daemons: The caster must dedicate a portion of his Spirit to controlling the bound daemon, to the preservation and sustenance of the daemon in the Material Realm, and to the neutralization of the daemon's magickal power, thus keeping the daemon in bondage. As long as the sorcerer dedicates the necessary portion of his Spirit to the control of the bound daemon, the daemon is helpless to rebel against its servitude. If the sorcerer allows his control to lapse, however, the daemon is no longer bound, and may attack the sorcerer without restraint. In game terms, the caster must reserve 1 CMP per each BMP of each bound daemon in his control. Magick Points dedicated to a Bound Daemon cannot be used for casting spells or ritual, for activating artifacts, or for any other magickal purpose. If a caster's MP drops below the number of points necessary to control one or more bound daemon (for example, because the caster has been attacked magically), the bound daemons are immediately released from service, and will attack the caster, either to slay or to possess, at the GM's option.

Example: Lazar Loder, a Daemonologist Rank 4 with a BMP score of 51, has bound two daemons into his service, one imp with a BMP score of 6 and another daemon creature with a BMP score of 10. To maintain these two daemons in bondage, he must not allow his CMP score to fall below 16. If Loder's CMP score does fall below 16, both daemons are immediately released from bondage, and will likely attempt to slaughter or possess Loder with prodigious enthusiasm.

Possessed Characters

A daemon in Possession of a character has defeated the character in Spirit Combat (see above), and taken control of the character's Spirit. A daemon in possession of a character is in fact inhabiting the character's Spirit; therefore, the daemon may remain in the Material Realm without magickal assistance (not normally possible for a daemon). After possession, the character's consciousness is completely submerged within the consciousness of the possessing daemon for 1d6+3 hours. During this period, the character is not aware of the actions of his body, being in a deep, hypnotic sleep. During this period, the daemon can use the skills and abilities of the character without interference. When the character's consciousness awakens, he realizes that a daemon is in control of his body, and may attempt to throw off the possession by initiating a Spirit Combat with the possessing daemon. If the character wins the battle, the daemon is cast out, and instantly is sucked into the Void, because no magickal effect maintains it here. If the daemon wins the combat, the character is knocked out for another 1d6+3 hours -- and the cycle may continue. If the daemon is too powerful for the character to have any hope of defeating it in Spirit Combat, the character must wait for the daemon to reduce its CMP (for example, by expending MP to save vs. a magic attack). Then the character must initiate a Spirit Combat on the daemon when the daemon is most vulnerable. Exorcisms (cult rituals for casting out daemons) work by engaging the possessing daemon in a Spirit Combat, thus reducing the daemon's CMP, thus making it easier for the captive spirit to cast out the daemon.

Notes and Commentary on Summonings

Summoning without Pentagrams: Elementals and daemons can be summoned without a pentagram, but a sorcerer who summons an elemental or daemon without a pentagram is not protected by its wards nor aided in the test of Will Power by the pentagram's focusing of the summoner's mental and magickal resources. (The Will Power test to control the elemental or daemon is at a penalty of -50.) Summoning elementals or daemons without a pentagram is therefore a doubtful practice -- but with more feeble entities like imps and nodes, the summoner does not face a very great risk of mortal injury.

Disturbing a Pentagram: Disturbing the censers at the five points of a pentagram or the form pattern or rune inscriptions of the pentagram permanently interrupts the ritual effect. Summoned beings are prevented from disturbing the pentagram by its magickal wards. However, any intruder or mischief-maker could easily scuff a hole in a boundary or kick over a censer; at long range, a well-aimed missile or a suitable spell could tip over or extinguish a censer.

Alternate Practices of Daemonology: The daemonology presented in this volume is the most restrained, respectable daemonology practiced in the world. You can bet your best suit that the practices of daemonology among Dark Elves and Chaos sorcerers are considerably more dreadful than the academic practices of Old World daemonologists. For example, consider the colorful and appalling pentagram ritual of the Dark Elves of Naggaroth. Like the Aztecs, the Dark Elves bring a special enthusiasm to human sacrifice. They carve their pentagram into a ritually sacrificed victim. The victim's blood pours into pentagram-shaped gouges in an altar. The daemon manifests within victim's body, which stands up with a wet, sucking sound, whereupon the daemon speaks through the ruined victim's mouth, enquiring as to the services required by its master. Pleasant, yes? Aren't you glad you're a civilized daemonologist?

Daemonic Usenames and Truenames: Researching daemonic usenames and truenames in the Old World is very difficult. The study and practice of daemonology is generally illegal, and possession of daemonological references is commonly grounds for execution. Some academies and magic guilds maintain libraries of daemonic references, but access to these references is aggressively restricted. Historians, antiquarians, collectors, adventurers, and daemonologists may have their own, small private libraries of daemon lore, but are, of course, unlikely to advertise them, and unlikely to permit strangers to review them. Nonetheless, learning usenames and truenames is critical for summoning just the appropriate daemon for a given occasion. Citations of usenames are much more common; a veteran daemonologist's library might cite one-to-a-dozen usenames for his most commonly-summoned beings. Usenames are often given to devoted demon worshippers by the daemon himself, and summoned daemons can sometimes be persuaded to inform upon one another. Daemonic informants are notoriously inaccurate and treacherous, but a vengeful or spiteful daemon might cheerfully inform on a hated daemonic enemy. On the other hand, truenames are rarely found, and exceptionally difficult to recognize, decipher, and pronounce when they are encountered. Searching for clues to a daemon's truename might consume the energies of a dedicated daemonologist for decades, or a fanatic servant of a Great Power might receive a truename of a Lesser Daemon as a reward for years of faithful service and as the crowning achievement of his career.

A Recommendation for PC Daemonologists: Certain everyday daemons (imps, steeds, creatures, etc.) are less dangerous to summon; they are much less likely to win a test of Will Power, and when they do win, they are even less likely to win by 30 points or more. Other daemons (lesser daemons, greater daemons, djinn/efreet, baalruhs), however, pose terrible risks of mutilation, murder, or possession when summoned. Insane, power-crazed NPC villains won't let such risks intimidate them -- it's a symptom of their depraved insanity, and a Sacred Duty to perform these injudicious, suicidal acts so the plots of adventure scenarios can continue. On the other hand, a sensible PC fearful for his character's well-being (AND the well-being of his PC companions) should not summon the more powerful daemons without a very good reason. PCs interested in summoning powerful daemons (for plot reasons, or for sheer power-grabbing) should take the precaution of searching out a daemon's truename before attempting to summon it. The GM controls access to such information, and should make this a very difficult task, just to keep the magickal elements of the campaign from getting out of hand.

Spawn Homunculi (Intelligence)

Characters with this skill can use alchemical procedures to create artificial creatures from reproductive tissues.

[[Neat, but expendable. Homunculi could include anything from miniature humanoid robots to big golems or artificial creatures under an alchemist's control. I'm not sure what I want to do here; most likely I'll leave it open-ended, with GM guidelines, like Greater Artifacts.]]

Prepare Great Works (Intelligence)

[[Neat, but expendable; most likely open-ended, with GM guidelines, like Greater Artifacts.]]

Chapter Three: Sorceror and Alchemist Careers

Sorcerors and Society

Public Perception of Sorcerors:

In urban settlements sorcerors are regarded by the underclass, the working poor, and the middle-class with the same fascination and distrust as other educated, privileged aristocrats and professionals. Younger aristocrats and nouveau-riche merchants eagerly accept sorcerors as heralds of modern, progressive thinking; ownership of magickal artifacts, or, better yet, employment of a sorceror, is quite fashionable. In rural and wilderness settlements the traditional dominance of the cults in society persists, and along with it moral condemnation and fear of sorcerors. Hedgewizards still practice in secret, and perform for persons of equally doubtful reputation. Academic sorcerors traveling in these regions can expect a cool reception, the minimum of required hospitality, and private condemnation and distrust.

Garb and Public Display of Status:

Like lawyers, wizards are under severe pressure from their college and guild to maintain a dignified and prosperous public posture. Some eccentrics may persist in dressing shabbily, or like everyday citizens, but most wizards succumb to peer pressure and dress like color-blind foreigners with a taste for fine fabrics. By guild and academy rule, sorcerors must announce their spellcasting status by a conspicuous display of their staff (or other focus) and badges of Discipline and Rank (Apprentice, War Wizard 1st Degree, etc.) on their garments. Likewise those in possession of magickal artifacts are expected to display them prominently upon their person. Concealment of magickal ability may be taken as presumptive evidence of criminal intent. Hedgewizards, on the other hand, avoid advertising their abilities in their clothing, and often affect the fashions and trappings of another career as a disguise for their real profession. Ranks of Mastery: Magickal academies and guilds throughout the Old World maintain the traditional ranks of Apprentice, First, Second, Third, and Fourth Degrees. Study and practice of spells and rituals beyond your rank are prohibited. Such restrictions are strictly enforced upon pain of death (occasionally reduced to Lifetime Banishment) by the academies and guilds, with the cooperation of the local cults, ruling bodies, and heads of state. Within the profession, and among knowledgeable laymen, one is addressed by discipline and rank as a title (ie, Elementalist 2nd Rank Wilmer Muhlen).

The Guilds

The Magick Guilds of the Old World license sorcerous and alchemical practices under a charter from their local sovereigns. The Guilds have power to regulate the practice of sorcery and alchemy within their jurisdictions, to determine prices and fees for magickal services, and to arbitrate and judge disputes among Guild members and between Guild members and laymen. A variety of arcane services are available through the Guilds to the public for established fees, including assessment, identification, registry, and brokering of enchanted artifacts. (Note: Private entrepreneurs in competition with the guilds offer similar services of uneven quality and reliability, but generally at cheaper rates. Guild alchemists, however, are poorly paid

compared to independent alchemists, and tend to be of indifferent skill and reliability.)The Guilds also establish criteria for admission to the Guilds, administering examinations governing both acceptance to the Guild as an apprentice and graduation to higher ranks of mastery. Standards and examinations vary, but in general all sorceror apprentices and graduates of the Academies are by law members of the Magick Guild. Examinations are routinely administered through the academies, though procedures exist for direct examination by Guild Council in exceptional cases.The Guild has divided the various sorcerous and alchemical skills into five ranks:Entered Apprentice Academic (also Apprentice, or Petty Level, Rank, or Degree)Fellow Craft (also Craft, or 1st Level, Rank, or Degree)Master of Mysteries (also Master, or 2nd Level, Rank, or Degree) Select Master of Hidden Arts (also Select Master, or 3rd Level, Rank, or Degree)Grand Occident of the Supernal Realm (also Grand Master, or 4th Level, Rank, or Degree)The Guild establishes criteria for ranking of guild members and for assigning sorcerous spells and rituals and alchemical formulae to various Mastery Levels. Guild members are strictly enjoined from studying or teaching certain skills and practices until certified for a suitable mastery level.The Magick Guilds also house the chartered Magick Academies, providing staff, and supervising courses of study and instruction. Also, Guilds are required by charter to provide aid and support to the public welfare under warrant of the sovereign. For the most part, this consists in military service to the nation's armies and militias, but may also include courtesies to aristocrats, nobles, and other persons favored by the Crown.Among the benefits accorded Guild Members in good standing are stocking and sales of alchemical reagents and other supplies, identification, registry, and assessment of enchanted artifacts, and access to libraries, labs, and research and reference personnel. Members dues are payable in cash or in services to the Guild. Traveling sorcerors may find fairly expensive but comfortable quarters at the guild hall. Guilds also have fine reference museums of enchanted artifacts, and publish lists of sorcerous services available to members and public.Guild halls are found in all major cities and many large towns. The affairs of each hall are handled by a council. By custom the Master Councilor is the eldest highest-rank resident member, but most administrative matters are handled by low-status proteges of the Master Councilor, typically sorcerors of modest achievements and immoderate ambition and pride.Academies: The Old World Academies of Sorcery were founded in the late 25th Century on the model of the great cult universities (eg, the great universities of Altdorf and Nuln in the Empire). Typically chartered and endowed by the sovereign (in some cases with additional funds from town councils or the nobility), the Academies are housed within the precincts of the Guildhalls, with easy access to Guild libraries, labs, and staff. Military drills are held on city practice and exercise fields.The Academies are staffed and administered by the Guild, under the advice and consent of representatives of the sovereign (and other sources of endowment), typically in the form of a council called the Board of Tutors comprised of Guildmembers, nobles, military staff officers, a representative of any appropriate city commissions, and loyal friends of the sovereign. Boards of Tutors have the power to hire staff, determine curriculums, examine and limit applicants for admission and for graduation to higher mastery levels.(Note: Spells can be learned without tutors, and hedgewizards are often not guild members, and not bound by their regulations. Thus sorcerors may be encountered who know spells of a rank higher than their mastery level. We suggest GMs limit this practice to NPCs, though see "Hedgewizards: Learning New Spells and Rituals," page ??, where we suggest a method for extending this option to PCs.)The Colleges Arcane and the Old Secret Societies: In earlier periods of cult persecution of sorcery the practices and traditions of sorcery were guarded and passed on in the Old World by various secret societies. Now that sorcery is sanctioned by the sovereigns, many former secret societies have been assimilated into the guild and academy system as the Colleges Arcane (also known as "color colleges"). The Colleges Arcane preserve the ancient secret society practices and traditions in fraternal organizations within the academy and guild system, like the various monastic orders within the Catholic church. In large Guildhalls all of the different colleges are likely to be represented in the staff and students, but remote or small town study centers and guild chapters might be comprised of members of a single color college.Here is a list of the major Colleges Arcane, with their formal title, their common name, and a brief description of their guiding principles.

Aquilia Aureus (Golden Wizards): Though asserting a dedication to Perfect Reason and Honor, Gold Wizards have a popular reputation for mercenary greed and opportunistic ethics.

Turris Lumen (Light Wizards): Preserves traditional values of ancient Hedgewizardry -- aid poor, protect the weak, scorn and sting the rich and powerful. Persecuted by the authorities, honored by peasants and lower classes.

Triskele Triplex (Jade Wizards): Specialize in the nature-oriented magicks of the rural countryside and wilderness. Favored by Elementalists.

Carpe Vita (Amethyst Wizards): Playful, immoderate, and self-indulgent, regarding magick as a toy for art and amusement. Favored by Illusionists.

Espada de la Guardiania (Grey Wizards): Self-appointed itinerent champions of Justice. Typically War Wizards, often military mercenaries and soldiers-of-fortune, solitary or in the company of other mercenary warriors, sometimes cynical, sometimes earnest in prusuit of Justice.

Cardo Artis (Bright Wizards): Honors the pursuit of Magickal Knowledge, with little concern for the fates or fortunes of society. Associated with indiscriminant use of battlefield magicks. Favored by Necromancers and Daemonologists.

Sagittarius Arcanus (Amber Wizards): Dedicated to improving the reputation of sorcery through good works in the community and for the state. Diplomatic, pragmatic, eager in service of merchant interests, new nobility, and military.

Nuntius Caelestis (Celestial Wizards): Blend astrological mysticism with intellectual, elitist pretensions. Haven for hyper-intelligent, talented crackpots.

Annulus Mirabilis (Wizards of The Great Wheel): Modern college, vague and inoffensive, primarily social in nature.

Oculus Divinus (Rainbow Wizards): Modern college, vague and inoffensive, primarily social in nature.

Aranei Tenebrarum (Dark Wizards): Officially suppressed by the Guild, this college remains a secret society, in some cases with the support of criminal subcultures and ruthless aristocratic factions.

Other Sorcerous Secret Societies:

These societies have remained secret for various reasons, typically because their practices and traditions are outlawed or abhorrent.

The Cup and Serpent: Alchemist's society, masters of poisons and appalling potions

Dead Man's Taper: Necromantic society of Pharonic origin (symbol is a candle made from a dead man's hand, with wicks at the tips of the thumb and fingers like a candelabra).

Spines of the Thistle: Ancient and beneficent secret order of adventuring scholars; suspicious of current climate of tolerance, they remain a secret order in isolation. Sign of the thistle in a remote ruin or on a strange artifact means that the Thistle has gone before and found no harm. (Symbol is purple thistle blossom at the top of a stalk covered with sharp spines)

Popular Stereotypes of Wizards

In the popular imagination sorcerors are categorized by type. As with all stereotypes, considerable truth may be reflected in these folk notions.

The Hedgewizard Hermit: Kindly, eccentric, absent-minded, private. Tolerated by the cult and community, so long as he remains isolated in the forest. Often figures in fairy tales as the refuge of lost children and the savior of villages from monsters.

The Nasty Hag (or Warlock): The dark side of hedgewizardry. Also isolated by choice, but preying occasionally on livestock and hapless youth. Real witches (the Dark Druid cults) are responsible for most of these impressions.

Academic Sorcerors: Toothless old wheezers in chalk-covered coats with runes and moons all over them. Harmless scholars, hopelessly boring and intellectual.

War Sorcerors: Grim, dangerous, ruthless wielders of arcane power. Fire, lightning, terror, and death. Good if they're on your side, but never welcome at anyone's table. (If on their side, see "Fiendish Servant of Chaos" below.)

Tame Wizards: Typically the pets and ornaments of the wealthy, powerful, and socially prominent. Showy, flamboyant, entertaining, well-bred.

Humanist/Philosophers: In the Alchemical Philosophical tradition. More interested in studying the nature of the Universe than in applying magickal skills to practical ends. Well-meaning, harmless cranks.

Mercenary Entrepreneurs: Boosters of Progress and Mercantile Prosperity. Eager to end restrictions on sorcery and expand use of magick in industry. Feared and distrusted by guilds; patronized by the merchant trader classes.

Evil Wizard: Legendary dark power that appears mysteriously from nowhere, takes control of leaders by possession, extortion, and conspiracy, and set out on a campaign of conquest and subjugation of neighboring peoples. Associated with ancient secret societies and immortal Dark Elves thought to have walked the Old World for millenia.

Godless Atheists: Scornful of cults and morality. All magick is good -- or at least interesting. All mundanes are morons. Superstition and worship are pathetic heritage of primitive ancestors. Gods are powerful but limiting to future of man and magick.

Pharonic Necromancers: Ancient conspiracy of immortal Pharonic sorcerors who wish to rule the world with undead servants and legions.

Fiendish Servants of Chaos: Daemonologists and necromancers in league with the Lords of Chaos. (In fact, few sorcerors worship or serve Chaos, except in alliances of convenience. Most Chaos Sorcerors are actually Chaos cult priests and initiates who derive their magickal powers directly from their gods.)

Runemasters: Legendary descendants of ancient High Elven sorcerors living in the Old World thousands of years ago, practitioners of rune wizardries long forgotten and unspeakably arcane. Modern students of runes are typically itinerent, bookish scholars as interested in ancient Elven and Dwarvish history as in the practical applications of rune sorcery.

Enchanters: Aged sorcerous craftsmen who specialize in the production of enchanted devices. Produce baubles, trinkets, and amulets for the masses, while laboring on their own bizarre experiments and research projects. Avid collectors of antiquarian artifacts.

[Develop these Secret Societies? Spines of the Thistle as an elaborated example, good for adventuring good guys?]

Sorcerer and Alchemist Careers Advance Schemes

Several Advanced Careers -- Wizard, Elementalist, Mentalist, Daemonologist, Necromancer, and Alchemist -- have the same Advance schemes. That is, at the First, Second, Third, or Fourth Levels, each of these Advanced Careers have identical Advance Schemes.

Here are the Sorcerer and Alchemist Careers Advance Schemes:

Hedgewizard
M WS BS S T W I A Dx Ld Int Cl WP Fel MP
+2 +10 +10 +10 *

Sorcerer/Alchemist Apprentice
M WS BS S T W I A Dx Ld Int Cl WP Fel MP
+1 +10 +10 +10 *

Sorcerer/Alchemist 1st Level

M	WS	BS	S	T	W	I	A	Dx	Ld	Int	Cl	WP	Fel	MP
		+1	+2	+10		+10	+10	+10	+10	+20			*	

Sorcerer/Alchemist 2nd Level

M	WS	BS	S	T	W	I	A	Dx	Ld	Int	Cl	WP	Fel	MP
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+20		*

Sorcerer/Alchemist 3rd Level

M	WS	BS	S	T	W	I	A	Dx	Ld	Int	Cl	WP	Fel	MP
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+30		*

Sorcerer/Alchemist 4th Level

M	WS	BS	S	T	W	I	A	Dx	Ld	Int	Cl	WP	Fel	MP
	+10	+10	+1	+1	+5	+30		+30	+30	+30	+30	+30		*

* See "Determining Initial Magick Point Scores," page ??, and "Increasing Magick Point Scores," page ??.

Basic Sorcerer Careers

Hedgewizard

"Hedgewizard" is the title applied to sorcerers trained through the ancient tradition of private apprenticeship. This tradition remains strong in rural and primitive cultures where the cults still persecute the public practice of sorcery. Commonly illiterate and ignorant of modern arcane notation, hedgewizards are typically less-proficient spellcasters than their academic counterparts, and unless they enter a course of academic study, they are condemned to remain relatively unimpressive magicians. Hedgewizards are typically from rural and poor backgrounds, regarded as hayseeds or lowlifes by academic sorcerers, and often at a disadvantage in academic and sophisticated social circles. On the other hand, hedgewizards are generally more accustomed to hardship and rough-and-tumble than their bookish cousins, and their traditions of stealth and secrecy make them most suitable for private and devious adventures. Some hedgewizards learn to read and write, and go on to the academic sorcerous disciplines. Others pursue non-sorcerous careers where their modest magickal abilities give them distinct advantages over others without any sorcerous training.

Beginning Spells and Rituals For Hedgewizards

Characters taking Hedgewizard as an Initial Career receive 1d6+3 castings chosen at random using the following table. Roll 1d100 to select castings; if a roll indicates a spell or ritual already selected, roll again until the proper number of castings are selected. Characters entering the hedgewizard career from another career receive 1 spell or ritual randomly determined by rolling on the following table. Other spells must be learned and paid for as described in "Learning New Spells and Rituals," page ??.

01-20 Detect Magic
21-25 Discorporate Flesh
26-30 Distract Awareness
31-35 Distract Memory
36-55 Bond Elements
56-60 Powerlink Artifact
61-70 Perceive Spirit
71-75 Voidsend Message
76-80 Lesser Pentagram
81-85 Deepsleep
86-90 Summon Elemental Node
91-95 Toughen Flesh

96-00 Vaporbloom

Skills

25% Rune Lore
Cast Petty Spell/Ritual
Herb Lore
Identify Plant
Elemental Tongue
50% Druidic Lore
Flee!
Dowsing
Silent Move Rural
Meditation

(Note: Hedgewizards rarely receive formal instruction in literacy and magical notation, and must study and learn it on their own. Read/Write and Modern Arcane Languages are not received as free skills in character creation. However, to advance to Wizard Level 1, a character must possess Read/Write and Modern Arcane Languages skills, which MUST be paid for as Non-Career Skills (WFRP, p 93) with experience points.)

Trappings

Ordinary Hand Weapon
Wizard's staff (or a focus of the spellcaster's own design)
1 Lesser Artifact (an heirloom or present from a master; roll on the Random Magick Artifact Table below.)
A couple of steamer trunks full of baubles and smoke pots to impress the rubes.

Career Exits

War Wizard, 1st Degree
Mercenary
Outlaw
Outrider
Thief
Charlatan

Random Magick Artifact Table

To determine which Enchanted Lesser Artifact is received as part of the trappings of a Hedgewizard or Sorcerer Apprentice, roll 1d100 and consult the following table. These items are described in "Enchanted Artifacts," pages ??-??. See the notes following the table for clarification of certain items.

01-20: extra focus
21-30: staff of Ample Smiting +1
31-40: staff of Desperate Defense
41-50: leather jerkin of Protection +1
51-60: Lesser Elixir of [Humanoid Species] Healing
61-70: Lesser Elixir of Ogre Strength
71-80: Lesser Elixir of Disguise
81-85: Talisman of Ward vs. Fear
86-90: Talisman of Resist Deepsleep
91-95: Talisman of Resist Distract Awareness
96-00: Talisman of Resist Distract Memory

Notes on artifacts received from this table

extra focus: identical to the caster's original focus, bearing cunes for all the spells and rituals currently known by the sorcerer (of particular value for the Voidsend Message petty spell)

staff of Ample Smiting +1 and staff of Desperate Defense: may be carved with runes as the sorcerer's original focus, at the sorcerer's option

[Revise Random Magick Artifact Table; give narrative/setting hooks to seem less arbitrary, like guild graduation gift for academies and heirloom gift from master for hedgewizards. Or... delete concept altogether.]

Basic Sorcerer Careers: Sorcerer Apprentice

With sorcery sanctioned by the State and the Cults, and Guildhalls and Academies in most of the great cities of the Old World, more young men and women of the middle and upper classes are attending Magick Academies with hopes of entering high-paying sorcerous careers in military or aristocratic service. Many students, however, are drawn by the intellectual challenges of a sorcerer's career as much as the financial rewards. Academic apprenticeship still retains many of the traditional features of private apprenticeship -- absolute authority of the masters and instructors of the university, spartan routines of menial tasks, strictly regulated private lives, and so on -- but the modern sorcerer apprentice spends much more time in study and practice of magickal principles and procedures than does his hedgewizard counterpart. Also, since most academies are designed to prepare sorcerors for military service, sorcerer apprentices are also drilled in duelling techniques and military applications of magick. An apprentice's status in a college depends as much on his reputation as a duellist as on his achievements as a student, and graduates of the universities pride themselves on the distinctive scars earned in practice duels and in contests of private honor. Academics are predominantly of wealthy background, typically born and bred in the city, and notoriously ill-prepared to handle themselves in the outdoors, in lower class settings, or in dealings with the criminal classes.

Beginning Castings for Sorcerer Apprentices

Characters taking Sorcerer Apprentice as an Initial Career receive the following spells and rituals:

Detect Magick
Discorporate Flesh
Toughen Flesh
Lesser Pentagram
Summon Elemental Node

Characters entering the Sorcerer Apprentice career from another career receive the Detect Magick spell; other spells must be learned and paid for as described in "Learning New Spells and Rituals," page ??.

Skills
Cast Petty Spell/Ritual
Read/Write
Modern Arcane Languages
Secret Language -- Classical
Cult Lore
Rune Lore
Meditation
Resist Magic
Sense Magic
Elemental Tongue
Arcane Elf

Trappings
Ordinary Hand Weapon
Wizard's Staff (or a focus of the caster's own design)
1d3 Lesser Artifacts (roll on Random Magick Artifact Table, preceding page)
Very nice robes
A small magical reference library, including a personal spell book.
[[LIST BOOKS? THEY'RE SO VALUABLE in WFRP...]]

Career Exits	
War Wizard, 1st Degree	Daemonologist, 1st Degree
Elementalist, 1st Degree	Necromancer, 1st Degree
Mentalist, 1st Degree	Alchemist Apprentice
Entertainer - Bunko Artist	Tomb Robber
Grave Robber	Gambler

Advanced War Wizard Careers

War wizards are the generalists of academic sorcerors, learning castings from many disciplines. Because the War Colleges are intended to produce combat support sorcerors, their spells and rituals usually are most appropriate for military applications. In the Old World most wizards are required by guild custom or state decree to serve in their nation's military. Fortunate or well-connected wizards may, through the patronage of nobles, rulers, or guild councilor, obtain posts in the government or in the service of the rich and powerful. Some remain in the academies as instructors and researchers; others gain employment in various exploratory and exploitative ventures sponsored by royal and private patrons.

Suitable Player Character Roles: A few wizards manage through personal wealth or patronage to remain more or less independent -- highly-educated and skilled gentlemen adventurers. A few wizards of modest backgrounds also remain outside polite sorcerous society for one reason or another -- marginal academic performance, personal misfortune, powerful enemies, criminal acts, unpopular politics or principles, and so on. Such often enlist on dangerous ventures out of desperation or personal obsession.

The Four Degrees of Wizardry: The First Degree War Wizard is regarded as a journeyman practitioner of the arcane arts. Most enter military or aristocratic service immediately after graduation from the academy. The most studious and creative often remain as instructors and graduate students at the universities. A few receive charters from the guild and the state to pursue private studies or embark upon other speculative ventures. Second Degree War Wizards must have distinguished themselves in research or service, and generally complete their studies while performing professional duties in the military, in state or aristocratic employment, or in the academies and guilds. Few independent sorcerors are able to devote full time to study and research, in the lab and in the field. In addition to any professional duties, Masters are also often obligated to perform various services for their guilds, academies, and aristocratic patrons. Third Degree War Wizards are typically employed at high levels in state and military staff positions, or do research for private and academic concerns. At this rank, many sorcerors have also earned enough status in their guilds to achieve considerable independence from the demands of state and academy, and are free to pursue their own interests -- typically, the amassing of more wealth and power, though adventure and knowledge are also important motivations. The highest positions of power are reserved for Fourth Degree War Wizards -- Guild Council, Dean of Colleges, Chancellor of War Magicks, etc. Many are wealthy, powerful nobles in their own right, or in the service of kings and princes. On the battlefield and in the offices of power, these magicians directly affect the destinies of the peoples and states of the Old World. In private, most search history, magical literature, and experimental procedures for even greater mastery of the arcane arts.

Wizard 1st Degree

Prerequisite Career
Hedgewizard or Sorcerer Apprentice

Skills
Cast Spell/Ritual -- War College Level 1
Scroll Lore
Alchemical Lore
Choice of Cult or Druidic Lore
Ancient Arcane Languages: Arcane Dwarf
Identify Magic Artifact

Trappings
10D6 Gold Coins (earned during the student internship, when the apprentice works under the supervision of a master wizard)

Career Exits
Wizard, 2nd degree
Other Sorcerous Careers, 1st Degree

Wizard 2nd Degree

Prerequisite Career
Wizard 1st Degree

Skills
Cast Spell/Ritual -- War College Level 2
Evaluate
Necromantic Lore
Runecraft
Ancient Arcane Languages: Druidic

Trappings

Career Exits
Wizard, 3rd degree
Other Sorcerous Careers, 1st Degree
Runemaster

Wizard 3rd Degree

Prerequisite Career
Wizard 2nd Degree

Skills
Cast Spell/Ritual -- War College Level 3
Prepare Poison
Demon Lore
Enchant Lesser Artifact

Trappings

Career Exits
Wizard, 4th degree
Other Sorcerous Careers, 1st Degree

Wizard 4th Degree

Prerequisite Career
Wizard 3rd Degree

Skills
Cast Spell/Ritual -- War College Level 4
Ancient Arcane Languages: Demon Tongue
Ancient Arcane Languages: Old Slann
Enchant Greater Artifact

Trappings

Career Exits

Advanced Elementalist Careers

Elementalists are typically mavericks, antisocial and reclusive. Their formal and emotional ties to academy and guild are tenuous, and their limited respect for authority and indifference to wealth and status make them difficult to manage in the military or as servants of State and Nobility. Nonetheless, Elementalists represent an important magickal resource for their societies. When given considerable freedom of action and judgement, Elementalists have provided valuable military support, particularly in sieges, wilderness campaigns, and other special tactical situations, and they have also provided important public works, like magickally reinforced city defenses and aid during natural disasters. For these reasons, rulers and guilds tolerate their independent, eccentric behaviors. For their parts, in acknowledgement of the considerable freedom granted them, Elementalists are generally quick to answer the summons of academy, guild, and state, and content and cooperative in serving their profession and the public welfare. When in study at the Academy, they are quick to hand; when in the field or in private retreat, they leave means for communication in case their services are required. A summons can often be swiftly sent through the druids, since Elementalists enjoy a reciprocal respectful and friendly relationship with followers of the Old Faith, and often take shelter with the druids when in study or contemplation in the wilderness.

Suitable Player Character Roles: Elementalists are particularly suitable for wilderness and subterranean adventures and campaigns, because of their magickal abilities and their relatively independent social roles in Old World society. Though less interested in plunder than other more worldly characters, the elementalists are interested in adventure and magickal lore, often genuinely concerned about the welfare of all creatures, and dedicated to protecting an adventuring party from evil and unnatural monsters and enemies. Elementalists also offer rich resources for roleplaying, since their magickal powers are associated with elemental beings that can become important non-player characters in their own right. Player and gamemaster have numerous opportunities for establishing the lesser entities as magickal pets and henchmen with distinctive personalities, while the greater entities become perilous and enigmatic patrons, informants, or prickly allies.

The Four Degrees of Elementalism: Higher ranks gain the ability to summon ever-more-powerful elementals, and at higher ranks, Elementalists have greater authority to command rather than entreat service from lesser entities. Unlike other academic sorcerors, Elementalists have little interest in precedence or guild, academy, or state politics, and show respect for high-ranking colleagues only in regard of superior achievement, not of superior status.

Elementalist 1st

Prerequisite Career
Hedgewizard or Sorceror Apprentice

Skills
Cast Spell/Ritual -- Elementalist Level 1
Magical Lore: Alchemical Lore
Magical Lore: Scroll Lore
Identify Magickal Artifact
Magical Lore: choice of Cult or Druidic Lore
Ancient Arcane Languages: Arcane Dwarf

Trappings
10D6 Gold Coins (earned during the student internship, when the apprentice works under the supervision of a master wizard)

Career Exits
Elementalist, 2nd degree
Other Sorcerous Careers, 1st Degree

Elementalist 2nd

Prerequisite Career
Elementalist 1st Degree

Skills
Cast Spell/Ritual -- Elementalist Level 2
Herb Lore
Runecraft
Ancient Arcane Languages: Druidic
Dowsing
Metallurgy

Trappings

Career Exits
Elementalist, 3rd degree
Other Sorcerous Careers, 1st Degree
Runemaster

Elementalist 3rd

Prerequisite Career
Elementalist 2nd Degree

Skills
Cast Spell/Ritual -- Elementalist Level 3
Prepare Poison
Magical Lore: Demon Lore
Enchant Lesser Artifact

Trappings

Career Exits
Elementalist, 4th degree
Other Sorcerous Careers, 1st Degree

Elementalist 4th

Prerequisite Career
Elementalist 3rd Degree

Skills
Cast Spell/Ritual -- Elementalist Level 4
Ancient Arcane Languages: Demon Tongue
Astronomy
Enchant Greater Artifact
Necromantic Lore

Trappings

Career Exits

Advanced Illusionist Careers

Illusionists specialize in magicks which manipulate the perceptions and emotions of animals and intelligent beings through their aethyrial Spirit organs. Illusionists (also known as Mentalists) must therefore have expert understanding of the minds and behaviors of those beings they seek to manipulate. As such, Illusionists are typically personable, skilled in social discourse, and comfortable with all sorts of personalities. Illusionists are generally personally ambitious, eager to acquire wealth and personal power, socially and

politically sophisticated, and skilled in using their charm and understanding of human nature to manipulate others to suit their purposes. With these personality traits, Illusionists are very successful in military, noble, or state service, often rising quickly to positions of power and authority. According to the skill and subtlety with which they practice their charms, they are more or less distrusted by those who employ them, but those who rely on them quickly find them indispensable. Illusionists also exert influence on the leaders of guild and academy out of proportion with their numbers. Often from noble or wealthy backgrounds, they also typically receive postings with the rich and powerful. In one sense, they have more freedom of action than many other sorcerors, in that status, wealth, and social skills allow them to manipulate their masters to their own ends. In another sense, they are least free in action, since they are reluctant to risk their positions by any unpopular or non-conformist thought or action. Suitable Player Character Roles: Illusionists are best suited for urban and diplomatic intrigue, though they are also quite effective in dealings with other races and nationalities on outland ventures. Illusionists are typically stereotyped city slicker and haughty aristocrats, expressing disdain for rural hicks and wilderness savages, and lamenting the creature comforts of high society and urban culture. A few Illusionists are genuine scholars and adventurers, interested more in intellectual pursuits and observations of foreign and alien cultures than in amassing wealth and political power. These make excellent player characters, earnest dandies and dilettantes struggling to overcome prejudices against the stereotype of Illusionists while enthusiastically pursuing the enigmas of ancient civilizations and alien cultures.

The Four Degrees of Mentalism: The ranks of Mentalism are identical to the ranks of Wizardry, except that Illusionists reach positions of power and authority in the guild and academy faster than other sorcerors, and receive choice postings to state and noble service. Illusionists are typically richer than their colleagues, and dress accordingly, with aristocratic taste and distinction.

Illusionist 1st

Prerequisite Career
Hedgewizard or Sorceror Apprentice

Skills
Cast Spell/Ritual -- Illusionist Level 1
Magical Lore: Alchemical Lore
Magical Lore: Scroll Lore
Identify Magickal Artifact
Magical Lore: choice of Cult or Druidic Lore
Ancient Arcane Languages: Ancient Dwarf

Trappings
10D6 Gold Coins (earned during the student internship, when the apprentice works under the supervision of a master wizard)

Career Exits
Illusionist, 2nd degree
Other Sorcerous Careers, 1st Degree

Illusionist 2nd

Prerequisite Career
Illusionist 1st Degree

Skills
Cast Spell/Ritual -- Illusionist Level 2
Hypnotise
Runecraft
Ancient Arcane Languages: Druidic
Ventriloquism

Trappings

Career Exits
Illusionist, 3rd degree
Other Sorcerous Careers, 1st Degree
Runemaster

Illusionist 3rd

Prerequisite Career
Illusionist 2nd Degree

Skills
Cast Spell/Ritual -- Illusionist Level 3
Prepare Poison
Magical Lore: Daemon Lore
Charm
Enchant Lesser Artifact

Trappings

Career Exits
Illusionist, 4th degree
Other Sorcerous Careers, 1st Degree

Illusionist 4th

Prerequisite Career
Illusionist 3rd Degree

Skills
Cast Spell/Ritual -- Illusionist Level 4
Ancient Arcane Languages: Demon Tongue
Enchant Greater Artifact
Divining
Necromantic Lore

Trappings

Career Exits

Advanced Necromancer Careers

Necromancers are primarily conceived of as NPC villains, but at the GM's discretion, the study of necromancy may be sanctioned in the setting of your campaign, though strictly regulated and supervised by academy, guild, and ruler, and you may permit academy-trained necromancers as player characters. Public prejudice, particularly cult opinion, is hostile to necromancers, so they must operate in secret in settled or urban areas, or with the manifest approval and protection of the local rulers or military. In rural and wilderness ventures, foreign research and military expeditions, and so on, they may have a less restricted scope of action. Chartered necromancers generally maintain a cover identity as common war wizards -- a disguise easily maintained before the average citizen, but difficult to maintain before other sorcerors and knowledgeable laymen, particularly if there are witnesses to necromantic practices.

Suitable Player Character Roles: In settled areas PC necromancers must conceal their identities and abilities from the public. Freewheeling players who like to toss spells about at the least provocation will be frustrated in such a role; players who like to play spies and subtle diplomats may be more comfortable. In remote rural or wilderness adventures, a necromancer can be less circumspect in throwing his magickal

weight around. Who cares if the orcs and giants know you're a necromancer? In fact, it may add to your reputation.

The Four Degrees of Necromancy: At second rank and above necromancers have a distinctive ability to create lasting magickally-animated undead as servants, guards, and warriors. Outlaw necromancers of these ranks always present the potential of recruiting substantial undead armies. Chartered necromancers are constrained against such behavior by the guilds and academies; therefore, all ranks of chartered necromancers must concentrate more on acquisition of information and magickal defenses against outlaw necromancy rather than on creating hoards of undead servitors. Most necromancers of third and fourth degree are outlaws, and unimpressed by the titles and honors of academic sorcery. The oldest, most powerful necromancers of legend -- some reputedly over 4000 years old -- are probably at the equivalent of tenth or twentieth level compared to fourth degree sorcerors with normal lifespans.

Necromancer 1st

Prerequisite Career
Hedgewizard or Sorceror Apprentice

Skills
Cast Spell/Ritual -- Necromancer Level 1
Magical Lore: Scroll Lore
Magical Lore: Alchemical Lore
Identify Magical Artifact
Magical Lore: choice of Cult or Druidic Lore
Ancient Arcane Languages: Arcane Dwarf

Trappings
10D6 Gold Coins (earned during the student internship, or earned by nefarious deeds)

Career Exits
Necromancer, 2nd degree
Other Sorcerous Careers, 1st Degree

Necromancer 2nd

Prerequisite Career
Necromancer 1st Degree

Skills
Cast Spell/Ritual -- Necromancer Level 2
Runecraft
Ancient Arcane Languages: Druidic
Magical Lore: Demon Lore
Prepare Poison

Trappings

Career Exits
Necromancer, 3rd degree
Other Sorcerous Careers, 1st Degree
Runemaster

Necromancer 3rd

Prerequisite Career
Necromancer 2nd Degree

Skills

Cast Spell/Ritual -- Necromancer Level 3
Enchant Lesser Artifact
Enchant Lesser Spirit Artifact
Ancient Arcane Languages: Demon Tongue

Trappings

Career Exits
Necromancer, 4th degree
Other Sorcerous Careers, 1st Degree

Necromancer 4th

Prerequisite Career
Necromancer 3rd Degree

Skills
Cast Spell/Ritual --Necromancer Level 4
Ancient Arcane Languages: Old Slann
Enchant Greater Artifact
Enchant Greater Spirit Artifact

Trappings

Career Exits

Advanced Daemonologist Careers

Daemonologists are primarily conceived of as NPC villains, but at the GM's discretion, the study of daemonology may be sanctioned in the setting of your campaign, though strictly regulated and supervised by academy, guild, and ruler, and you may permit academy-trained daemonologists as player characters. Public prejudice, particularly cult opinion, is hostile to daemonologists, so they must operate in secret in settled or urban areas, or with the manifest approval and protection of the local rulers or military. In rural and wilderness ventures, foreign research and military expeditions, and so on, they may have a less restricted scope of action. Chartered daemonologists generally maintain a cover identity as common war wizards -- a disguise easily maintained before the average citizen, but difficult to maintain before other sorcerors and knowledgeable laymen, particularly if there are witnesses to daemonological practices. The guilds and academies provide a very specific list of demons permitted to be summoned. Daemonologists fooling around with non-approved daemons are likely to end up pursued by bounty hunters, locked in deep dungeons, or dangling from a gibbet. The whole notion of sanctioning the study of daemonology is to provide defenses against its abuse by alien and evil spellcasters and divines -- not to proliferate their numbers with college-trained daemon-summoners. There are good daemons and neutral daemons that may be safely dealt with, and evil daemons to be exorcised and defended against. It may also be permitted to fight fire with fire in extreme circumstances, though daemonologists will have received careful instructions and guidelines about dealing with evil daemons, even in a commanding fashion.

Suitable Player Character Roles: In settled areas PC necromancers must conceal their identities and abilities from the public. Freewheeling players who like to toss spells about at the least provocation will be frustrated in such a role; players who like to play spies and subtle diplomats may be more comfortable. In remote rural or wilderness adventures, a necromancer can be less circumspect in throwing his magickal weight around. Who cares if the orcs and giants know you're a necromancer? In fact, it may add to your reputation. In civilized areas you can't openly display your magickal abilities, which takes a lot of the fun out of spellcasting. Freewheeling players who like to toss spells about at the least provocation will be frustrated in such a role; players who like sneaking around, mystery-solving, roleplaying, and using magick abilities only when others can't identify them should be happy enough. On the other hand, in a remote rural or wilderness campaign one can play the heavy against the heathen and monstrous hosts. In the Great Forests and the Chaos Wastes you'll find plenty of room to work, and plenty of work to do.

The Four Degrees of Daemonology: At the higher ranks of daemonology, the daemonic beings dealt with are increasingly powerful and intractable. Generally only power-mad or fanatic individuals will choose to face such risks; as a result, one observes that the higher the level, the less stable and sane the daemonologist. Even daemonologists of the highest principles and virtue tend to become more and more bizarre and psychotic as they advance in rank. Some who feel themselves losing their grip are wise enough to abandon further daemonic studies and shift to another sorcerous specialty. Others manage to retain the purity of their objectives, but tend to lose judgement and perspective concerning the means justifiable to achieve their ends.

Daemonologist 1st

Prerequisite Career
Hedgewizard or Sorcerer Apprentice

Skills
Cast Spell/Ritual -- Daemonologist Level 1
Magical Lore: Scroll Lore
Magical Lore: Alchemical Lore
Identify Magical Artifact
Magical Lore: choice of Cult or Druidic Lore
Ancient Arcane Languages: Daemon Tongue

Trappings
10D6 Gold Coins (earned during the student internship, or earned by nefarious deeds)

Career Exits
Daemonologist, 2nd degree
Other Sorcerous Careers, 1st Degree

Daemonologist 2nd

Prerequisite Career
Daemonologist 1st Degree

Skills
Cast Spell/Ritual -- Daemonologist Level 2
Runecraft
Ancient Arcane Languages: Druidic
Magical Lore: Necromantic Lore
Prepare Poison

Trappings

Career Exits
Daemonologist, 3rd degree
Other Sorcerous Careers, 1st Degree
Runemaster

Daemonologist 3rd

Prerequisite Career
Daemonologist 2nd Degree

Skills
Cast Spell/Ritual -- Daemonologist Level 3
Enchant Lesser Artifact
Ancient Arcane Languages: Arcane Dwarf

Trappings

Career Exits

Daemonologist, 4th degree

Other Sorcerous Careers, 1st Degree

Daemonologist 4th

Prerequisite Career

Daemonologist 3rd Degree

Skills

Cast Spell/Ritual --Daemonologist Level 4

Ancient Arcane Languages: Old Slann

Enchant Greater Artifact

Enchant Daemon Artifact

Trappings

Career Exits

Basic and Advanced Alchemist Careers

Common opinion regards alchemists as a sub-discipline of Sorcery. Indeed, the various Colleges of Alchemy enjoy equal status with the other sorcerous Colleges of War Wizardry, Elementalism, and Mentalism. However, traditionally alchemists have regarded themselves as Philosophers, rather than Sorcerors. Philosophical Alchemists study and practice their craft primarily in pursuit of knowledge and enlightenment, and are more interested in the purity of their spirits than in the might of their magical powers. Sorcerors, according to alchemists, are mere technicians -- craftsmen and artisans at best -- interested in the study of arcane powers simply for the wealth and power derived from the practice of magick. Nonetheless, alchemical compounds have many practical applications, and the modern Old World alchemist is as likely to pursue Wealth and Power as he is to pursue Perfect Knowledge. Thus the magic guilds and academies recognize two types of alchemist: Pragmatic Alchemists and Philosophical Alchemists. Pragmatic Alchemists recognize the economic, social, military, and political importance of the magickal compounds they produce. Some wish to serve society with their skills. Some wish to exploit their power over society to bring them status, wealth, and influence. Some are interested in a secure, financially-rewarding scholarly career. Many are self-absorbed scholarly gadgeteers, fascinated by the magical powers they command, and ever-willing to experiment in hopes of producing some even-more prodigious and dazzling magickal effects. Philosophical Alchemists are interested in the Mysteries of Spirit and Matter for their own sake. Their ultimate aims are to achieve a rapture of the intellect, a divine, mystical communion with the True Nature of Being. The magickal compounds they are skilled in producing are of little interest to them, other than as a source of revenue and patronage for their esoteric alchemical studies.

Suitable Player Character Roles:

Pragmatic Alchemists player characters are often either gimmick-happy mad scientists or hard-nosed entrepreneurs and mercenary adventurers. The toy-mad Pragmatics love spectacular magick effects (explosions in particular) for their own sake. They tend to have few social or real-life skills, and little interest in the outside world, preferring to dabble in their labs until all hours, mixing Beastman hair with Fugacious Air and Fulminate of Orpiment -- just to see what happens. They often make fabulous wages working for the military or for noble patrons, and when present on the battlefield or on wilderness adventures, they must be carefully watched to make sure they don't wander into mischief or deadly peril. (Such Pragmatic PCs resemble real-world computer hacker stereotypes in personality.)

Hard-nosed entrepreneur Pragmatics are often experienced treasure hunters or skilled mercenaries, employing their magickal abilities much like sorcerer PCs.

Philosophical Alchemist player characters tend to be peaceable, self-absorbed scholar-mystics, absent-minded visionary wise-men with a touch of Merlin and Gandalf the Grey. Their pursuits of esoteric knowledge carry them throughout the World, in long, itinerant journeys in the company of gypsies and pilgrims along the highways and sealanes of the Old World. Shelter and scholarly fellowship can be found in secret society chapters in all major Old World cities, and the search for rare magickal substances takes the Philosopher to the remote wild and desolate regions of the World. Philosophical Alchemists are typically of strong Good alignment; when civilization is threatened by evil or chaotic powers, they nobly and absent-mindedly march off to war.

Alchemist's Apprentices: Apprentices are selected by Guild test or by private tests of a prospective master. While in attendance at an academy or studying with a Master, apprentices are busy learning the preparation of Petty Compounds and Common Reagents, as well as tending the labs and running errands for their Masters, and may have little time for adventuring or personal pursuits. However, Masters often grant periods of leave (usually at the convenience of the Master), or may make the services of an apprentice available for a short period to a sovereign or to an adventurer or entrepreneur. Alchemist Apprentice PCs have the same Advance Schemes as the Sorcerous Academic Apprentice.

The Four Degrees of Philosophical Alchemy: At each of the four Advanced Ranks of Alchemy (Craft, Master, Select, Grand) an alchemist learns different compound formulae and alchemical operations. The compounds and operations permitted to the various ranks are determined by the Alchemist Guild, and the practice of alchemical operations or the preparation of compounds prohibited to one's rank by the Alchemist's

Guild is an offense punishable by censure and expulsion from the Guild and a treasonous offense against the state, punishable by execution or exile. Renegade alchemists cannot be stripped of their knowledge, but cut off from sources of components and information, they usually present only a modest threat to society. Advanced Alchemists also learn to cast certain spells and rituals. The magick effects of these spells and rituals are identical to spells and rituals learned by the War Wizard, Elementalist, and Mentalist Colleges of Sorcerors. Alchemists learn spells and rituals in the same way that sorcerors learn spells and rituals (see page ??). However, Alchemists produce spell and ritual effects, not by drawing magickal energy from the Void through their own spirit, but by releasing the magickal energy locked in certain compounds. For this reason, Alchemists require 1d6+3 rounds to cast all spells and rituals alike. Thus, though Alchemists can produce spell effects, they cannot produce them so quickly as can sorcerors, and as such, are of little use in a magickal duel or melee combat. Note also that Alchemists may learn from a selection of fewer spells and rituals than those available to Sorcerors. (See below for lists of the spells and rituals an Alchemist may learn at each Advanced Rank.)

Advanced Alchemist PCs of Ranks 1-4 have the same Advance Schemes as Advanced Sorcerer Careers 1-4.

Alchemist Basic and Advanced Career Skills and Trappings

Alchemist's Apprentice

Skills

Alchemical Lore

Modern Arcane Languages

Prepare Petty Compounds

Prepare Common Reagents

Read/Write

Resist Magic

Sense Magic

Trappings

1 basic portable alchemist's lab (2 large 50kg chests when carefully packed; covers four tabletops when deployed)

10D6 Gold Coins (earned during the student internship or apprenticeship)

1 of each of the compounds for which the formula is known (see below)

Career Exits
Sorcerer Apprentice
Alchemist, Rank 1

Beginning Alchemical Formulae For Alchemist's Apprentices

Characters taking Alchemist's Apprentice as an Initial Career receive 1d6+3 alchemical formulae chosen at random using the following table. Roll 1d100 to select formulae; if a roll indicates a formula already selected, roll again until the proper number of formulae are selected. Characters entering the Sorcerer Apprentice career from another career receive one formula chosen randomly from the following list; other formulae must be learned and paid for as described in "Learning New Alchemical Formulae," page ??.

01-20 Fulminate of Sal Armoniac
21-40 Soot Punk
41-45 Tincture of NightEye
46-50 Incense of GraveScent
51-55 Incense of [Specific] BeastScent
56-60 Incense of [Specific] MonsterScent
61-65 Unguent of Phlegethon
66-70 Tincture of Hercules Woundwort
71-75 Bromide of Toxin Antidote
76-80 Bromide of Deleriant Antidote
81-85 Bromide of Venom Antidote
86-90 Tincture of BeastHearing
91-95 Tincture of BeastSmell
96-00 Unguent of BurnBalm

Alchemist, Rank 1

Prerequisite Career
Alchemist Apprentice

Skills
Prepare Craft Compounds
Cast Petty Alchemist Spells/Rituals
Runelore
Metallurgy
Chemistry
Manufacture Poison

Trappings

Career Exits
Alchemist Rank 2

Alchemist, Rank 2

Prerequisite Career
Alchemist 1st Rank

Skills
Prepare Master Compounds
Prepare Extraordinary Reagents
Cast Alchemist 1st Rank Spells/Rituals
Herb Lore
Identify Plants
Arcane Dwarf

Manufacture Gases (air matrix for poisons -- gas bombs)

Trappings

Career Exits
Alchemist, Rank 3

Alchemist, Rank 3

Prerequisite Career
Alchemist 2nd Rank

Skills
Prepare Select Compounds
Prepare True Elements
Cast Alchemist 2nd Rank Spells/Rituals
Arcane Elf
Identify Magic Artifact
Spawn Homunculi

Trappings

Career Exits
Alchemist, Rank 4

Alchemist, Rank 4

Prerequisite Career
Alchemist 3rd Rank

Skills
Prepare Great Works (Panacea, Elixir of Life, True Gold, Universal Solvent (Alkahest))
Prepare Grand Compounds
Cast Alchemist 3rd Rank Spells/Rituals
Arcane Druid
Runecraft
Enchant Lesser Artifact

Trappings

Career Exits

Alchemist Spells and Rituals Lists

Note: Spells like Vaporbloom, Fireball, Lightning, and Freeze Mind rely on speed and surprise for effective use in melee combat. Sorcerors can cast these spells in one round. Alchemists, who require several rounds to cast these spells, must rely on stealth or careful planning to use such spells effectively against an opponent.

Petty Alchemist Spells and Rituals
Detect Magick (Petty, page ??)
Bond Elements (Petty, page ??).
Perceive Spirit (Petty, page ??)
Voidsend Message (Petty, page ??)
Lesser Pentagram (Petty, page ??)
Summond Node (Petty, page ??)

Toughen Flesh (Petty, page ??)
Conjure Vaporbloom (Petty, page ??)

Rank 1 Alchemist Spells and Rituals

Accelerate Flesh (War Wizard 1, page ??)
Accelerate Healing (War Wizard 1, page ??)
Fireball (War Wizard 1, page ??)
Command Victim (War Wizard 1, page ??)
Toxicbloom (War Wizard 1, page ??)
Conjure Wind (War Wizard 1, page ??)
Stimulate Muscle (War Wizard 1, page ??)

Rank 2 Alchemist Spells and Rituals

Abjure Earth Bond (War Wizard 2, page ??)
Conjure Lightning (War Wizard 2, page ??)
Conjure Mist (War Wizard 2, page ??)
Inspire Heroism (War Wizard 2, page ??)
Precipitate Plasm (War Wizard 2, page ??)
Extinguish Fire (Elemental 2, page ??)
Resist Fire (Elemental 2, page ??)

Rank 3 Alchemist Spells and Rituals

Corrosionbloom (War Wizard 3, page ??)
Lungfirebloom (War Wizard 3, page ??)
Darken Reflection (War Wizard 3, page ??)
Destabilize Void Membrane (War Wizard 3, page ??)
Enchant Lesser Weapon (War Wizard 3, page ??)
Enchant Lesser Armor (War Wizard 3, page ??)
Ensorcel Mind (War Wizard 3, page ??)
Freeze Mind (War Wizard 3, page ??)
Precipitate Plasm Bridge (War Wizard 3, page ??)
Voidlink Message (War Wizard 3, page ??)

[Below: Doubtful For Inclusion in Final Draft]

Advanced Runemaster Career

Warning! The Runemaster as a player character presents special challenges to the players and gamemasters. Read the "Runemastery" chapter and consider carefully whether Runemaster player characters have a place in your campaign.

Suitable Player Character Roles: Basically, the more competitive and power-seeking your campaign's style of play, the less suitable are Runemaster PCs. The greater the narrative and roleplaying emphasis in your campaign, the less likely the prospects of Runemastery abuse. Runemasters are, like Philosophical Alchemists, itinerent scholar-mystics, seeking self-knowledge and knowledge of the world through the study of runes and their powers. Their searches for lost and secret knowledge of runecraft carry them to ancient Elven and Dwarven sites throughout the Old World and beyond. A rumor of an obscure artifact uncovered in old Araby, a submerged ruin in a lake in the Black Mountains, legends of an unspoiled Golden Age tomb on a tiny island in the Southern Sea -- the least promise of another clue to the Riddle of the Runes may draw the Runemaster to the farthest corners of the World.

[This Runemaster ancient-mysteries stuff needs some development. Tie in with Slann, early High and Dark Elven settlements in Old World, Skaven runecraft, hints of half-wonderful, half-horrible Cthulhoid Chaos horror. Runemasters are rune collectors -- search for Rosetta stones.

Runemaster

Prerequisite Careers
Any Second Rank Sorcerous Career

Skills
Runemastery
Ancient Arcane Languages: Daemon Tongue
Ancient Arcane Languages: Old Slann
Magical Lore: Daemon Lore

Trappings

Career Exits
Wizard, 3rd Degree

Chapter ??: Runemastery

Advanced Runecraft
Spell and ritual casting, enchantments, and alchemy are the three most common sorcerous applications of rune magick. The fourth form, Runemastery, is the most demanding, the most potent and flexible, and the most obscure of all sorceries.

Runemasters in Your Campaign

The Runemaster as a player character career is optional, at the Gamemaster's discretion. Gamemaster's should consider carefully whether to open this career to players in your campaign.

The Argument Against:

On one hand, Runemasters in a campaign present special problems of referee judgement and play balance. Beware of the potential for innocent or intentional player abuse of these open-ended, high-spirited Runemastery rules. These rules are designed to produce dramatic, colorful magickal fantasy effects, to permit an uncommonly wide and flexible range of magickal applications, and to provide trappings that provide special support for character development and roleplaying. However, recognize that your players will be tempted to twist these rules to advantage in a competitive way, particularly when they are desperately engaged in the wargaming side of roleplaying, or when they are seeking to gain power and status for their favorite characters in a campaign. If abused, these rules can spoil a campaign in a jiffy. If you have any reservations about your players being able to resist the temptation to follow the letter of these rules without following the spirit, we suggest you delay introducing Runemaster PCs. Use them first only in an NPC role, where all will benefit from the color and magickal diversity they lend to a campaign. Then later, if you like, you can gradually introduce Runemaster PCs, initially restricting their proliferation through the Master-Apprentice relationship until you are satisfied that your campaign will not be jeopardized by a sudden shift in the nature of PC magickal power.

The Argument For:

Initially the rules provide novice Runemasters with a maximum of roleplaying pizzazz, and a minimum of wargaming power. As such, only dedicated roleplayers will be patient enough to develop such characters, and you can generally count on the cooperation of dedicated roleplayers when potential abuses of rules might threaten play balance in a campaign. Since players can only reach the Runemastery Advanced Career after playing for a number of sessions, and since a character must first find a Runemaster and persuade him to become a teacher before entering the Runemaster career, you have time to set a good example of judicious restraint in your own presentation of NPC Runemasters. Finally, as Gamemaster, you're the boss. If you're confident of your own skill and authority as a Gamemaster, and confident of the good will and enlightened self-interest of your players, you all should be able to handle any problems which threaten your campaign.

Runemasters as NPCs

Means of introducing new spells, rituals, and magickal items into your campaign. Sources of treasure and rewards for your PCs. Runemasters can always provide a special magickal reward specifically tailored to the needs and ambitions of any character -- just the thing for maintaining high campaign interest and motivation.

Runemasters as PCs

Runemasters must remain rare and exotic to preserve their special flavor in a campaign. Thus, the following rules restricting their use as PCs:

1. To enter the Runemaster Career, you must find a Runemaster and persuade him to accept you as an apprentice. Runemasters are few in number and secretive. Finding a Runemaster should be a mess of trouble, and should require many sessions of adventure (which are, of course, satisfying as an end in themselves). Once having found a Runemaster, persuading him to take you on as an apprentice is no easy matter. Gamemasters wishing to preserve an appearance of impartiality may require a Fellowship test, with positive modifiers for moral and financial inducements, and negative modifiers for the Runemaster's busy schedule and naturally reserved and critical personality. Gamemasters enjoying the complete trust and affection of their players can arbitrarily judge whether the petitioner's request is granted according to dramatic circumstances and the needs of the campaign. Wise GMs will offer some sort of spectacular sop to those turned down, like a real nifty magickal device, or a promise of future aid, or an appointment for a re-examination in the future, so the player won't feel hosed for having spent all that session time hunting the Runemaster.

Rune Sorcery

Runemasters produce magickal effects by preparing meaningful sequences of runes and invoking their power through a unique ritual. Unlike sorcerors, enchanters, and alchemists, who use a very limited number of runes in rigidly-established, predictable ways, Runemasters attempt to combine the magickal potentials of a wide variety of runes in new and novel ways. Because of the many variables involved, Runecraft is an unpredictable and unreliable science, requiring tedious study, planning and preparation, and often resulting in little more than an interesting failure. Occasionally there are unfortunately very interesting -- and sometimes fatal -- failures. But, once having discovered a combination with potential, a diligent Runemaster can continue polishing his creation, hopefully in time producing a magickal effect as reliable as a standard spell, ritual, or enchantment.

Runes

Runes are the fundamental elements of Runecraft. To increase his power and flexibility as a Rune sorcerer, a Runemaster desires to learn as many runes as possible.

Runes Known to the Runemaster

A Runemaster may know runes in the following ways:

1. A Runemaster automatically knows all the essential runes associated with sorcerous spells or rituals he has learned in other sorcerous careers. For example, a young Hedgewizard accepted as an apprentice by a Runemaster already knows ten petty sorcery spells. He knows all the essential runes listed for these spells in the spell descriptions.
2. When accepted as an Apprentice Runemaster, a character immediately is taught 1d3+1 runes from his Master. (The GM chooses which runes the Master teaches the Apprentice. These runes should not duplicate any runes already learned by the character in previous careers.)

Learning New Runes

A Runemaster may learn new runes in the following ways:

1. A new rune may be learned from a Runemaster. Learning the significance of the rune, its past applications, and the proper inscription and pronunciation of the rune is a time-consuming process, requiring 1-4 weeks of intensive tutoring and study. (The GM may abstract this as a limit of learning one new rune maximum between game sessions, or at his discretion, according to the pace of game time passage in the campaign.)
2. An unfamiliar rune discovered by a Runemaster may be learned if adequate references can be obtained through research to reveal the nature and significance of the rune. The Runemaster must first successfully research the newly-discovered rune. Because of the exotic and mysterious nature of runes, no strict guidelines can be given concerning how long this research should take, or what procedures must be followed. The process may take days or decades, depending on which references and informants are consulted, and according to the diligence and inspiration of the Runemaster's research. In general, it is the player's responsibility to persuade the GM that his character has brilliantly and laboriously done his

research, and it is the GM's responsibility to persuade the player that his judgement of the time and effort necessary are reasonable. Of course, if there is some good campaign reason why the time and effort should be swift and successful, or interminable and discouraging, the GM is invited -- nay, challenged -- to craft his rationale to serve the loftier ideals of the campaign theme and narrative. If and when the research is successful, the procedure of learning the rune is similar to that of learning a rune from another Master, only without the helpful guidance of an experienced practitioner. The process takes longer, therefore -- 2-8 weeks of dedicated work.

Rune Sequences

To produce magickal effect, Runemasters must first assemble runes into meaningful sequences upon artifacts called "matrices" ("matrix," singular). Theoretically, all possible combinations of runes may be in some way meaningful, but only a few of them will produce desirable magickal effects. Further, combination of any rune with another routinely requires modifications in both runes to permit them to function together properly. Also, adjustments to both runes must often be made to accommodate the individual variations in style and skill of various Runemasters. Finally, the selection of a suitable matrix, and the process of engraving the rune upon the matrix, are themselves delicate and subtle works of craftsmanship. A flaw in execution of any of these elements may prevent successful achievement of rune sorcery, or, worse yet, may result in magickal disasters of varying proportions. To augment their power and knowledge, Runemasters seek to learn as many rune sequences as possible. They also seek to practice and polish their performance with these sequences to make them as effective and reliable as possible.

Reliability Ratings

Each rune sequence known by a Runemaster is rated by a score called the "Reliability Rating." Each time a Runemaster attempts to activate a rune sequence upon a matrix using the rune ritual, the Runemaster must test against the "Reliability Rating" to determine how successful his attempt has been.

1. Reliability Ratings for rune sequences known by NPCs are determined by the GM.
2. Reliability Ratings for rune sequences known by PCs are determined in several ways, as explained in the sections following.

Rune Matrices

Before a rune sequence can be activated, it must first have been engraved upon an appropriate matrix. The preparation of matrices are governed by the following guidelines:

1. A matrix is most effective if engraved by the Runemaster activating the rune sequence. A Runemaster attempting to activate a matrix engraved by another Runemaster receives a -20 penalty to the Reliability Rating of the sequence he is trying to activate.
2. A matrix bearing an Elemental rune is most effective if engraved in the element associated with that rune. Otherwise, the rune sequence receives a -10 penalty to its Reliability Rating.
3. A matrix bearing a Spirit or Aethyr rune is most effective if engraved upon Dawnstone. Otherwise, the rune sequence receives a -10 penalty to its Reliability Rating.
4. A matrix bearing a Void rune is most effective if engraved upon Warpstone. Otherwise, the rune sequence receives a -10 penalty to its Reliability Rating.
5. Engraving a matrix is a difficult and subtle task, requiring complete concentration and painstaking care. Engraving a matrix normally takes 30 turns (30 minutes). A matrix may be engraved more quickly, but at a serious penalty to the quality of the matrix. The penalty to the rune sequence's Reliability Rating is the number of minutes taken to engrave the matrix subtracted from 30. A minimum of 1 minute is required to engrave a matrix.

Knowing Rune Sequences

A Runemaster may know rune sequences in the following ways:

1. A Runemaster automatically knows all the rune sequences associated with sorcerous spells or rituals he has learned in other sorcerous careers. Unfortunately, since he has learned these sequences as strictly defined spells or rituals, he can only use these sequences exactly as the original spells and rituals. In other words, a rune sequence already learned as a sorcerous spell or ritual cannot be used by a Runemaster in any other fashion than as the spell or ritual originally learned.
2. When accepted as an Apprentice Runemaster, a character immediately is taught one rune sequence by his Master. (The GM chooses which rune sequence the Master teaches the Apprentice. The rune sequence should include an Action rune and an Identity rune, and is learned by the apprentice at a Reliability Rating equal to the Master's rating with the sequence minus 10%. All rune sequences have a Reliability Rating particular to the Runemaster knowing the sequence; for further details, see below under "Reliability Rating.")

Learning New Rune Sequences

A Runemaster may learn new rune sequences in the following ways:

1. A new rune sequence may be learned from a Runemaster. Learning the significance of the rune, its past applications, and the proper inscription and pronunciation of the rune is a time-consuming process, requiring 1-4 weeks of intensive tutoring and study. (The GM may abstract this as a limit of learning one new rune maximum between game sessions, or at his discretion, according to the pace of game time passage in the campaign.)

2. An unfamiliar rune discovered by a Runemaster may be learned if adequate references can be obtained through research to reveal the nature and significance of the rune. The Runemaster must first successfully research the newly-discovered rune. Because of the exotic and mysterious nature of runes, no strict guidelines can be given concerning how long this research should take, or what procedures must be followed. The process may take days or decades, depending on which references and informants are consulted, and according to the diligence and inspiration of the Runemaster's research. In general, it is the player's responsibility to persuade the GM that his character has brilliantly and laboriously done his research, and it is the GM's responsibility to persuade the player that his judgement of the time and effort necessary are reasonable. Of course, if there is some good campaign reason why the time and effort should be swift and successful, or interminable and discouraging, the GM is invited -- nay, challenged -- to craft his rationale to serve the loftier ideals of the campaign theme and narrative. If and when the research is successful, the procedure of learning the rune is similar to that of learning a rune from another Master, only without the helpful guidance of an experienced practitioner. The process takes longer, therefore -- 2-8 weeks of dedicated work.

Creating a New Rune Sequence

To create a new rune sequence, a Runemage must follow this procedure:

1. Select a promising sequence of runes. Review the Runemaster's list of known runes and come up with a sequence that might produce a desirable magickal effect, like ExplodeEnemy, or CookPlant/Dead.

2. Research previous applications of the chosen rune sequence. To avoid the recorded mistakes and capitalize on the successes of his predecessors, the Runemaster must research existing literature for previous experimentation with the rune sequence. According to the success of this research, the GM establishes a Reliability Rating for the new sequence according to the following guidelines:

1. The Reliability Rating of a new rune sequence is initially established as 5. If the Runemage does not have time or resources to research the sequence, the Reliability Rating is 5.

GM Note: At his discretion, the GM may arbitrarily set a higher or lower Reliability Rating. Really reasonable, entertaining rune sequences probably deserve a little 5-10 pt. reward. Really gross, unreasonable, or campaign-threatening rune sequences (AnnihilateUniverse, FryOrksiEverywhere) should receive Reliability Ratings of -100 pts. or so.

2. The amount of time spent in research may earn a bonus to the new sequence's Reliability Rating according to the following scale:

+ 1 pt. per month studied to maximum of 25 pts.

+ 1 pt. per year studied to maximum 50 pts.

+ 1 pt. per century studied to maximum 75pts.

GM Note: This rule doesn't so much anticipate PCs studying for centuries as it does attempt to rationalize high Reliability Ratings with numerous combinations for the GMs favorite ancient NPC Runemasters. Also, as above, if you don't like the new sequence the player is proposing, you can always determine that all research is a complete waste of time.

DM: "Sorry, Nemo. I know you've been working on that BoilOceans sequence for about 45 years, but for some reason the Reliability Rating is still hovering around down there at a -75. I don't know, Nemo. Must be some sort of evil conspiracy among the gods to keep such a magickal power out of the hands of mortal swine like you." 😊 (arf)

Activating a Rune Sequence

A Runemaster may activate a rune sequence properly engraved upon a matrix through the Rune Ritual. The Rune Ritual is a brief period of intense meditation and gathering of magickal power, then a sudden, instantaneous channeling of that concentration and magickal power into the runes on the matrix. Like other rituals, the rune ritual takes 1d6+6 rounds to complete. When the 1d6+ rounds have passed, test against the Adjusted Reliability Rating (the Reliability Rating for the rune sequence, modified by any bonuses or penalties according to proper or improper engraving of the matrix, and according to any other modifiers the GM deems appropriate).

To determine the results of the attempted rune activation, consult the following chart.

Score Result

99 or 00: Major Disaster. Matrix consumed, consult Major Disaster chart (or GM fiat). Automatically gain 1d3 to Reliability Rating.

31 pts. or more greater than Rating: Minor Disaster. Runes and Matrix consumed, consult Minor Disaster Chart (or GM fiat).

1-30 pts. greater than Rating: Modest Failure. No magickal effect, Matrix not consumed.

Equal to or 1-29 pts. less than Rating. Modest Success. Magickal effect within normal range, Matrix not consumed.

30 or more points less than Reliability Rating. Special Success. Magickal effect within normal range, Reliability Rating may increase. (Roll current Reliability Rating or lower to increase rating by 1 point.)

01 or 02: Major Success. automatically gain 1d3 to Reliability Rating. Unexpected Triumph at GM discretion.

GM Note: Thus the Reliability Rating of a given combination is certain to improve over time, though not dramatically from session to session.

To be developed:

GM Note: A Runemaster may learn a rune combination from another Runemaster at a Reliability Rating of (Teacher's Reliability Rating -10%). Only with personal experience can a Runemaster get the hang of another Runemaster's idiosyncratic style of Runecraft.

Major Disaster Chart

Direct Personal Harm. 3d6 wounds.

Indirect Personal Harm. 3d6 wounds to personal possessions chosen at random.

Serious General Harm. 2d6 wounds in radius 1d100 yds.

Minor General Harm. 1d6 wounds in radius 1d100 yds.

Major Wildcat Effect. Unpredictable catastrophic triggering of rune chosen at random. GM special.

Minor Disaster

Direct Personal Harm. 1d3-1 wounds.

Indirect Personal Harm. 1d3-1 wounds to personal possessions chosen at random.

Minor General Harm. 1d3-1 wounds in radius 1d100 yds.

Minor Wildcat Effect. Unpredictable triggering of rune chosen at random. GM special.

Unexpected Triumph: Unexpected side-effects or over-achievement. Just Dumb Luck. GM special.

Example

Nemo is in serious trouble. He's locked in a dungeon. The gaolkeeper outside his cell is chatting amiably with the torturer:

"Shall I feed 'im, Rutgar?"

"Don't bother. I'm just gonna pull him apart when Franz is finished with the Rack Room."

Nemo knows the Teleport-Self-River rune sequence from his master fairly well (Reliability Rating 63), and he wants to teleport himself to the river he saw outside the castle -- but they stripped him when they tossed him in the cell, and he hasn't got a proper matrix. Things look grim...but now's not the time to despair. Nemo grabs a bit of filth from a corner of the cell and prepares to engrave a rune sequence on the floor. First he spits, to provide the necessary element to match the River rune. He wishes he had a chunk of Warp Stone, but Nemo's always got to have something to gripe about. He decides he's only got about 15 minutes, so he hurries the engraving in half the normal time. As he hears Rutgar and Franz in the hallway chortling about their last client, he performs the Rune ritual and activates the sequence. The sequence normally has a Reliability Rating of 63. Spitting let Nemo avoid the -10 penalty for not using the proper element with an elemental rune, but Nemo's got no Warpstone for the Teleport rune (-10) and he had to hurry the matrix engraving (30-15=15; -15 penalty), so the Adjusted Reliability Rating is down to 43. The dice are rolled -- 48 -- a Modest Failure. There's no magickal effect, but at least the matrix remains for another try. Rutgar and Franz peer through the cell door with interest at Nemo crouched in a dark corner. "Poor little feller," Rutgar croons sadistically. "He's all skeered." Nemo knows he's got one last chance. He starts the ritual....The dice are rolled again -- 27 -- and Bingo! Nemo finds himself bouncing along the river bed -- and wonders belatedly how deep the river is! Rutgar and Franz hear a little *pop* and Nemo is gone. "Damn! Where'd he go? (Long pause.) Say. You don't suppose he wuz a demon or nothing?"

Testing Academy Applicants for Sorcerous Potential

The academies and guilds jointly administer public examinations once a year at the larger centers of magickal learning. In addition, the sovereign may request private examinations on behalf of loyal servants of the Crown (typically when military requirements for wizards increase). Any wizard of 3rd rank or higher may request a private examination for a sponsored applicant; such sponsorships are often expensive, and conveniently available to the wealthy and noble-born. (Not all wizards are greedy, however; an earnest and talented applicant can always hope to come to the attention of one of the more public-minded and dedicated 3rd Rank wizards as a petitioner for examination. Applicants are Powerlinked to an artifact which draws magickal energy from the subject and transforms it into radiant light. Applicants who cannot illuminate the artifact at least five times in sequence are not considered for academic apprenticeship. Applicants are Powerlinked to an artifact which summons earth nodes. Over a series of days the applicant is taught how to control the node with the aid of an instructor. At the end of the training period, the applicant is tested. The applicant must successfully control the node to perform a simple task at least 2 out of six times in order to qualify. Applicants are tested for orthographic, oral and aural, and mental symbolic recognition, recall, and reasoning.

The Grand Tutor Welcomes Incoming Apprentices to Zauberkollegium Altdorf

What is magick?

Energy. And Form.

Power. And Discipline.

Aethyr -- the raw stuff of arcane energy -- is drawn from the Void...from Chaos...through the Animus, the anchor linking your Soul to your Mind, an umbilical cord reaching from the Material Universe to the Universe of Chaos. The Soul in Chaos accumulates the energy and transmits it through the Animus to the Mind.

But within the Mind of the sorcerer this magickal energy must be given Form, must submit to the patternings of discipline. Without Form, without discipline, aethyr is not magick, only the potential of magick.

There are three primary Disciplines with which the mind of the sorcerer gives Form to Aethyr to produce Magick.

The first discipline is the Word. Through the symbology of incantation the Mind shapes the aethyr.

The second discipline is the Rune. Through the symbology of runes the Mind shapes the aethyr.

The third discipline is Mental Focus. Through the patterns of thought and imagination the Mind shapes the aethyr.

In addition there are the other secondary disciplines that further refine and shape the aethyr in producing magick. Color, for example, is a powerful tool for distinguishing and ordering certain types of aethyrial energy. Elemental Structure, the patternings and properties of substances with arcane natures, is another important element in properly shaping aethyrial forces into the desired magick effects.

All of these disciplines -- the three Primary Disciplines, Word, Rune, and Mental Focus, and the various Secondary Disciplines -- must be mastered before you can call yourself sorcerers. All of you have shown great promise, as is abundantly illustrated by your selection to study at this great University.

However, just as aethyr is not magick, as undisciplined energy is not sorcery, neither is your great promise any more than a dream of your potential. If you cannot give form to your magickal talents, if you cannot mold yourselves to the demanding disciplines of our art, then you must fail as sorcerers.

Your failure must be seen as great a tragedy as the pathetic horrors of undisciplined magicks seen in the twisted mutants of the Great Forest, and the perverted corruptions of the Servants of Chaos.

But, tragic as your failure might be, you can expect no compassion from me, or any of the Tutors, or Instructors, or Graduates. For promise spoiled is to us as repulsive as the defilements of Chaos, and as eagerly cleansed from our society by those of us that honor Form and Discipline.

Make no mistake. Your way here is hard. If you would make your way here among us, be good and eager students, mind your instructors, and bend yourselves to your lessons with a will.

But if you seek Power here, without accepting the burden of Discipline, expect no mercy from us. We will weed you out like the unclean mutants, and cast you out from us with a will.

from a speech by the Grand Tutor to successful applicants upon their acceptance as apprentices to the Zauberkollegium Altdorf

The Pious Apprentice Offended by the Term "Chaos"

... And, of course, the source of the universe and all things in it is chaos. (A shocked, outraged exclamation of "Blasphemy!" escapes from the lips of a student in the first row of the lecture hall.) Tutor Klatzen wheels impatiently from his diagrams scrawled on the tabula illuminare and grimaces contemptuously at the outburst. Come now. This is a place of learning. You must learn to use the word chaos as scholars do, not as a reflexive curse or profanity. Chaos is Chance. The fundamental structure of the universe is Chance -- the Chance that anything might exist. Of course, what makes our universe interesting and useful to us is that a structure has been imposed on this chance to produce... (rapping firmly on the wall behind him)... the world we know and love. Chaos -- the universe beyond the void boundary -- the source of all the boojums, nightmares, and horrors we terrify little children with -- is simply Chance without the blessings of structure. Anything can happen there -- and does -- and often in a distressing and distasteful manner. (Peering thoughtfully at the student in the front row) Not unlike the mind of young Master Jurgen here, yes?

Great Figures of Sorcery

(Textbook-like thumbnail sketches of great historical figures in modern sorcery. Sketches suggest both representative life backgrounds of sorcerours and colorful notions about the science and technology of magick.)

Diego Hurtado de Mendoza: Pioneer of Casting Damper Enchantments
Hurtado, a 24th Century Estalian hedgewizard and academic sorceror, developed the principles of an enchantment which permitted a magickal instructor to immediately terminate the errant castings of pupils practicing new and unfamiliar spells and rituals. Previously both tutor and pupil risked injury from miscastings during the lengthy period of learning and perfecting knowledge and procedures of new spells and rituals. Consequently tutor and pupil were often reluctant to undertake learning of new disciplines, and many skilled sorcerors and gifted apprentices were regretably maimed or killed in educational mishaps. Hurtado's enchantment, the casting damper ritual, provides for an immediate interruption in the flow of aethyrial energy channeled to produce a magick effect through castings. Thus an instructor may instantly interrupt a magick effect at the least indication of a faulty casting. The casting damper is expensive in energy and reagents, requiring casters of the 3rd or 4th rank and aethyr salts in great quantities. However, such are happily within the resources of the modern academies, and the consequent efficiency and safety in teaching and learning new spells and rituals more than compensates for the expense. Hurtado was among the first to receive the *Classicus Magica* from the *Accademia Magia* for casting damper enchantment. Though openly reluctant to develop military applications of his enchantment, he pursued such research at the order of his sovereign. The tragic "accident" resulting in his death has sometimes been viewed as an ethical suicide in protest of the persistent interference of belligerent princes in the academic study of magick. To date, no military application of Hrutado's cumbersome and expensive enchantments have proved practical on the battlefield.

Sample NPC Wizards and Alchemists

Fillers with illos; complete with compact, tiny-type stats, illustrating the types of sorcerors and alchemist encountered in the Old World. For example:

a village hedgewizard (a common NPC encountered in defense of a village from Chaos spawn and nasty villains)

an adventuring hedgewizard (a model of an itinerent hedgewizard seeking his fortune on the paths and byways of the Old World)

a general staff war wizard (an NPC locked into his military role, but available as an informant or patron

a young veteran war wizard (detached for service with road wardens units patrolling the borders and roads of the Great forest)

an itinerent Elven entertainer and illusionist (fraud and mountebank)

a promising apprentice sorcerer (a rude rural youth sent to the Big City Guild by a wealthy local noble patron to be tested for admittance into the Academy, with the understanding that upon graduation from the Academy, the fellow would return to serve his patron as a magick support specialist for his patron's house guard)

Chapter Four : Elementals

Elementals are the material manifestations of aethyrial beings associated with the four Elemental Domains of the Warhammer world -- fire, air, water, and earth. Elementals are the active principles underlying material substance. Without elementals, fire, air, water, and earth would be static, immobile, and unchanging throughout time. Thus, all natural processes would cease, and Warhammer World would be barren and lifeless. Elemental beings are commonly known in the Old World as elemental sprites, or elementals, or sprites. Sorcerers also refer to sprites as Old Faith daemons, though, since the term daemon, while technically accurate in this context, has negative associations, and is usually avoided except in scholarly discussions. Elementals of the Domain of Air are called aeronomes or air sprites. Aeronomes are impulsive, playful, and easily-distracted, swift in action and wit, and generally benign in dealing with men, but their flighty behavior makes them frustrating and unreliable servants. Elementals of the Domain of Water are called hydronomes or water sprites. Hydronomes are sensible, steady and deliberate in personality, and usually faithful and reliable in service, though they are on occasion cruel and dispassionately violent in dealing with men. Elementals of the Domain of Fire are called pyronomes or fire sprites. Pyronomes vary from mischievous to malevolent in disposition, quick and shrewd in wit, but deceitful and unpredictable in service. Unfortunately, their energetic and imaginative enthusiasm for destructive activities suit them well for military application. Elementals of the Domain of Earth are called geonomes or earth sprites. Geonomes are the most faithful and reliable of elemental servants, strong and durable, but slow in thought and action. There are five major classifications of elemental beings: elemental nodes, least elementals (also known as elemental servants), lesser elementals, greater elementals, and wisentlich (also known as elementals rulers). All may be summoned by sorcerers according to the elemental pacts. See below for detailed descriptions of each of these major classifications of elementals. See Chapter 2c: Forms and Summonings, page ??, for rules concerning summoning elementals. See the summon elemental node, summon least elemental, summon lesser elemental, summon greater elemental, and summon wisentlich rituals for castings which summon elementals.

The Essential Nature of Elemental Sprites

The Sprites of Earth, Air, Fire, and Water are magickal beings of the Aethyr, as are the daemons magickal beings of the Void. However, as daemons are manifestations of the Principles of Chaos, elemental sprites are manifestations of the Principles of Nature. The Principles of Chaos are reflections of the minds and spirits of the Higher Consciousness tainted by Chaos, as represented by the soul essences of the Elder Races -- the civilized Slann, Elf, Dwarf, and Human races, for example. The Principles of Nature, on the other hand, are reflections of Higher Consciousness untouched by Chaos, represented by the more primal soul essences of plants, animals, and the ancestral cultures of the humanoid races.

Sprites and the Earth Mother: Elemental sprites are also known to as The Children of the Earth and Servants of the Earth Mother. Whether this is meant to be taken literally is unclear from existing evidences of divine and scholarly texts. Sorcerous tradition holds that the elemental sprites are subsidiary daemons of the Earth Mother, in much the same way that Bloodletters and Fleshounds are subsidiary daemons of the Chaos God Khorne. Druidic teaching deny this, asserting that elemental sprites are independent entities, while simultaneously insisting that the elemental sprites were literally born as the children of the Earth Mother. Regardless of the exact doctrinal position one takes on this matter, there is clearly a close but undefinable relationship between the Earth Mother and the elemental sprites.

Origins of the Elemental Sprites: As daemons and gods are theorized to have been created in the Warp by the coalescing elements of dead souls, so might the elemental sprites have been born as the collective expression of deceased spirits of the earth. However, elemental sprites are more closely akin to the Earth Mother, and take their forms and personalities from elemental manifestations, plants, animals, and ancestral humanoid beings that precede the influence of Chaos upon Warhammer World. Daemonic beings, by

contrast, reflect the taint of Chaos in the minds of the higher mortal beings; as such, they are dream beings of potent, warped, and unnatural character.

The Elemental Pacts: In time before memory, the First Men worshipped elementals as gods. In this forgotten past, men and elementals bound themselves to the Elemental Pacts, agreements which determined the conditions under which men might call upon elementals for service. Since that time, sorcerors and priests of the Old Faith have summoned elementals to perform tasks in response to ritual payments of magickal power. These ancient Elemental Pacts are the foundations of the understandings between sorcerors, divine spellcasters, and elementals which permit ritual summonings.

Elemental Sprite Forms and Effigies

The variety of elemental sprite forms is infinite, as is the variety of daemonic forms. However, the most familiar elemental sprite forms are reflections of the cultures that summon them. Rune-inscribed effigies are essential trappings for ritual summonings, and the form summoned depends on the effigy used. For reliability and standardization, academic sorcerors work with a limited number of conventional forms. Hedgewizards may be more likely to employ unusual variants. Primitive divine conjurers may summon unique unconventional forms associated with their cult beliefs. In form and personality sprites commonly reflect the beliefs and emotions of the spirits of the ancestral peoples from which the sprites' natures are derived. As such, sprite forms are often either a stylized and dramatic manifestation of the elemental force itself (eg, dust devil, waves, flames, or boulder), a totemic animal (eg, fox, eagle, snake), a mythical beast or monster (eg, unicorn, pegasus, dragon), or a heroic archetype of an ancestral humanoid culture (eg, warrior, wise woman, shaman). Though sprites are magickal beings, when summoned their forms are as substantial as natural beings of the Material Realm; that is, they are as solid and substantial as the casters who summon them. They cannot be harmed without magickal or True-Silvered weapons, however, because of the aethyrial component of their substance which gives them their magickal nature. Elemental summoning rituals indicate the specific form a summoning is to take through the use of a clay or stone effigy. When the sprite appears in response to the summoning ritual, it inhabits and mimics the form represented by the effigy.

Conventional Elemental Forms:

Most sorcerous and divine summoners of elemental sprites employ conventional forms in their summoning rituals -- that is, they summon sprites from a relatively limited selection of traditional and reliable forms. (The elemental forms described in this chapter are examples of these conventional forms.) Use of conventional forms insures that a sprite of fairly predictable powers and personality will appear.

Unconventional Elemental Forms:

Use of unconventional forms when summoning an elemental sprite risks failure of the ritual, OR manifestation of an unformed, new-birther elemental -- typically a dangerous expedient, since new-birther elementals often resemble Chaos daemons, and may in fact be Chaos-inspired beings.

Summoning Unconventional Sprite Forms:

If a sorcerer wishes to summon an unconventional form of an elemental sprite, he must create an effigy to be used in the ritual. First, the effigy must be created and inscribed with appropriate runes. Then the caster must attempt to summon an elemental using the unconventional form's effigy. Test vs. Runemastery skill; a failed test indicates immediate failure of the ritual. If the Runemastery test is successful, use the following table to determine the outcome of the summonation:

Unconventional Form Success/Failure Chart ((Draft?))
(roll 1d100 and see below)

01-05: Success: Something similar to what was summoned appears. (GM: Consider the player's request for appropriate spirit and balance of power with other elementals summonable with the ritual. Scale down overly-ambitious requests; reward modest and in-character requests with nice fringe benefits. Your guiding principles should be that greed and megalomania cloud the caster's judgement and often result in mistakes and failures, while modest requests reflect cautious, prudent procedures which are more likely to succeed.)

06-10: Partial Success: something completely unsuitable but fairly innocuous appears.

11-95: Fortunate Failure: No summoning appears. (This is the standard result with unfamiliar magickal practices.)

96-00: Unfortunate Failure: Something absolutely horrible appears, usually the equivalent of a greater daemon.

Resummoning an Unconventional Form:

Once an unconventional form has been successfully summoned once, the effigy and ritual will still require careful modifications before the summoning form becomes reliable. At the GM's discretion, the first four times an unconventional form is summoned, test as described above. If any one of those tests is successful, the form may thereafter be summoned as with a conventional form. If none of the tests are successful, the first success was a fluke, or a generous gesture on the part of the rulers of an elemental domain, and the desired form can never become a conventional summoning form.

Variant Sprite Forms:

Players and gamemasters will probably want to design elemental forms to fit their own campaigns -- and their miniatures collections. Players should discuss new forms they'd like to summon with the GM before they want to summon them, not during a game session. GMs should use the descriptions and profiles given here as guidelines for approving or disapproving new sprite forms. Special abilities should be limited in power; however, whenever a player requests a special ability that is short on game-mechanics power but long on dramatic color, it should be encouraged.

Conventional Effigies and Forms:

Here are descriptions of the types of effigies employed as ritual trappings when summoning conventional sprite forms from the four Elemental Domains:

Aeronomes: Effigies must be shaped by hand-gestures and crafted objects moved through steam, mist, smoke, or color-tinted air. Common forms include insects, birds, clouds, dust devils, and humanoids with wings of avian or insectoidal design. Appearances are characterized by soil-and-stone textures in earthy colors

Hydronomes: Effigies are vessels which contain the shape of the form to be summoned. Common forms are waves, octopi, seaweed, fish, turtles, whales, dolphins, and gilled-and-finned humanoids. Appearances are characterized by smoothy, wispy, billowy textures in white, grey, and yellows colors.

Pyronomes: Effigies are made of flammable material which are ignited during the ritual; sprites form in the burning images thus produced. Common forms are wild-fire flames, vine creepers, land-predators/carnivores (lion, viper, wolf, thunder lizard), mythic beasts (dragon, basilisk, etc.), or flaming humanoid forms. Appearances are characterized by jagged, shimmering flame features in bright oranges, reds, and blacks

Geonomes: Effigies are in clay or stone. Common forms are wheels with arms, stout oaks, massive but gentle or omnivorous beasts (horse, bear, boar), or deliberate, slow giant humanoid forms. Appearances are characterized by smooth textures with rounded bulbs and globes, with rhythmic or frothy wave forms in blues and greens with white highlights.

Abilities and Limitations of Elemental Sprites

Abilities: All elemental sprites have the following abilities, in addition to those listed in the specific descriptions below:

1. A magickal attack or a weapon forged or coated with True Silver is required to hit an elemental.
2. An elemental's attack is magickal, and therefore may affect beings which are only affected by magickal attacks.
3. Elementals sense magick emanations and perceive spirits of the living and undead creatures. These abilities work in the same way as the petty spells detect magick and perceive spirit, but elementals may exercise these abilities at will, without expending MP.
4. Elementals with other magickal abilities (ie, abilities to cast spells, rituals, or to create other magickal effects) expend MP to produce those effects, just like sorcerors. They do not, however, require spell reagents, focuses, or other trappings of mortal spellcasters; the magickal effects are created as inherent abilities.
5. Elementals can communicate telepathically or empathically with their summoners as long as within in line of sight and within the caster's BMP score in yards.

Limitations: Elemental sprites must remain in a sustaining environment with an adequate volume of substance associated with their elemental domain, or they rapidly weaken, losing the ability to manifest in the Material Realm. An elemental in complete isolation from a sustaining environment loses 1 Strength point for each round it is isolated. When its Strength is reduced to zero, its elemental consciousness fails, and its elemental substance returns to the aethyr. If returned to its sustaining environment, lost Strength returns at 1 point per round.

Sustaining environments for each of the elemental domains are:

Earth: ground, soil, stone

Air: air

Fire: flammable substances

Water: a substantial body of water

When reduced to zero wounds, elemental sprites lose their substantial manifestations and return to the aethyrial world (ie, they disappear). They do not, however, "die" in a sense that mortals understand. They retain their consciousness and memories of events, though less intelligent sprites remember hardly more than an instinctive positive or negative feeling for familiar persons, locations, and events. However, just because sprites don't die doesn't mean that they do not fear combat, pain, wounds, and the destruction of their manifested forms. Sprites feel pain just like normal creatures, and experience the destruction of their manifested forms with even more distress and horror than might mortal creatures, because they KNOW what it is like to "die" from experience. Therefore sprites do not enter combat without some fear and caution. Some more aggressive sprites, particularly fire sprites, actually enjoy combat and destruction, and are more willing to fight; other elementals are less enthusiastic about fighting, and dislike and distrust summoners who frequently send them into battles where they are sure to be badly wounded and slain. Other Abilities and Limitations: Elementals may also have other abilities at the GM's discretion. If an ability is not explicitly listed here or in the descriptions below, that does NOT imply that the elemental CANNOT have that ability. Use common sense. For example, water elementals are not listed as extinguishing fires -- because common sense indicates that water will extinguish fire.

Service Traits and Service Tests

Sprites of different elemental domains are more or less reliable as summoned servants. When a caster gives a summoned sprite a command, a Service Test must be made against the Faithful and Vengeful Traits of the sprite. (See Chapter 2c: Forms and Summonings, "Service Tests," page ??.)

Below are listed the Service Traits for each of the Elemental Domains:

Elemental Air: Faithful 10, Vengeful 4.

Elemental Fire: Faithful 7, Vengeful 10.

Elemental Water: Faithful 17, Vengeful 5.

Elemental Earth: Faithful 17, Vengeful 3.

Elemental Nodes

Nodes are small coherences of elemental matter of approximately 1 cubic foot in volume. Typically roughly spherical in form when summoned, they may assume any shape at will, though other shapes are formed slowly and crudely, without detail or precision. Assuming a new shape takes more or less time, according to the sprite's domain. Nodes cannot wear armor or use weapons or other tools. Nodes are about as stupid as pet cats, but much more obedient. Keeping more than one idea in mind at a time is very difficult, unless the ideas are very simple and very clearly defined. While within BMP yards of the caster, a node can be telepathically directed to move as commanded, but intricate maneuvers are seldom executed accurately, and nodes are too unintelligent to master tricks even a dog could perform. If directed to move, attack, or perform tasks beyond the caster's control range (BMP yards), test each round vs. the caster's WP. If successful, the node remains under control. If failed, the node disappears, returning to the Aethyrial Realm. Individual nodes have relatively little personality; all nodes of a given elemental domain are similar in attitude and temperament. Nodes are relatively easy to control (+60 to WP for Control tests) and present little threat to a caster, even if uncontrolled. Though relatively weak in combat, an attacking node is invulnerable to an opponent without magickal attacks or True-Silvered weapons, and therefore able to engage and delay an opponent, even if unable to cause the opponent serious harm. Nodes are incapable of speech, but understand simple commands of the summoner in Elemental Tongue. Their ability to move, attack, and perform simple tasks on command, combined with their enchanted nature, make them useful for a variety of improvised tasks (see examples below). The GM may require Intelligence tests (did the node understand the command?) and Will Power tests (was the caster persuasive?) at his discretion.

Aeronome Node

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
2 15 0 1 2 4 70 1 20 10 10 10 10 5

Restrictions: -2 modifier to damage. Assumes new shapes instantly. Fly as hoverers.

Service Traits: Faithful 10, Vengeful 4.

Attitude and Temperment: Impatient, impulsive, playful, and easily distracted. Unless a task is simple and clearly defined, aeronome nodes perform very quickly and very carelessly. Similar to a parakeet in personality.

Typical Applications: Produce light equivalent to a candle. Carry or crudely manipulate very light objects (ie, messages, bits of cloth, etc. of Encumbrance 1 or less). Extinguish candles. Extinguish torch or lamp, 25%. Deflect 1 arrow or quarrel from target per round.

Sample Commands:

"Blow the papers on the tariff-inspector's desk into the water."

"Blow that wizard's hair in his eyes for he can't see us."

"Drive the smoke from the fire away from my face."

"Fly under that door and bring me all the little shiny bits of metal you can find."

"Fly into that window and return. When you return, if you sensed magick within the window, rustle the ivy leaves on the wall. If you perceived spirits within, blow gently in my left ear."

Pyronome Node

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
3 15 0 2 2 4 30 1 20 10 10 10 10 5

Restrictions: May move only on caster, caster's hand-held items, or on flammable materials. May be extinguished like a normal candle flame. Assumes new shapes instantly.

Service Traits: Faithful 7, Vengeful 10.

Attitude and Temperment: Mischievous and destructive. Inattentive to commands, perfunctory in completing tasks. Most useful when commanded to burn and destroy, which it enjoys. Least useful, petulant, and perverse when commanded to do something boring ("Heat my pot.") or unpleasant and dangerous ("Light my pipe! Now! I don't CARE if its raining!"). In personality, most closely resembles a bad-tempered, poorly-trained pet monkey.

Typical Applications: Produce light equivalent to a candle. Causes damage as normal fire on flammable materials, and may ignite them (see "Fire," WFRP, page 80). Extinguish candles. Extinguish torch or lamp, 25%.

Sample Commands:

"Sit on the end of that arrow and burn. When the arrow slams into that roof, get off, run around, and set fire to as much as you can."

"Burn all the books and scrolls on that table."

"Go along that rope to the top. Do not burn through the rope until you reach the top! When you reach the top, THEN you can burn through the rope."

Hydronome Node

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
5 15 0 3 3 6 20 1 20 10 10 10 10 10 5

Restrictions: When moving out of water, forms a thin sheet about 1 yard square in area with a Move of 3. Forms new shapes in 1d3 rounds.

Service Traits: Faithful 17, Vengeful 5.

Attitude and Temperment: Moderate and deliberate, not swift in response or comprehension, but steady in performance. Serves without resentment. Occasionally coolly violent and destructive. Most like a domestic horse or cow in personality.

Typical Applications: Out of water, carry or crudely manipulate light objects (ie, torch, tankard of ale, etc. of Encumbrance 5 or less). In water, carry buoyant objects of Encumbrance 50 or less.

Sample Commands:

"Fetch all glittering and shiny stones from the bottom of the brook."

"Carry this rope across the river and wrap the end of it around and around and around a large rock on the bank."

"Thrash these clothes about in this barrel, then drain all the water from them and toss them out of the barrel."

Geonome Node

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
3 15 0 4 4 8 10 1 10 10 10 10 10 5

Restrictions: +1 modifier to damage. Moves through solid materials at a Move of 1. Forms new shapes in 1d6+3 rounds.

Service Traits: Faithful 17, Vengeful 3.

Attitude and Temperment: Earnest and unexcitable. Slow to understand and react, but strong and persistent in completing tasks. Like a tortoise in speed, and a dog in faithfulness and good-will.

Typical Applications: Carry or crudely manipulate small objects (ie, lamp, cook pot, etc. of Encumbrance 20 or less). Forms simple objects (at caster's direction, or by imitating an object) from earth or stone in 1d6

minutes. Very handy for crude patches or repairs (broken weapons, tools, doors, boats, ropes, etc.). Can also form around objects and merge with stone, holding objects firmly in place.

Sample Commands:

"Form a hook with a hole at the end large enough to run this rope through."

"Form yourself into an identical copy of this key."

"Travel into this stone wall and reform into hole big enough to put my hand through the wall."

"Travel down into the earth until you can no longer sense my presence [ie, beyond BMP yards from the caster] and return. If you encounter an open area larger than yourself, return immediately." [By timing the return, the caster can estimate the depth of any open chamber or passage under ground.]

Least Elementals (also known as Elemental Servants)

Least Elementals are modest coherences of elemental matter no more than 1 cubic yard in volume. They usually assume the forms of small animals, but may also appear as miniature versions of natural phenomena (eg, whirlwinds, flames, fountain, etc.). Servants cannot use armor, weapons, and/or tools. Though not as plastic and adaptable as nodes, least elementals are fairly intelligent, can understand and speak Elemental Tongue, and can follow directions about as well as a well-trained, supernaturally-intelligent domestic animal. Note, for example, that least elementals are often as smart as dim-witted humans, and occasionally even smarter than very dull dwarves. They still tend to follow commands literally, however, and seldom show any initiative or imagination, except when presented with an undesirable task, when they may display some ingenuity in avoiding the task without directly refusing to complete it. The GM may require Intelligence tests (did the least elemental understand the command?) and Will Power tests (was the caster persuasive?) at his discretion. If directed to move, attack, or perform tasks beyond the caster's control range (BMP yards), test each round vs. the caster's WP. If successful, the least elemental remains under control. If failed, the least elemental disappears, returning to the Aethyrial Realm. Individual least elementals have more personality than nodes; though all least elementals of a given domain are similar in attitude and temperament, they vary in character about as much as do domestic animals. Least elementals are fairly tractable (+40 to WP for Control tests), but least pyronomes and geonomes in particular may present some threat to a caster if not controlled.

Least Aeronome

Dust Devil form: A small, whirling tornado funnel. Swift, aggressive fighter. Reckless and carelessly destructive. Fly as hoverer.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
10 35 0 1 2 6 70 1 20 10 15 10 30 20 8

Crow form: A black, yellow-billed bird about 12-18 inches tall. Mimicks human speech. Manipulates objects well with beak and claws. Fly as swooper.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP

8 25 0 2 2 6 70 1 30 10 20 10 30 20 8

Restrictions: -2 modifier to damage.

Service Traits: Faithful 10, Vengeful 4.

Attitude and Temperment: Less playful and distractable than nodes, more likely to concentrate on a task and use some ingenuity when presented with unforeseen difficulties. Quirky and temperamental at times, often rude and disrespectful. Similar to a parrot or trained raven in personality.

Typical Applications: Produce light equivalent to a lantern. Carry or crudely manipulate light objects (ie, torch, tankard of ale, etc. of Encumbrance 5 or less). Retrieve remote objects. Distract and confuse opponents in melee. Scout for living beings or magickal emanations.

Sample Commands:

"Dust Devil, gather a burden of sand and whirl it in that spellcaster's face." [Hoping to blind the caster or spoil his spell.]

"Dust Devil, sweep the censers from that pentagram and bring them to me."

"Crow, fetch me that aromatic, fresh-baked bread from the palace window."

"Crow, carry this glass vial and drop it on the stones next to the tall gentleman with the fire-red hat." [A message? or an alchemical compound?]

Least Pyronome

Wildfire form: A spiderlike mass of flame with numerous limbs of fire extending on all sides. Indiscriminantly destructive. Gets carried away and forgets commands.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
4 25 0 1 2 6 30 4 20 10 20 10 30 10 8

Fire Newt form: A large salamander with glowing red skin like a hot coal. More slow and deliberate in following commands than most pyronomes, but often sullen and unresponsive.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
2 35 0 3 2 6 30 1 20 10 30 10 30 10 8

Restrictions: May move only on caster, caster's hand-held items, or on flammable materials. May be extinguished like a normal torch.

Service Traits: Faithful 7, Vengeful 10.

Attitude and Temperment: Clever and energetic, enthusiastic when spreading fires. More reliable than nodes, but nastier in its pranks and subtle treacheries. In personality, most closely resembles a perversely-intelligent attack dog.

Typical Applications: Produce light equivalent to a lantern. Carry or crudely manipulate light non-flammable objects (ie, plates, tankard of ale, weapons, etc. of Encumbrance 5 or less). Causes damage as normal fire on flammable materials, and may ignite them (see "Fire," WFRP, page 80). Extinguish torch or lamp.

Sample Commands:

"Wildfire, attack that man. Try to ignite his shield or cloak, or burn exposed flesh if you can't reach the shield or cloak."

"Wildfire, run up that tree trunk and along that branch to the window of that house -- do NOT set fire to the tree or branch! just keep moving -- then, enter the window and start as many small fires as you can."

"Fire Newt, heat my crucible -- I'll tell you exactly how I want the temperature raised and lowered as the reagents heat and combine..."

"Fire Newt, sit on my hand -- DON'T BURN MY HAND, STUPID! -- and when I hit that fellow, set his beard on fire."

Least Hydronome

Fountain form: An upwelling of water which can turn at will into a geyser of water spurting upward in a column from a body of water. Can project streams of water as an improvised melee or missile weapon. Pumps one gallon of water per round.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
3 25 25 3 3 8 30 1 20 10 30 30 30 20 8

Octopus form: A transparent, eight-legged octopus form. Invisible in water. In unarmed (heh, heh) combat, suffers no -2 to damage or -20 to WS, and grapples as with the Wrestling skill.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
5 25 0 2 3 8 30 4 30 10 30 30 20 8

Restrictions: Out of water, Move is reduced to 3.

Service Traits: Faithful 17, Vengeful 5.

Attitude and Temperment: Steady and reliable. Tenacious in combat. As patient and resourceful as a sheepdog, and almost as faithful, with occasional fits of uncooperative independence.

Typical Applications: Out of water, carry or crudely manipulate small objects (ie, shield, small animal, large book, etc. of Encumbrance 40 or less). In water, carry buoyant objects of Encumbrance 400 or less.

Sample Commands:

"Fountain, douse that fire!"

"Fountain, pump the contents of that pool out through that window." [If it's a small window, a lot will end up on the floor.]

"Octopus, drag that man from the wharf and hold him underwater until I signal you to stop. [Remember: elementals are in telepathic communication with their summoners.]

"Octopus, swim underwater to that boat and push the tiller -- that long piece of wood leading into the water there, and wide and flat in the water -- as hard as you can away from this side of the river."

Least Geonome

Badger form: Fairly-large burrowing mammal with sharp claws and a tenacious disposition. Quiet, sensible. Excavates 1 cubic yard of earth or stone per minute.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
2 25 0 5 4 10 20 1 30 10 30 40 30 20 8

Wolverine form: Fairly-large omnivorous four-legged mammal, very aggressive, with a terrible temper. Subject to Frenzy. Not a willing servant, proud, impatient, and uncooperative.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
4 25 0 3 3 8 30 2 10 10 20 10 30 10 8

Restrictions: +1 modifier to damage. Moves through solid materials at a Move of 1.

Service Traits: Faithful 17, Vengeful 3.

Attitude and Temperment: Generally cooperative and reliable (the Wolverine form being a notable exception). Sometimes headstrong, insistent on doing things their own way, but otherwise earnest servants. Like a large, even-tempered dog in temperment, but aggressive and dangerous in combat.

Typical Applications: Carry or crudely manipulate small objects (ie, of Encumbrance 200 or less. Scout, attack, and retrieve through solid obstacles. Undermine building foundation, search for secret passages or underground structures.

Sample Commands:

"Badger, move through the rock at this point in the door. When you emerge on the other side, take the piece of wood you find there, push it onto the floor, and return." [Unbar the door.]

"Badger, dig me a tunnel through the earth. Make sure the tunnel won't cave in, because I'm going to crawl through it."

"Wolverine, stay here outside this door. If any living thing, or any non-living thing that moves like a living thing, enters this hall, attack it -- and make as much noise as you can, so I can hear and escape."

"Wolverine, wait here in this pile of trash. If anything follows me down this alley, kill it." [An expendable rear guard to delay pursuit.]

Lesser Elementals

Lesser elementals are man-sized and larger-than-man-sized coherences of elemental matter no more than 2 cubic yards in volume. Lesser elementals can use armor, weapons, and tools, provided they have man-like manipulative appendages or the equivalent (see below). With their multiple attacks, greater strength and toughness, and respectable combat proficiency, lesser elementals are dangerous opponents. Some lesser elementals are comparable to apprentice sorcerors and initiates in intelligence, and are competent spellcasters; others are not so mentally endowed. Lesser elementals can understand and speak Elemental Tongue and often one or two human languages. They may display ingenuity and imagination in interpreting the summoner's requests, both in accomplishing an appealing request, and in perverting the intent of an unappealing request. If directed to move, attack, or perform tasks beyond the caster's control range (BMP yards), test each round vs. the caster's WP. If successful, the lesser elemental remains under control. If failed, the lesser elemental disappears, returning to the Aethyrial Realm. Lesser elementals have distinct individual personalities, just like humanoids; though all lesser elementals of a given domain are similar in attitude and temperment, they vary greatly in temperment and character. Lesser elementals present a considerable risk of resisting control when summoned (+30 to WP for Control tests), and present a serious threat to a caster if not controlled.

Lesser Aeronome

Wind Eagle form: Giant eagles with high intelligence and man-like manipulative ability with beak and claws. Will use hand weapons and tools, but no armor. Drop stones like improvised missiles. Fly as swooper. Suitable as mounts for unencumbered, unarmored humanoids. Cannot fight as a mount. Cast blinding light, magic light, muffle sound, and wildwind spells.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
10 40 30 3 2 17 70 1 50 10 50 10 50 30 15

Mist Mare form: Winged horses like pegasi with modest intelligence but no manipulative appendages. Fly as swooper. Suitable as mounts for encumbered and armored humanoids. Used as a mount, can make two stomp/kick attacks per round. Cast wildwind and mystic mist spells.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
8 50 0 4 3 24 70 2 10 10 30 10 50 30 15

Restrictions: none.

Service Traits: Faithful 10, Vengeful 4.

Attitude and Temperment: Far less playful and distractable than nodes and least aeronome, but more proud, independent, and tempermental. If treated with respect and consideration, usually cooperative servants; if enlisted in a cause (typically the protection of the natural world and its creatures, especially against Chaos, daemons, and the undead), fervent and ingenious allies. Similar to a skilled humanoid hireling or companion in personality -- that is, personalities vary greatly.

Typical Applications: Produce light equivalent to a powerful lantern (double radius of light). Carry or manipulate small objects (ie, shield, small animal, large book, etc. of Encumbrance 40 or less). Extinguish torch or lamp. Serve as mounts and fighting allies.

Sample Commands:

"Honored Father of the Wind, bear me across this town at twice tree height. If your keen eyes note a halfling with a red cap and a great brass horn, signal me; I wish to find and greet this fellow."

"Honored Father of the Wind, scout the camp of my enemy and note the disposition of his forces, his guards, his provisions, his strongpoints. Fly at ten tree heights to avoid his sentries arrows, and flee if you find yourself opposed."

"Noble Steed, bear my companion into battle against yon giant. Blind the giant with your mists, and maneuver this warrior so he may belabor the great brute from the rear."

Lesser Pyronome

Hellhound form: A deerhound-sized wardog wreathed in glowing incandescent gases with modest intelligence but no manipulative appendages. Suitable as mounts for unencumbered and unarmored humanoids protected by the resist fire spell. Used as a mount, can make two claw attacks per round. All attacks are as with the hand of fire spell.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
4 50 0 4 4 20 30 2 20 10 20 10 50 10 10

Winged Fire Serpent form: Giant winged snakes resembling wyverns without legs, with high intelligence and man-like manipulative ability with beak and claws. Will use hand weapons and tools, but no armor. Drop stones like improvised missiles. Fly as swooper. Suitable as mounts for unencumbered, unarmored humanoids protected by the resist fire spell.. Cannot fight as a mount. Cast fireball (as a first level War Wizard), hand of fire, fireflare, and resist fire spells.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
3 40 0 4 3 16 30 1 30 10 40 10 50 10 10

Restrictions: Is surrounded by an envelope of flammable gas, and may move without restriction in non-flammable environments for 1d6+6 minutes before suffering strength loss from isolation from sustaining environment. May not be extinguished except by magickal means.

Service Traits: Faithful 7, Vengeful 10.

Attitude and Temperment: Sinister and cruel. Intelligent, shrewd, enjoys exercising powers, destroying things, and terrorizing mortals. Contemptuous of tender-hearted and noble sentiments, sly and conspiratorial with summoners of similar temperment. Similar to a skilled humanoid hireling or companion with cruel, violent tendencies.

Typical Applications: Produce light equivalent to a lantern. Carry or manipulate small non-flammable objects (ie, metal shield, weapon, etc. of Encumbrance 40 or less). Causes damage as normal fire on flammable materials, and may ignite them (see "Fire," WFRP, page 80). Extinguish torch or lamp. Serve as mounts or fighting allies.

Sample Commands:

"Hellhound, attack any living beings which enter this hallway except those which wear magickal amulets with my mark."

"Hellhound, search the castle for intruders. Attack and torture any you find, but leave them alive. If the intruders bear magickal devices, do not attack! Return and summon me immediately."

"Winged Fire Serpent, circle behind the attacking orcs and cast 4 fireballs at them, then cast hand of fire on yourself and attack the leader in the helmet with the magickal sword."

"Winged Fire Serpent, cast hand of fire on each of my companions, then on yourself, and join us in attacking the zombies."

Lesser Hydronome

Dolphin form: Large sea mammals with high intelligence but no manipulative appendages. Cannot use hand weapons, tools, or armor. Superb swimmers and aquatic acrobats. Cannot leave water. Suitable as mounts for unencumbered, unarmored humanoids. Cannot fight as a mount. Cast breathe under water, waterwalk, distract elemental, extinguish fire, resist cold, smother, and waterward spells.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
8 30 0 4 4 20 40 1 10 10 50 50 50 50 10

Hydra form: Similar to Chaos hydras, but smaller (maximum 8-foot-long), exclusively with water-serpent bodies and multiple serpent necks and heads. Exceptionally violent and aggressive for hydromes. Modest intelligence, no manipulative appendages. Cannot use hand weapons, tools, or armor.

Out of water, move is reduced to 2. Not suitable as mounts.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
4 30 0 2 3 20 40 7 10 10 20 50 50 30 10

Restrictions: May move out of contact with water for 1d6+6 rounds before losing Strength from isolation from a sustaining environment.

Service Traits: Faithful 17, Vengeful 5.

Attitude and Temperment: Steady and reliable, tenacious in combat, resourceful in problem solving. Avoid violence and confrontation (hydras are an exception). Usually friendly and cooperative, forgiving and patient, though dangerous when angered. Sympathetic and protective of natural world and defenseless creatures. Like friendly, loyal hirelings or companions in personality -- that is, personalities vary widely.

Typical Applications: Out of water, carry or manipulate medium-sized objects (ie, small human, full chest, table, etc. of Encumbrance 200 or less). In water, propel buoyant objects of Encumbrance 2000 or less. Serve as mounts or fighting allies.

Sample Commands:

"Brother Fin, cast a breathe water spell upon me, please, then bear me beneath the sea in pursuit of that vessel. Take care not to be seen by the passengers, and deliver me to a point where I can board unobserved."

"Brother Fin, swim down to the docks and find the sailing ship Pride of Marienbad. Cast loose her moorings and disable her rudder -- jam it with bits of debris, or use your imagination."

"Seventh-Head of the Serpent, pick me a passable path through this marsh. Be alert for any living creatures which might harm me."

"Seventh Head of the Serpent, cross the river, and attack any creatures which are hiding in the bushes along the bank. Return to the water the moment you feel yourself weakening, then return to the attack when you are restored."

Lesser Geonome

Great Bear form: A very large cinnamon-colored bear, intelligent, with some manipulative skill with its paws. Can use weapons, tools, and armor. Use as mounts for encumbered and armored humanoids is possible but discouraged, since the creature is slow and cannot fight with a rider, but mostly because they do not like riders, but can carry prodigious loads at need. Cast burrow spell. Pleasant and peaceful disposition, fierce when angered.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
4 50 0 5 4 30 30 2 10 10 30 60 50 30 10

Elder Troll form: The ancestral troll race, now extinct, before it became tainted and corrupted by Chaos. Flesh is similar in composition and texture to stone. Can digest earth and stone. Slow-witted, primitive, but peaceable, deliberate, and noble. Unsuitable as a mount, but can carry prodigious loads. Use only simple weapons and tools, no armor. Throw stones as improvised weapons with +2 damage for large size of stones. Cast assault of stone, burrow, and shatter elemental bonds.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
6 50 30 5 6 40 20 3 10 10 50 60 50 30 10

Restrictions: +1 modifier to damage. Moves through solid materials at a Move of 1.

Service Traits: Faithful 17, Vengeful 3.

Attitude and Temperment: Placid, cooperative, friendly, but wary of insult or abuse. Confident and easy-going, restrained or playful in combat unless injured or threatened, then ferocious. Never subtle, clever, or witty; neither employ nor appreciate irony or dishonesty. Like friendly warrior companions or hirelings with excessive confidence in their strength and durability.

Typical Applications: Carry or crudely manipulate medium-sized objects (ie, small boat, pair of characters with their gear, etc. of Encumbrance 1000 or less). Serve as bearers of burdens or as fighting allies.

Sample Commands:

"Father Bear, demolish that cell door, taking care not to damage the occupant." "Father Bear, help us gather large stones and small tree trunks to build a defensive barrier."

"Father Troll, pelt those rude goblins with stones -- no, you may throw them yourself, you don't need to use magick."

"Father Troll, merge with the rock of this wall, and wait until the horsemen behind us have passed you, then emerge from the wall and attack them from the rear."

Greater Elementals

Greater elementals are humanoid, man-sized or giant-sized coherences of elemental matter no more than 6 cubic yards in volume. Greater elementals may assume other shapes at will, but prefer to manifest in the forms described below. Greater elementals can use armor, weapons, and tools. At once heroic fighters and master spellcasters, greater elementals are among the most terrible beings of Warhammer World. Only the great dragons, legendary elven warriors and sorcerors, divine heroes, and daemons may challenge them as equals. Any elementalist who has lived long enough to learn to summon a greater elemental is wise enough to present himself as a humble petitioner, not a commanding summoner. Greater elementals may agree to serve lesser mortals, but only when it suits their own purposes. Greater elementals have the ability to identify and report the presence of substances and phenomena appropriate to their domain -- for example, a greater hydronome can indicate the distance and direction to the nearest large body of water or significant supply of ale. They can also identify the composition of a substance in their own domain with great accuracy -- a service of special interest to alchemists. If directed to move, attack, or perform tasks beyond the caster's control range (BMP yards), test each round vs. the caster's WP. If successful, the greater elemental remains under control. If failed, the greater elemental disappears, returning to the Aethyrial Realm. Greater elementals have distinct and, by humanoid standards, often bizarre and eccentric personalities, just like the often bizarre and eccentric personalities of the wizards who summon them. Though all greater elementals of a given domain are somewhat similar in attitude and temperment, they vary greatly in temperment and character. Greater elementals often resist control when summoned (+10 to WP for Control tests), and present a mortal threat to a caster if not controlled.

Greater Aeronome

Sylph form: A winged humanoid, typically assuming the features of a beautiful maiden of the summoner's race. May appear armed, armor, and equipped as it chooses, typically as a light-armored warrior with shield and long bow. Fly as swooper. Cast banish lesser elemental, blinding light, darken reflection, distract elemental, dust storm, favorable winds, flight minor, lightning, magic light, muffle sound, mystic mist, reproduce sound, wildwind, and winddeflection spells. Cast summon elemental node, summon least elemental, and lesser elemental rituals as spells (ie, in one round, without preparation and trappings), but may summon only air sprites.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
5 65 50 4 3 30 70 3 70 50 60 30 70 40 20

Restrictions: none.

Service Traits: Faithful 10, Vengeful 4.

Attitude and Temperment: Aristocratic, accustomed to giving orders, not to taking them. Patronizing and condescending to mortals, but cooperative if treated with deference and respect. Spiteful and malicious if offended -- and easily offended. Personalities vary greatly, as with mortals.

Typical Applications: Produce light equivalent to sunlight. Carry or manipulate medium-sized objects (ie, small human, full chest, table, etc. of Encumbrance 200 or less). Extinguish any normal fire. Deflect all missiles from target each round. Serve as fighting allies.

Sample Commands:

"Beg pardon, Excellency, but we are desperately set upon by thieves and scoundrels. Please aid us in defending ourselves and teaching the blackguards a lesson in manners."

"A thousand pardons for disturbing you, my Lord, but we are about to enter the sacred precincts of an ancient ruin, and we thought we might greatly benefit from your wise counsel and manifold talents as we attempt to fathom its mysteries."

Greater Pyronome

Salamander form: A redskinned humanoid, wreathed in incandescent gases, typically assuming either the features of a handsome middle-aged male of the summoner's race, or the features of a humanoid salamander. May appear armed, armor, and equipped as it chooses, typically as a black-plate-armored warrior with shield and flaming sword. All attacks are as with the hand of fire spell. Cast banish lesser elemental, distract elemental, extinguish fire, fireball (as 2nd level caster), fireflare, hand of fire, and resist fire spells. Cast summon elemental node, summon least elemental, and lesser elemental rituals as spells (ie, in one round, without preparation and trappings), but may summon only fire sprites.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
4 65 30 5 3 30 30 3 50 50 70 40 70 40 20

Restrictions: Is surrounded by an envelope of flammable gas, and may move without restriction in non-flammable environments for 1d6+6 minutes before suffering strength loss from isolation from sustaining environment. May not be extinguished except by magickal means.

Service Traits: Faithful 7, Vengeful 10.

Attitude and Temperment: Subtle, sophisticated, aristocratic, manipulative. Conceals personal feeling under a mask of good will and cooperativeness. Extremely treacherous and vindictive. Only happy when inflicting pain and destruction, and only trustworthy when happy. Effusive flattery, praise, and persuasion are necessary when requesting service. Personalities vary greatly, as with mortals, but generally resentful of summoners and contemptuous of weak mortals and fragile, subtle arts.

Typical Applications: Produce light equivalent to a great lantern (double radius of effect). Carry or manipulate medium-sized objects (ie, small human, full chest, table, etc. of Encumbrance 200 or less). Causes damage as normal fire on flammable materials, and may ignite them (see "Fire," WFRP, page 80). Extinguish any normal fire. Serve as fighting allies.

Sample Commands:

"Lord Fire, I beg your indulgence, but these fools seem to doubt the might of your domain. Perhaps a sample of your personal attentions will convince them that it is unwise to oppose the servants of your realm."

"Lord Fire, I hardly know where to begin. Look about at these fields of tinderbox weeds, these huts with thatched roofs, the flimsy palisade walls of our enemies. I beg you, do as you see fit, and I shall follow in your path, quick to serve you in your righteous wrath."

Greater Hydronome

Undine form: A blue- or white-skinned humanoid, either with human limbs, or with a scaled, finned lower torso and tail, typically assuming the features of an exquisitely beautiful female of the summoner's race. May appear armed, armor, and equipped as it chooses, typically clad in a revealing garment and armed with a sword and shield. Cast banish lesser elemental, breathe underwater, distract elemental, extinguish fire, resist cold, smother, waterwalk and waterward spells. Cast summon elemental node, summon least elemental, and lesser elemental rituals as spells (ie, in one round, without preparation and trappings), but may summon only water sprites.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
8 65 20 5 3 30 30 3 50 50 70 70 70 40 20

Restrictions: May move out of contact with water for 1d6+6 rounds before losing Strength from isolation from a sustaining environment. Out of water, move is reduced to 3. +1 modifier to damage.

Service Traits: Faithful 17, Vengeful 5.

Attitude and Temperment: Aristocratic, formal, but pleasant and cooperative, forgiving and patient, slow to take offense, though dangerous when angered. Sympathetic and protective of natural world and defenseless creatures. Personalities vary greatly, as with mortals.

Typical Applications: Out of water, carry or crudely manipulate medium-sized objects (ie, small boat, pair of characters with their gear, etc. of Encumbrance 1000 or less). In water, propel buoyant objects of Encumbrance 10, 000 or less. Serve as fighting allies.

Sample Commands:

"Lady of the Waters, our ship is in danger of foundering on the rocks in this storm. Could you please guide her through the rocks to beach beyond, or help us in some other way you think wiser?"

"A great kraken has taken refuge in a sea cave below. We must enter that cave. Can you assist us in slaying the kraken, or driving it from the cave, or finding us a way past the kraken, whichever you think is best?"

Greater Geonome

Gnome form: A giant-sized humanoid with flesh of stone-like texture, color, and durability, typically assuming the features of an aged, ugly male of the summoner's race. May appear armed, armor, and equipped as it chooses, typically clad in earth-colored plate armor and armed with a hammer and shield. Cast assault of stone, banish lesser elemental, burrow, distract elemental, and shatter elemental bonds spells. Cast summon elemental node, summon least elemental, and lesser elemental rituals as spells (ie, in one round, without preparation and trappings), but may summon only water sprites.

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
3 65 50 7 5 40 20 2 50 50 50 80 70 40 20

Restrictions: +2 modifier to damage. Moves through solid materials at a Move of 1.

Service Traits: Faithful 17, Vengeful 3.

Attitude and Temperment: Trusting, confident and easy-going, slow to anger. Friendly and cooperative, practical and informal. Personalities vary greatly, as with mortals.

Typical Applications: Carry or crudely manipulate very large objects (ie, small party with their gear, cart and horses, small bridge or other structure, etc. of Encumbrance 5000 or less). Forms objects with great precision (at caster's direction, or by imitating an object) from earth or stone in 1d6 minutes. Serve as fighting allies.

Sample Commands:

"My friend Gnome, I need assistance in selecting and transporting some stones for the foundation of my castle. Could you summon some of your fellow geonomes and aid me with this task?"

"My friend Gnome, We seem to be trapped in this cavern by a horde of Skaven. Could you assist us in fighting our way out, or can you suggest a method by which we could by-pass them and escape?"

"My friend gnome, the entrance of this tomb appears to be buried by a rockfall. Could you assist us in making our way through the rockfall, and keep it from collapsing and burying us while we take a look inside?"

Wisentlich (Elemental Rulers)

Wisentlich are humanoid, man-sized or giant-sized coherences of elemental matter. They may alter their size and volume at will by summoning elemental matter from the Material Realm; their forms may be as small as mice, or as large as giants. Wisentlich may assume other shapes at will, but prefer to manifest in the forms described below. Wisentlich can use armor, weapons, and tools. Wisentlich are the equivalent of minor godlings or greater daemons. They may not be commanded to serve. One who summons a wisentlich may petition the wisentlich for a favor. Wisentlich have vast though ultimately limited magickal powers, and can able to grant many favors a mortal could scarcely imagine. In fact, however, wisentlich prefer to decline to grant most favors, usually on the grounds that mortals ought not be accorded the powers given by right to the rulers of the elemental domains, both because mortals have not earned these powers, and because they are not wise enough to use these powers properly. Though individual wisentlich of a given domain are similar in attitude and temperament, they vary greatly in temperament and character. Greater elementals usually resist control when summoned (-30 to WP for Control tests), and present a mortal threat to the caster, his companions, and neighboring population centers if not controlled.

Wisentlichs of Air, Fire, Water, or Earth

Wisentlich forms: Forms are similar to those of greater elementals, though typically marked by royal dress and trappings rather than by trappings of war. Wisentlich may cast any elemental spells as if they were 4th Level Elementalists. Wisentlich may cast summon elemental node, summon least elemental, summon lesser elemental, summon greater elemental, and summon wisentlich rituals as spells (ie, in one round, without preparation and trappings), and may summon sprites of any elemental domain. (Note that since wisentlich can cast the summon wisentlich ritual in reverse in a single round, thereby canceling their summons, they are not required to remain in the Material Realm when summoned unless they choose to remain.)

M WS BS S T W I A Dx Ld IQ CL WP FeI MP
10 65 50 7 5 40 20 2 50 50 50 80 70 40 20

Restrictions: +6 modifier to damage. Move through any substance without penalty or restriction.

Service Traits:

Aeronome: Faithful 10, Vengeful 4.

Pyronome: Faithful 7, Vengeful 10.

Hydronome: Faithful 17, Vengeful 5.

Geonome: Faithful 17, Vengeful 3.

Attitude and Temperment: Just like you'd expect a god to be. Often puzzled and bewildered by a summons, as if they can't believe something like a mortal would be stupid and rude enough to bother them. If annoyed, they swat mortals like flies. If interested, amused, or skillfully persuaded, they are briefly patient, and occasionally generous.

Typical Applications: Sane spellcasters only summon wisentlich for two reasons:

1. to obtain permission to use the bind elemental servant and command least elementals spells, or
2. to request aid against opponents with similar or greater powers than wisentlichs (ie, greater daemons and godlings).

Insane spellcasters may summon wisentlich for a variety of reasons, usually to obtain knowledge, power, or service beyond that which is obtainable by safer, more reliable methods. Those who survive the experience may learn caution by it, though most continue the attempt until it kills them.

GM Note: PCs who summon wisentlich better be sane spellcasters; otherwise, the best they should hope for is to survive being refused their favor. At worst, they should expect to be slain by the equivalent of a minor god -- a flashy way to go, admittedly, if that's what they have in mind.

Sample Petitions:

"Oh, most puissant ruler of the air and sky, gracious and generous benefactor, source of the very air that all things breath, we who live and die by your will must desperately plead for your aid. The foul breath of Chaos lies upon the land. The creatures of the earth are threatened everywhere by daemons, beastmen, and mutants. Please grant me, your faithful servant, the power to call upon the citizens of your realm, though the agency of the command least elementals spell, to aid me in battle against these evil forces."

"Dear Lord of the Sea, I'm here all alone on this boat and that filthy rat Hadrast of the Rivers of Blood has sent a greater daemon after me. If you don't help me out, there's going to be one less good and faithful 4th Level Elementalist in the world, and one very happy daemonologist who's likely to get into all sorts of mischief if I'm not around to keep him honest. Oh, please, please, please, I've only bothered you once before, just about that command least elementals spell, and you were ever so nice about that, oh, please, please, please, won't you help me out, just this once, I promise I'll never bother you again..."

Chapter Five : Daemons

Daemons are the material manifestations of aethyrial beings of certain shadowrealms beyond the Void. Daemons cannot normally manifest in a mundane world without aid from this side of the Void, typically through sorcerous or divine summonation. However, here in Warhammer World, where the Realm of Chaos have been everted into the Material Realm by the collapse of the Warp Gates, hoards of daemons are found in the remote Chaos Wastes. This ready access to our plane may also account for reported incidences of daemonic possession through dreams, trances, and other spiritual phenomena. The six main classifications of daemons are Imp, Daemon Steed, Daemon Creature, Lesser Daemon, Greater Daemon, and Daemon Ruler. All but daemon rulers may be summoned by sorcerors. See below for examples of imps, daemon steeds, daemon creatures, lesser and greater daemons. See Chapter 2c: Forms and Summonings, page ??, for rules concerning summoning daemons. See the summon imp, summon daemon steed, summon daemon creature, summon lesser daemon, and summon greater daemon rituals for castings which summon daemons. The study of Slaanesh, Khorne, Tzeentch, Nurgle, and the other daemon rulers, of their dominions and servitors, is the concern of divine magick. For details, see Realm of Chaos: Slaves to Darkness, Realm of Chaos: The Lost and the Damned, and Divine Magick. However, there are hosts of daemons not aligned with these four great powers. Non-aligned daemons may be of any alignment, though the majority known to sorcerors are evil or chaotic. These non-aligned daemons are typically the ones summoned by Old World sorcerors.

Daemon Use Names

A daemonologist who finds that a daemon he has summoned has useful abilities and characteristics may wish to resummon that same daemon at a future date. To resummon the same daemon, the daemonologist must know the daemon's use name, and employ that use name when casting the summoning ritual. (Otherwise what daemon arrives in response to a summoning ritual is totally random and unpredictable.)

There are two ways to learn a daemon's use name:

1. Obtain the use name from a reference or informant. Daemonologists will rarely divulge the names of daemons they're found useful. They usually keep such names secret, recording them only in codes or ciphers, or committing the names to memory, leaving no written record. However, occasionally (ie, as a special treat) a GM will introduce a daemon's use name as a prize for accomplishment of an adventure, perhaps in the form of a fragment of a daemonologist's notes.
2. Ask the daemon for its use name. A summoned daemon who has been treated well, who enjoys visiting the Material Realm, and who is given entertaining and satisfying tasks to perform is likely to want to be summoned again in the future. Such a daemon may reveal his use name to the caster when the caster asks for it at the end of the summoning. Daemons reveal their use names only at the end of a summonation, never at the beginning. If a daemon has not enjoyed his appearance in the Material Realm, he will refuse to divulge his name, or he will give a false name, or he will give the name of another daemon as his own. Among the many reasons for a daemon's displeasure at his treatment when summoned are included: 1. boring tasks, 2. dangerous tasks that promise injury for the daemon with little compensating satisfaction (particularly when the daemon is sent against superior opponents in combat), 3. tasks beneath the dignity

and honor of a daemon (ie, things that mortals could do just as well, like washing dishes or carrying luggage). If a daemon refuses to divulge his name, at least the daemonologist won't waste a ritual trying to summon him again. If the daemonologist gives a false use name when casting a summoning ritual, nothing comes in response, and the ritual is wasted. But the worst outcome is if the daemon gives the name of another daemon as his own. Commonly the caster is given the use name of a particularly nasty great daemon, which either refuses to come in response to the summonation, or comes with a couple of lesser daemon pals to possess or slay the hapless daemonologist.

GM Note: You, as the summoned daemon, are the judge of whether a daemon gives his summoner his use name, refuses to give his use name, gives a false use name, or gives the name of another daemon as his own. As a rule, daemons are very fussy and hard to please, and are rarely particularly happy with their treatment by their summoners. On the other hand, if the summoner showed the daemon a good time, the daemon may be willing to chance giving his use name for future summonings. A daemon unwilling to reveal its use name is usually satisfied either with refusing to divulge its use name or with giving a false one. Giving another daemon's name as its own is risky, and offers a chance of retaliation from the daemon whose use name is revealed, so most daemons don't do it unless they are really mad, or really nasty. The more powerful the daemon, the less likely it is to reveal its use name to a mortal. Imps are almost casual about revealing their use names, because they get pushed around in the Realm of Chaos as much as they do in the Material Realm, and they're used to it. Lesser and greater daemons are very unlikely to reveal their use names, unless they really enjoy themselves, or they have some kind of double-cross up their sleeves. For imps, daemon steeds, and daemon creatures, it is often convenient for GMs to give players their use names to encourage them to use the same daemons over and over. Then you don't have to whip up a new daemon every time they use a summoning ritual. Also, named daemons develop a lot of personality as they are summoned time and again, and can become charming featured NPCs. (See Staging Magick, "Daemonic Beings," page ??.) If at a later date a daemon regrets giving a daemonologist his use name, the daemon has two methods of recovering his privacy: 1. slaying the daemonologist or 2. changing its use name. Slaying the daemonologist means waiting for a failed control test, but gives the daemon the satisfaction of avenging itself on the daemonologist. Changing its use name involves a loss of status in its shadowrealm, and is not a favored option, but may be the only choice for weak daemon like an imp. (GM: This is your excuse to take a daemon from a character who abuses it.)

Abilities and Limitations of Daemons

Abilities: All daemons have the following abilities, in addition to those listed in the descriptions below, unless specifically mentioned otherwise in the description:

1. A magickal attack or a weapon forged or coated with True Silver is required to hit an daemon.
2. An daemon's attack is magickal, and therefore may affect beings which are only affected by magickal attacks.
3. Daemons cause Fear in all living creatures. (Exception: Imps do not cause Fear.)
4. Daemons are immune to psychological effects, unless caused by more powerful daemons or divine beings. (Exception: Imps are not immune to psychological effects.)
5. Daemons sense magick emanations and perceive spirits of the living and undead creatures. These abilities work the same way as the petty spells detect magick and perceive spirit, but daemons may exercise these abilities at will, without expending MP.
4. Daemons with magickal abilities (ie, the ability to cast spells, rituals, or create other magickal effects) expend MP to produce those effects, just like sorcerers. They do not, however, require spell reagents, focuses, or other trappings of mundane spellcasters; the magickal effects are created as inherent abilities.
5. Daemons are subject to Instability (see page ??).

Limitations: When reduced to zero wounds, daemons lose their substantial manifestations and return to the Void and their own shadowrealms (ie, they disappear). They do not, however, "die" in a sense that mortals understand. They retain their consciousness and memories of events, though less intelligent daemons remember hardly more than an instinctive positive or negative feeling for familiar persons, locations, and events. However, just because daemons don't die doesn't mean that they do not fear combat, pain, wounds, and the destruction of their manifested forms. Daemons feel pain just like normal creatures, and experience the destruction of their manifested forms with even more distress and horror than might mortal creatures, because daemons KNOW what it is like to "die" from experience. Further, when daemons return to their shadowrealm after "death", they are in a weakened state, and are abused and mocked by other daemons -- an unpleasant and intolerable prospect at best. Therefore daemons do not enter combat without some fear and caution. Many daemons actually enjoy combat and destruction, and are more willing to fight; some daemons, particularly imps, are less enthusiastic about fighting, and dislike and distrust summoners who frequently send them into battles where they are sure to be badly wounded and slain.

Other Abilities and Limitations: Daemons may also have other abilities at the GM's discretion. If an ability is not explicitly listed here or in the descriptions below, that does NOT imply that the daemon CANNOT have that ability.

Daemon Creation Tables

Each daemon description below offers a daemon creation table for determining the abilities and characteristic scores appropriate for a daemon. There are three ways to use the table:

Fast-And-Dirty: Roll 1d6 once and use the profile indicated. This produces relatively standard and predictable daemons.

Dice-Roller's-Paradise: Roll 1d6 for each of the characteristics and abilities listed in the profile. This produces daemons with more odd quirks and unpredictable features.

Pick-And-Choose: The GM picks one each from the characteristics and abilities listed. We recommend using the fast-and-dirty method when creating a daemon for a PC or NPC summoning during a game session. The dice-rollers-paradise and pick-and-choose methods are more suitable for creating daemons ahead of time for NPC summonings. GMs are also encouraged to create their own daemons, using the daemon creation tables as examples and guidelines for appropriate abilities and characteristics. Avoid creating individual daemons which are exceptionally stronger or weaker than the examples given in the daemon creation tables.

GM Notes: Under no circumstances should the player be shown the abilities and characteristic scores of a daemon he has summoned. He's going to have to find those details out by trial and error. For imps, steeds, and creatures, the tables and descriptions below offer fairly specific guidelines for daemon creation, which the GM is invited to ignore at his peril. For more powerful, intelligent, and complex daemons like lesser daemons and greater daemons, the tables and descriptions are less specific, and more imagination, discretion, and industry is required of the GM. Lazy or time-starved GMs may rely on the specific examples of lesser and greater daemons given here and in *Slaves to Darkness* and *The Lost and the Damned* without compromising their artistic standards too tragically.

Imps

Imps are small, relatively weak daemons with obsessive interests in several fields of knowledge. Imps are used to being abused by more powerful daemons, who look on imps as footballers look on sissy bookworms, librarians, and butterfly collectors. Sorcerors usually summon imps as informants and skilled assistants for tasks in the imp's special areas of interest. They can also be commanded to perform other simple tasks like retrieving items, observing events, and attacking opponents, but they approach such tedious tasks with little energy or enthusiasm, spitefully malingering and sabotaging such efforts wherever possible.

Imp Creation Table

D6	M	WS	BS	S	T	W	I	A	Dx	Ld	IQ	CL	WP	Fel	MP	Skills
1	2	10	0	1	2	3	20	1	10	10	20	10	20	10	4	2
2	3	10	0	1	3	4	30	1	20	10	30	20	30	10	5	3
3	4	10	0	1	3	5	40	1	30	10	40	20	30	25	6	4
4	4	10	0	2	3	6	50	1	40	10	50	30	40	25	6	5
5	4	10	0	2	3	7	60	1	50	10	60	30	40	50	7	6
6	5	10	0	2	4	8	70	1	60	10	70	40	50	50	8	7

Forms: Usually humanoid, 6-12 inches tall, various colors and skin textures, often with reptilian or amphibian features, occasionally with extra limbs, eyes, and other appendages and organs. Usually very loud, very high, very annoyingly squeaky voice. Intelligent, self-indulgent, childish, but generally immensely knowledgeable about some skills or lore.

Psychological Traits: Does NOT cause Fear in all living creatures. NOT immune to psychological effects.

Magical Abilities: detect magick, perceive spirit.

Special Abilities: Knowledgeable in various skills. Select skills by rolling randomly on the Random Skills Table in *WFRP*, page 46. To determine how knowledgeable an imp is in a specific skill, consider the imp's Intelligence.

Intelligence 20-30: The imp is about as knowledgeable as a second-rate journeyman. There may be great gaps in his knowledge, subtleties are lost on him, and he may be very clumsy and unreliable in his execution of tasks related to the skill.

Intelligence 40-50: The imp is as knowledgeable as an experienced, intelligent journeyman. He has good general knowledge of the skill, and is reliable in execution of tasks, if the task is fairly standard, and if he is given sufficient time.

Intelligence 60-70: The imp is as knowledgeable as a clever, experienced master. His general knowledge is wide, his detailed knowledge of some areas is remarkable. He is quick and reliable in execution of standard tasks, and resourceful and imaginative in attacking difficult and unusual challenges. (Note: Imps gain benefits from their skills just like normal characters. They also have a broad knowledge of subjects related to the skill. For example, an imp with the Very Resilient skill has a +1 bonus to his Toughness score, and he can bore you to death with endless details of the wierd exercises and unappetising diets he uses to achieve his special resiliency.)

Service Traits: Faithful 2d6+6. Vengeful 1d6+8.

Attitude and Temperment: If politely and respectfully requested to assist in matters related to their fields of interest, imps are fairly cooperative, if obnoxious, servants. Sometimes cranky and tempermental, they often whine and complain, but if using their skills, they are usually energetic and reliable. If required to perform tasks too tedious, ignoble, or dangerous for their liking, imps are dedicated skivers, putting endless energy and imagination into avoiding doing the tasks they're required to do. Daemonologists who use them as mine-detectors, expendible decoys, or remote control devices, and you'll be amazed at their ingenuity in avoiding their tasks, whining and grumbling at the top of their lungs all the while. Expect them to earnestly pretend sympathy and dismay as they "accidentally" spoil your careful plans. "Goodness me. How ever could that have happened? But I was so careful, just as you said, Master. It must be the work of your enemies, sir, most certainly." Imps are sometimes proud and arrogant, and often will pretend to knowledge and skills they don't have. To determine how truthful an imp is in describing his knowledge and skills, consider the imp's Fellowship.

Fellowship 10: Imp takes great pleasure in misleading the summoner. Conceals its real abilities and skills, and pretends to abilities and skills it does not have. Pretends to cooperate completely, then feigns earnest bewilderment and dismay when its information and assistance proves worthless.

Fellowship 25: Imp honestly admits which skills it has and has not got, but compulsively overestimates its expertise and capabilities in the skills it does have. Equally willing to share accurate and completely fabricated information. Energetic and imaginative bluffer, stalling and offering plausible excuses or evading questions and tasks by distraction, quibbling, or pitching tempermental tantrums.

Fellowship 50: Imp honestly admits which skills it has and has not got, and accurately assesses its own expertise and capabilities in its chosen skills. Compulsively proud of its knowledge and abilities, can't help but boast about them. Impulsively provides more information and aid than requested, just to prove how clever it is. Cheerfully admits ignorance and incompetence where appropriate, dismissing the importance of such limits -- "Who cares about that stuff anyway?"

Typical Applications: When summoned, an imp will usually answer questions related to his fields of special interest, or he may perform one simple service within his field of interest. If the summoner asks the imp to do more thinking or work than the imp wants to do, or if the imp is summoned to perform some mundane task, it usually whines and complains, hinting that it's not being paid well enough. If the imp likes his master, or is offered an extra quart of fresh caster's blood or -- better yet -- a valuable tome in the field of his specialty, he may be more cooperative. (GM: Test summoner and/or imp Fellowship with appropriate modifiers.)

Sample Commands: [The imp asserts he has the pick lock skill.] "Imp, unlock that door for me."

[The imp asserts he has the boat building skill.] "Imp, we need to cross this river. How can we build a boat from the materials we have at hand? How long will it take us?"

[The imp asserts he has the rune lore skill.] "Imp, please tell us what these runes mean."

Example:

Ffooshabl

M WS BS S T W I A Dx Ld IQ CL WP Fel MP

3 10 0 1 3 4 30 1 20 10 30 20 30 10 5

Form: Ffooshabl is a squat, horned, monkey-like creature covered with oily fur. A fairly pleasant and reliable servant by imp standards, Ffooshabl has a disagreeable habit interrupting dialogs and labors with compulsive fussy grooming of its oily pelt with a two-foot-long oily tongue. Faithful 15. Vengeful 9. Skills include Bribery, First Aid, and Seduction.

Daemon Steeds

Daemon steeds are daemononic beings primarily known for their swiftness or carrying capacity, rather than for their combat prowess or intelligence. Though all daemon steeds are powerful enough to bear riders, some are relatively slow and small of stature, and less suitable as mounts.

Daemon Steed Creation Table

D6	M	WS	BS	S	T	W	I	A	Dx	Ld	IQ	CL	WP	Fel	MP	Form
1	8	30	0	4	3	10	30	1	-	10	20	10	10	-	6	horse-like
2	9	50	0	3	3	10	40	1	-	10	20	30	20	-	5	wolf-like
3	4	30	0	5	4	15	20	1	-	10	10	20	20	-	7	ox-like
4	6	10	0	3	3	10	30	1	10	10	10	20	10	-	8	biped
5	5	10	0	2	3	8	40	1	-	10	10	10	10	-	9	winged biped
6	7	10	0	3	4	10	30	1	-	10	10	30	20	-	10	bizarre

Forms: Often an approximate mockery of a natural beast form with legs and/or wings, fins, or webbed feet, some capable of flight or amphibious movement. Fanciful forms with bizarre means of locomotion are also common. Varying in bulk and strength. Colors, skin textures, limbs, and other organs of all sorts.

Six fairly common categories of forms are represented on the table above:

horse-like: swift, long-legged, relatively less massive quadrupeds with superior endurance similar to the natural horse; size varies from tiny pony to huge draft horse; usually poor fighters

wolf-like: swift, medium-legged, less-massive quadrupeds with fair endurance similar to the natural wolf; size varies from medium-sized dog to dire wolf; aggressive fighters

ox-like: slow, short-legged, massive quadrupeds with poor endurance similar to the natural ox; size varies from medium-sized boar to the great bison; strong but clumsy fighters

biped: moderately-fast, medium-legged, less-massive bipeds with fair endurance similar to humanoids or large, flightless birds or reptiles like the ostrich and dinosaur; size varies from humanoid child to small dinosaur; poor fighters

winged biped: frail-legged, less massive bipeds, slow and weak on earth, awkward in flight, similar to huge birds and flying dinosaurs; fly as landers, size and weight generally smaller than other steeds, with wingspans from 10-20 feet; poor fighters

bizarre: forms difficult to classify, with bizarre shapes and means of locomotion; includes steeds with forms similar to snakes, slugs, amoebas, giant insects

Psychological Traits: Cause Fear in all living creatures. Immune to psychological effects except when confronted by chaos creatures, lesser and greater daemons, daemon rulers, or divine beings of equal status (eg, divine guardians, divine servants, divine avatars, gods).

Magickal Abilities: detect magick, perceive spirit. Chaos steeds almost never possess magickal artifacts.

Special Abilities: Chaos steeds may have a Chaos Attribute. Roll 1d6. On a roll of 6, the chaos steed has a Chaos Attribute. Roll 1d100 on the table below to determine which chaos attribute the steed has:

01-10: Great Fangs, Horns, or Tusks: makes one additional attack per round

11-20: Breathe Fire: makes additional fire attack in melee combat (see WFRP, page 80)

21-30: Horrible Stench: attackers within 4 yards receive a -10 to WS and BS

31-40: Iron Hard Skin: 1 point armor over entire daemon

41-50: Long Legs: +1 Movement

51-60: Poisonous Fangs: +1 Strength for attacks (mild animal venom)

61-70: Powerful Legs: +2 Movement

71-80: Very Agile: +10 Initiative

81-90: Very Strong: +1 Strength

91-00: Very Tough: +1 Toughness

At the GM's discretion, chaos steeds may have other special abilities in keeping with a steed's role as a capable mount, an unintelligent beast, and a weak fighter.

Service Traits: Faithful 1d6+8. Vengeful 2d6.

Attitude and Temperment: All chaos steeds are more or less aggressive in combat, and willing to fight when ridden into melee. If sent into melee without a rider, test vs. Cool when one or more wound points are lost. If the test is passed, the steed remains in melee. If failed, the steed flees from its opponent and returns to the summoner, and must once again be commanded to attack before it will return to melee. They are earnest enough in following directions, but too dumb to make subtle distinctions. "Kill that thing there" is about as discriminating a command as they can appreciate. Chaos steeds are unintelligent, and therefore neither proud or fussy, and will tolerate most non-combat tasks without resistance or treachery.

Typical Applications: a mount for swift travel or war; a beast of burden; a warbeast; a guard or watchbeast

Sample Commands:

"Bear me swiftly from this battle and into cover over there [pointing]."

"Attack the dwarf." [as the rider attacks another target]

"Leap the crevice!"

"Fly me just above the trees, and scream when you sense magick."

Examples:

Devilgoat

M WS BS S T W I A Dx Ld IQ CL WP Fel MP

9 50 0 3 3 10 40 1 - 10 20 30 20 - 5

The devilgoat has one gore (actually, butt) attack. It also has a custom GM-created special ability: the devilgoat can accurately leap 9 yards in distance and height; no test need be taken. Faithful 12. Vengeful 7.

Mounts of Slaanesh (See Slaves to Darkness, page 34)

Juggernauts (See Slaves to Darkness, page 28)

Discs (see The Lost and the Damned, page ??)

Daemon Creatures

Daemon creatures are ferocious daemons with the forms of hunting or war beasts especially prized for their aggressiveness, durability, war cunning, and combat skills. Many are temperamentally or physically unsuited for use as mounts. Those which may be ridden into battle tend to be as much of a threat to their own riders and allies as to opponents.

Daemon Creature Creation Table

D6	M	WS	BS	S	T	W	I	A	Dx	Ld	IQ	CL	WP	Fel	MP	Form
1	3	40	10	4	4	20	2	10	10	20	40	30	-	8	ape-like	
2	4	30	10	3	3	10	50	3	20	10	10	20	20	-	8	serpent-like
3	4	50	10	4	3	15	40	2	10	10	20	30	30	-	9	lion-like
4	4	60	30	3	3	10	30	2	30	10	20	20	30	-	9	biped
5	5	30	30	2	3	10	40	2	20	10	10	10	10	-	10	winged biped
6	6	30	10	3	4	15	30	3	10	10	10	40	40	-	10	bizarre

Forms: Mixed features of natural predatory beasts. Fanciful forms with bizarre means of locomotion and attack are also common. Varying in bulk and strength. Colors, skin textures, limbs, and other organs of all sorts. Usually have manipulative appendages (hands, claws, suckers, tentacles, etc.), capable of tool and weapon and shield use. Cannot wear armor. Use improvised missile weapons. Six fairly common categories of forms are represented on the table above:

bear-like: massive, powerful quadrupeds capable of upright, bipedal stance in combat; strength is major asset; weapons and shields used at -20 WS penalty

hydra-like: heads, limbs, and/or torso like serpents; torso may be snake-like, quadrupedal, or bipedal; snake-like appendages may end in mouths, tentacles, or whip-like appendages; numerous but unskilled attacks

lion-like: slow, short-legged, massive quadrupeds capable of upright, bipedal stance in combat; swiftness is major asset; weapons and shields used at -20 WS penalty

biped: humanoid or reptilian bipeds; competent with weapons and shields

winged biped: less massive humanoid or reptilian bipeds, agile on earth, awkward in flight; fly as landers; competent with weapons and shields

bizarre: forms difficult to classify, with bizarre shapes and means of locomotion; includes creatures with forms similar to slugs, amoebas, giant insects, mollusks, octopi, etc.

Psychological Traits: Cause Fear in all living creatures. Immune to psychological effects except when confronted by lesser and greater daemons, daemon rulers, or divine beings of equal status (eg, divine servants, divine avatars, gods). Chaos creatures are subject to Frenzy (see WFRP, page 68).

Magickal Abilities: detect magick, perceive spirit. Chaos creatures rarely possess magickal artifacts, though some may receive them from their superiors (eg, Fleshhounds, creatures of Khorne, the Blood God, wear the Collar of Khorne; see Slaves to Darkness, page 27).

Special Abilities: Chaos creatures may have a Chaos Attribute. Roll 1d6. On a roll of 5 or 6, the chaos creature has a Chaos Attribute. Roll 1d100 on the table below to determine which chaos attribute the chaos creature has:

01-10: Great Fangs, Horns, or Tusks: makes one additional attack per round

11-20: Breathe Fire: makes additional fire attack in melee combat (see WFRP, page 80)

21-30: Horrible Stench: attackers within 4 yards receive a -10 to WS and BS

31-40: Iron Hard Skin: 1 point armor over entire daemon

41-50: Long Legs: +1 Movement

51-60: Poisonous Fangs: +1 Strength for attacks (mild animal venom)

61-70: Powerful Legs: +2 Movement

71-80: Very Agile: +10 Initiative
 81-90: Very Strong: +1 Strength
 91-00: Very Tough: +1 Toughness

At the GM's discretion, chaos creatures may have other special abilities in keeping with a creature's role as a semi-intelligent warrior/guardian.

Service Traits: Faithful 1d6+10. Vengeful 2d6.

Attitude and Temperment: All chaos creatures are extremely aggressive fighters, and seldom hesitate to attack upon command -- though they may occasionally attack something other than the target indicated.. If commanded to a task other than combat, test vs. Cool. If the test is passed, the creature performs the task. If the test is failed, the creature attacks the nearest opponent, which may be another daemon or the caster. They are fairly intelligent in following simple and specific attack commands, but show little imagination, initiative, or ingenuity.

Typical Applications: guardians or warrior-beasts

Sample Commands:

"Attack the wizard. Do not slay him, but punish him until I command you to cease."

"Attack the dwarf. When he is slain, attack any of the other humans or dwarfs." [as the rider attacks another target]

"Silently approach the sentry, slay him, take his amulet, and return to me."

Examples:

Flamehound ("Ouadu")

M WS BS S T W I A Dx Ld IQ CL WP Fel MP

8 40 - 3 3 10 50 2 20 10 10 20 20 - 8

Fiery dog form. Attacks are poisonous (+1 damage) and fire-based (+1d4 damage; flammable materials catch fire). Has the special ability of Long Legs: +1 Movement. Faithful 12. Vengeful 5.

Fleshhounds (See Slaves to Darkness, page 27.)

Fiends (See Slaves to Darkness, page 33.)

Flamers (See The Lost and the Damned, page ??.)

MH-Beasts (See The Lost and the Damned, page ??.)

Lesser Daemons

Daemons of moderate magickal power (11-25MP) are called Lesser Daemons. Lesser Daemons are intelligent, proud, and treacherous. All have some spellcasting ability; some are accomplished sorcerors. All may use weapons, armor, and tools, though unusual manipulative appendages may require unique designs.

Lesser Daemon Creation Table

D6	M	WS	BS	S	T	W	I	A	Dx	Ld	IQ	CL	WP	Fel	MP	Spells
1	3	40	40	3	3	5	60	3	40	40	40	40	40	11		Spell Group A
2	4	50	40	3	4	8	50	2	30	50	50	50	50	15		Spell Group B
3	5	50	40	4	3	10	40	2	30	60	60	60	60	15		Spell Group C
4	6	50	50	4	4	10	40	2	30	70	70	70	70	20		Spell Group D
5	7	50	50	5	4	15	30	2	40	80	80	80	80	25		Spell Group E
6	8	60	10	5	5	20	30	3	40	90	90	90	90	25		Spell Group F

Spell Groups:

Spell Group A: disincorporate flesh, deepsleep, daemonfire, painmind.

Spell Group B: Group A plus vaporbloom, hold daemon.

Spell Group C: Group B plus distract memory, distract awareness, command.

Spell Group D: Group C plus toxicbloom, farsleep, fireball.

Spell Group E: Group D plus mask, muddlemind, darkscreen, divert attention. Rituals are cast as spells (ie, no preparation or trappings).

Spell Group F: Group E plus banish lesser daemon, summon daemon steed, summon imp. Rituals are cast as spells (ie, no preparation or trappings).

Forms: Mixed features of natural predatory beasts, intelligent humanoids, and fanciful monsters. Bizarre means of locomotion and attack are common. Varying in bulk and strength. Colors, skin textures, limbs, and other organs of all sorts. Have manipulative appendages (hands, claws, suckers, tentacles, etc.), use weapons, armor, tools, etc., without penalty. Some (20%) fly as swoopers. Some (10%) are amphibious.

Many are skilled and learned in various lores associated with warfare and sorcery; rarely individuals may have skill and learning in various crafts, even in gentle and fine arts (skills selected from the Random Skills Table, WFRP, page 46, at the GM's discretion).

Psychological Traits: Cause Fear in all living creatures. Immune to psychological effects except when confronted by greater daemons, daemon rulers, or divine beings of equal status (eg, divine avatars, gods).

Magickal Abilities: detect magick, perceive spirit and other spells as above are cast as Level 2 Daemonologists. Lesser daemons often possess magickal artifacts, typically lesser weapons or armors, occasionally lesser rings or talismans, very rarely chaos weapons (see Slaves to Darkness, pages 80-92).

Special Abilities: Lesser daemons often have a Chaos Attribute. Roll 1d6. On a roll of 4 or 5, the lesser daemon has a Chaos Attribute. On a roll of 6, the lesser daemon has 1d3 chaos Attributes. Roll 1d100 on the table below to determine which chaos attribute(s) the lesser daemon has. If a chaos attribute already possessed is rolled a second time, roll again.

01-10: Great Fangs, Horns, or Tusks: makes one additional attack per round

11-20: Breathe Fire: makes additional fire attack in melee combat (see WFRP, page 80)

21-30: Horrible Stench: attackers within 4 yards receive a -10 to WS and BS

31-40: Iron Hard Skin: 1 point armor over entire daemon

41-50: Long Legs: +1 Movement

51-60: Poisonous Fangs: +1 Strength for attacks (mild animal venom)

61-70: Powerful Legs: +2 Movement

71-80: Very Agile: +10 Initiative

81-90: Very Strong: +1 Strength

91-00: Very Tough: +1 Toughness

At the GM's discretion, lesser daemons may have other special abilities in keeping with a lesser daemon's role as an intelligent spellcaster with formidable combat skills.

Service Traits: Faithful 1d6+6. Vengeful 1d6+10.

Attitude and Temperment: Lesser daemons are perverse and treacherous, often twisting the intent of a summoner's commands to torment and frustrate the summoner. Malevolent and scornful of mortals, they consider a summons as a gross affront to their dignities, and do their best to avenge themselves for the offense. Often the wisest course is to flatter the daemon effusively, and to limit one's commands to tasks that the daemons might find pleasant or diverting, like terrorizing helpless mortals or indulging in aimless destruction. Any task that requires menial labor, or which implies that the daemon is the summoner's servant, is likely to enrage the daemon and result in vindictive sabotage or malfeasance. Once a daemonologist has established a relationship of mutual motivations and respect with a lesser daemon, however, the more likely the daemon is to cooperate as a willing co-conspirator. Lesser daemons are very intelligent, and show great imagination, initiative, and ingenuity in completing tasks that appeal to their pleasures, pride, or destructive impulses.

Typical Applications: Allies or patrons in desperate or dangerous endeavors.

Sample Commands:

"Beg pardon, milord, but I'm sure it will not escape your notice that the brazen mortal with the foolish trappings of Sigmar yonder bears a magickal artifact of great power, which, if I'm not mistaken, is reputed to have great powers against daemons. Most likely it is a thing beneath your notice, milord, but I thought you should be informed..."

"Ah, Master of Swords and Sorcerous Schemes, I petition you once again. Here you are, amongst all these frail mortals again, where, as all may know, you may do your will without restraint. I fear I'm beset once again by a frightful array of self-styled daemon-slayers, creeping about in the castle's precincts. If you could perhaps slay them, all but the little one with the golden hair... if you could bring her to me, I'm hope I might find some special sport to amuse us both."

Examples:

Gargoyle

M WS BS S T W I A Dx Ld IQ CL WP Fel MP

4 50 40 3 4 8 50 2 30 50 50 50 50 15 Spell Group B

Winged man-sized humanoid with bat wings, goat legs, and goblin-like horned heads. Similar in intelligence and social graces to a homicidal, drug-crazed, berserk hobgoblin. Cunning, but impulsive; attacks first, thinks later. Faithful 11. Vengeful 14. Fly as swoopers. Skills include ambidextrous, disarm, frenzied attack, game hunting, specialist weapon - 2-handed sword, strike mighty blow, strike to injure, strike to stun, torture, and wrestling. Possesses a magickal 2-handed sword, a lesser weapon of purulent gall, and a shield constructed from six loudly-protesting imps which have been twisted and bound together into a rough disc.

Bloodletters (See Slaves to Darkness, page 26.)

Daemonettes (See Slaves to Darkness, page 31.)
 Pink Horrors (See The Lost and the Damned, page ??.)
 MH-Plaguebearers (See The Lost and the Damned, page ??.)

Greater Daemons

Daemons of great magickal power (26-??MP) are called Greater Daemons. They are immensely proud and independent, and don't take kindly at all to being bothered by mortals. The best-known greater daemons are those of the Four Powers: the Bloodthirsters of Khorne, the Keepers of Secrets of Slaanesh, the Changer of the Ways of Tzeentch, and the Great Unclean One of Nurgle. Greater daemons may have spellcasting abilities equivalent to spells and rituals of any of the sorcerous disciplines, or to any magickal artifacts. The baalruhk described below should be taken as representative, not typical; the variations in powers and abilities of greater daemons are numberless.

Greater Daemon Creation Table

D6	M	WS	BS	S	T	W	I	A	Dx	Ld	IQ	CL	WP	Fel	MP	Spells
1	6	60	50	6	5	30	90	6	70	70	70	70	70	30		Spell Group G
2	7	60	60	6	6	30	90	7	70	70	70	70	70	40		Spell Group H
3	8	70	70	6	7	35	90	8	80	80	80	80	80	50		Spell Group I
4	9	80	80	7	5	35	90	8	80	80	80	80	80	60		Spell Group J
5	10	90	80	7	6	40	90	9	90	90	90	90	90	70		Spell Group K
6	10	90	90	7	7	40	90	10	90	90	90	90	90	80		Spell Group L

Spell Groups:

Spell Group G: Cast all Petty and Illusionist spells of Levels 1 & 2 as a Level 2 Daemonologist. Can cast no Petty or Illusionist rituals. Cast all Daemonologist spells and rituals of Levels 1-4 as a Level 4 Daemonologist. Cast all Daemonologist rituals except thaumaturgic forms as spells.

Spell Group H: Cast all Petty, Battle, Necromantic, and Illusionist spells of Levels 1 & 2 as a Level 2 Daemonologist. Can cast no Petty, or Illusionist rituals. Cast all Daemonologist spells and rituals of Levels 1-4 as a Level 4 Daemonologist. Cast all Daemonologist rituals except thaumaturgic forms as spells.

Spell Group I: Cast all Petty, and Illusionist spells and rituals of Levels 1, 2, & 3 as a Level 3 Daemonologist. Cast all Daemonologist spells and rituals of Levels 1-4 as a Level 4 Daemonologist. Cast all Daemonologist rituals except thaumaturgic forms as spells.

Spell Group J: Cast all Petty, Battle, Necromantic, and Illusionist spells and rituals of Levels 1, 2, & 3 as a Level 3 Daemonologist. Cast all Daemonologist spells and rituals of Levels 1-4 as a Level 4 Daemonologist. Cast all Daemonologist rituals except thaumaturgic forms as spells.

Spell Group K: Cast all Petty, Battle, Necromantic, Elementalist, and Illusionist spells and rituals of Levels 1, 2, & 3 as a Level 3 Daemonologist. Cast all Daemonologist spells and rituals of Levels 1-4 as a Level 4 Daemonologist. Cast all Daemonologist rituals except thaumaturgic forms as spells.

Spell Group L: Cast all Petty, Battle, Daemonologist, Necromantic, Elementalist, and Illusionist spells and rituals of Levels 1, 2, 3, & 4 as a Level 4 Daemonologist. Cast all Daemonologist rituals except thaumaturgic forms as spells.

Forms: Mixed features of natural predatory beasts, intelligent humanoids, and fanciful monsters, usually incorporating dominant features of five or six creatures in one form. Bizarre means of locomotion and attack are common. Usually exceptional in bulk and strength. Colors, skin textures, limbs, and other organs of all sorts. Have one or more pairs of manipulative appendages (hands, claws, suckers, tentacles, etc.), use weapons, armor, tools, etc., without penalty. Most (80%) fly as swoopers. Some (20%) are amphibious. All are skilled and learned in various lores associated with warfare and sorcery; many individuals have skill and learning in various crafts, even in gentle and fine arts (skills selected from the Random Skills Table, WFRP, page 46, at the GM's discretion).

Psychological Traits: Cause Fear and Terror in all living creatures. Immune to psychological effects except when confronted by daemon rulers or divine beings of equal status (eg, gods).

Magickal Abilities: detect magick, perceive spirit and other spells as above. Greater daemons usually possess magickal artifacts, often one or more lesser weapons, armors, rings, or talismans, occasionally greater artifacts or chaos or daemon weapons (see Slaves to Darkness, pages 80-92).

Special Abilities: Greater daemons have one or more Chaos Attributes. Roll 1d6 to determine the number of Chaos Attributes possessed. Roll 1d100 on the table below to determine which chaos attributes the greater daemon has. If a chaos attribute already possessed is rolled a second time, roll again.

01-10: Great Fangs, Horns, or Tusks: makes one additional attack per round

11-20: Breathe Fire: makes additional fire attack in melee combat (see WFRP, page 80)
 21-30: Horrible Stench: attackers within 4 yards receive a -10 to WS and BS
 31-40: Iron Hard Skin: 1 point armor over entire daemon
 41-50: Long Legs: +1 Movement
 51-60: Poisonous Fangs: +1 Strength for attacks (mild animal venom)
 61-70: Powerful Legs: +2 Movement
 71-80: Very Agile: +10 Initiative
 81-90: Very Strong: +1 Strength
 91-00: Very Tough: +1 Toughness

At the GM's discretion, greater daemons may have other special abilities in keeping with a greater daemon's role as an super-intelligent spellcaster with exceptional combat skills, and an powerful aristocrat of the shadowrealms.

Service Traits: Faithful 1d6+3. Vengeful 1d6+10.

Attitude and Temperment: Greater daemons are so unaccustomed to being summoned by mortals that they are usually at least briefly curious when summoned by a sorcerer for the first time. Greater daemons are also so secure and self-assured that they rarely act impulsively or rashly, confident that nothing could present a serious threat to them. When a greater daemon is successfully controlled and commanded to a service, reactions are of three general types. First, venomous outrage is common, resulting in furious and imaginative promises of unimaginably horrible revenges as the daemon performs the task. Two, the daemon pretends good-natured acceptance of the task, meanwhile privately plotting unimaginably horrible revenges once the task is completed. Three, the daemon genuinely accepts the summoner, not as a peer, but a force to be reckoned with, and thoughtfully bargains for favorable considerations in return for service rendered. In subsequent summonings, the greater daemon and summoner may eventually come to an understanding, if the greater daemon does not slay or possess the summoner first. Greater daemons are exceptionally intelligent, and vary greatly in disposition and motivation; therefore, in words and actions they are as complex and unpredictable as humans, only ever-so-much-moreso. They are used to having their own way, but are also used to a timeless immortality unfamiliar to humans; thus they are in their way peculiarly patient, and content to endure minor annoyances in delicious anticipation of intricate and baroque triumphs and vengeance.

Typical Applications: Allies or patrons in desperate and epic endeavors.

Sample Commands:

"Greeting, your Excellency. In short, it must be apparent that I have the power to bind you to a service. But I am not so foolish as to suppose that one so mighty may be commanded to service without dire consequences. In fact, I am confident that, though I am much the lesser creature, I nonetheless have something to offer you, in return for which I may benefit from your wisdom and majesty. In short, in return for aid in a project so grand that it might even interest a Prince of Shadow, I offer access to this realm for you and your minions, at a schedule of your choosing. Perhaps you might be interested in hearing my proposal?..."

"I salute you, Shular, Prince of Shadow, Master of Light and Darkness, Stalker of the Corridors of Time. Long have you been absent from the Material Realms. Once again, as Haggamund Heresiarch, I welcome you to the World of Mortality. You bear the Edea of the Capripede, a token of the Time Before Slann. I seek its sister vessel, the Clough of Quia-Quia, which I believe to be of interest to you. I have some news of it. Perhaps you would hear of this news, and consider whether you might assist me in its procurement, if there is some manner in which I might repay such generosity?"

Examples:

Baalrukh

M WS BS S T W I A Dx Ld IQ CL WP FeI MP

9 80 80 7 5 35 90 8 80 80 80 80 80 80 60 Spell Group J

Form: A baalrukh has a giant, muscular humanoid torso and arms, goatlike legs, a long, barbed tail, huge, bat-like wings sprouting from its back, and a horned head with combined features of a goat, a lion, and a dragon. Flame wreathes from nostril and mouth, and eyes burn like glowing coals. The Baalrukh has the following special abilities: breathe fire, horrible stench, and iron hard skin. Cool and dispassionate, the baalrukh is patient and confident, deliberate and stealthy in achieving his ends. Faithful 8. Vengeful 12. An efficient, commanding, and ruthless leader, the baalrukh is skilled in managing lesser daemons and mortals servants. It flies as a swooper, and accurately leaps 15 yards without testing. Skills include engineering, mining, additional language (Khazalid), additional language (the dwarven dialect of Old Worder), gem-cutting, river lore, and fishing. Possesses a magickal whip (a lesser weapon of despair), a magickal sword (a lesser weaon of piercing flame), and a wide waistbelt of cured dwarven skin decorated with alternating rows of cut gems and finely-polished dwarven incisors.

Bloodthirsters (See Slaves to Darkness, page 25.)
Keeper of Secrets (See Slaves to Darkness, page 30.)
Lords of Change (See The Lost and the Damned, page ??.)
Great Unclean Ones (See The Lost and the Damned, page ??.)

Chapitre Six : Undead

"It is difficult to account for the instinctive, violent horror the living have for the touch of the unquiet dead. Like spiders, slugs, and cockroaches, the undead produce most desperate aversions despite the fact that, in the cosmic scheme of things, they typically present a fairly feeble menace to a healthy adult. Poets and priests suggest that it is the reaching of the hand from beyond the grave, beckoning the living to death, that creates this unreasoning terror. In any case, it must be taken as axiomatic: feeble though their real menace may be, the psychological impact of the threat of contact with the undead is the essential tactical and strategic fundament of battlefield necromantic magick ."Klara Schn, Lecturer in Necromancy, Zauberkollegium Altdorf

Normally the spirit is separated from the body at death. After a short period of disorientation and mourning, the spirit departs this plane, either for the void or for a shadowrealm, according to the deceased's cult beliefs. The body remains on this plane to decay into its component elements and to rejoin once again the earthly cycle of life and death. Sometimes, however, the spirit remains trapped on this plane because of unfinished business, or a desire to protect tomb and possessions, or a tragic or traumatic death. Known as 'ghosts' or 'haunts', these supernatural disembodied spirits are occasionally encountered throughout Warhammer World. More commonly the undead faced by adventurers are the handiwork of necromantic magick. The sorcerous arts of the necromancer are dedicated to interrupting the normal process of death. Necromancers can bind spirits of the departed into remains of the dead, creating the animated dead as their unliving servants. They can restrain disembodied spirits upon this plane to serve as aethyrial servants and guardians. They can transform their own bodies into immortal undead creatures, or free their own spirits to possess and command the bodies of others. The undead described here are those created by necromancy. Unlike undead summoned from the dreamworld of Khaine, the god of Undeath, necromantic undead are not subject to Instability. The divine undead are substantial manifestations of spirit beings from a shadowrealm, more akin to daemons than to the material and aethyrial undead of necromancy. Neither do necromantic undead require controllers, as do Khaine's undead, nor can control of them be wrested away from a controller by spells. Necromantic undead are solely under the control of the necromancer that created them.

Special Rules for Necromantic Undead

The Spirit at Death: Upon the death of a Warhammer character or creature, the spirit remains in the Aethyrial Realm within 4 yards of the bodily remains for a number of turns equal to the WP score that the deceased being had in life (ie, the spirit remains for WP turns, or minutes). At the end of this time the spirit departs for the Void, never to return. The spirit goes either to a shadowrealm, as determined by the creature's cult beliefs, or becomes a soul lost in the Void. The spirits of animals and many monsters go to the shadowrealm of the the Earth Mother. The spirits of Chaos creatures go to various Chaos shadowrealms.

Sense Life: Many undead do not perceive the world as do living things. They perceive the world directly through their spirits. As such, many undead have the Sense Life skill as a natural ability. These undead can detect the presence of living beings, even through solid stone several feet thick, though stone and other dense materials over a yard thick apparently block or confuse this sense. The range of this sense is typically six yards. Scholars theorize that this ability is a consequence of the separation of the spirit from the body at death, giving the spirit a clearer perception of the aethyrial world than possible while encumbered by the senses of a living body.

Necromantic Animated Remains
Lesser and Greater Skeletons
Animated Corpses
Zombies
Lesser Golems
Greater Golems

Skeletons

Skeletons created by necromancy are fleshless remains of humanoids animated by magically-bound spirits. Skeletons are more mobile and agile because of their slight structure, but that are also relatively weak and delicate. Skeletons created by the animate lesser skeleton ritual are animated only for brief periods, since the spirit is bound to the remains only temporarily. Since their spirits are bound to their remains indefinitely, greater skeletons remain animated for much longer periods. Otherwise, in profile and abilities, lesser and greater skeletons are identical. See animate lesser skeleton (page ??) and animate greater skeleton (page ??).

Special Rules: Skeletons sense life at a range of six yards. Skeletons are immune to psychology rules, and cannot be forced to leave combat. They cause Fear in living creatures. A creature wounded by a skeleton has a 35% chance of contracting infected wounds (see WFRP, page 83).

Skeleton (basic profile)

M WS BS S T W I A Dx Ld IQ CL WP MP
4 25 15 2 2 5 40 1 40 10 10 10 10 3

Animated Corpses

Animated Corpses created by necromancy are the fleshy remains of humanoids animated by magically-bound spirits. Animated corpses are slow and clumsy, but stronger and more durable than skeletons. Animated Corpses created by animate corpse and raise dead are animated only for brief periods, though similar animated corpses preserved by lost Pharonic necromantic arts have remained animated in ancient tombs for much longer periods. See animate corpse (page ??) and raise dead (page ??).

Special Rules: Animated corpses sense life at a range of six yards. Animated corpses are immune to psychology rules, and cannot be forced to leave combat. They cause Fear in living creatures. A creature wounded by an animated corpse has a 50% chance of contracting infected wounds (see WFRP, page 83).

Animated Corpse (basic profile)

M WS BS S T W I A Dx Ld IQ CL WP MP
2 20 0 3 4 9 10 1 10 10 10 10 10 3

Zombie

Zombies created by necromancy are -- like animated corpses -- the fleshy remains of humanoids animated by magically-bound spirits, but a zombie's animating spirit is permanently bound to the deceased's remains, and has a limited self-awareness, permitting the zombie to use some of the instincts, skills, and abilities the spirit had in life. Unlike skeletons and animated corpses, zombies are capable of long service if properly cared for. A Zombie tends to deteriorate from decomposition and wear according to its environment and level of activity. If not subjected to regular use, and protected from the elements, a zombie's body may function acceptably for several decades. If used for hard labor, or exposed to rough treatment or combat, the body may last no more than a few weeks. A zombie behaves like a sleep-walking or hypnotized individual. It follows its master's commands, but ignores other speakers and is only dimly aware of events in its environment. It will not, for instance, notice the threat of an attacking weapon until it is struck, and then only shambles slowly away from an attacker. A zombie has access to only a fragment of the knowledge and skills it had in life. A zombie can follow simple directions at its master's request, but cannot answer its master's questions, nor can it perform even the simplest feats of reasoning. A zombie is capable of vigorous activity for no more than 3d6+9 rounds at a time, after which it must rest for about an hour to restore its aethyrial energy. It is capable of moderate exercise (eg, walking, light labor) for periods up to one hour. A zombie may not be 'slain' without magickally severing the body's link with its spirit. Even if chopped up into tiny bits, a zombie's spirit remains linked to those bits, and may continue to animate the tiny bits. Scattering the fragments of a dismembered zombie will eventually disassociate the spirit from the remote parts, while the spirit becomes associated with a particular fragment, continuing to animate that part even in the absence of the rest of the body. For example, the spirit typically remains associated with the heart or the head of the zombie, though accounts of severed but animated zombie hands are not unusual. Even cremation reducing bodily remains to ash does not release the bound spirit from the ash. As such, reducing Wound points to zero for a zombie do not represent killing or destroying it, but represents physically damaging the structure enough that it no longer presents a threat.

Special Rules: Zombies sense life at a range of six yards. Zombies may be forced to leave combat. When they lose a round of combat, they must pass a Leadership test to stand and fight; if the test fails, they flee. (If

the zombie's creator is within BMP range, test vs. the creator's Leadership -- not the zombie's.) Zombies cause Fear in living creatures. A creature wounded by a zombie has a chance of contracting a disease (see WFRP, page 83). Roll 1d6:

1-3: infected wounds

4: Tomb Rot

5-6: no disease

Zombie Profile: Since Zombies vary in abilities according to the spirit animating them, the GM may design the zombie profile as he chooses. The profile given here is for an average specimen; other profiles may be far better or far worse.

Zombie (basic profile)

M WS BS S T W I A Dx Ld IQ CL WP MP

4 25 15 3 3 10 30 1 30 20 20 20 20 3

Golems

Golems are created by sophisticated spirit-binding and animation rituals, producing an undead being with many of the abilities of a living being. The flesh is not living, but otherwise the mind and body of a golem are linked in much the same way as in a living creature. A lesser golem is created by linking a spirit to a body other than the one the spirit inhabited in life. The advantage is that the body's original spirit need not be sought and summoned -- a difficult, expensive, and often-fruitless labor. The disadvantage is that the spirit may or may not be a good match for the body's abilities; consequently, lesser golems are a good deal less able than either the original body or spirit, and mental disorders caused by the shock of mismatched body and spirit are common and abundant. (The Frankenstein monster would be a good example of a lesser golem.) In a Greater Golem a spirit is linked with its original body. Under the right circumstances, the abilities and skills of a greater golem may be almost indistinguishable from the being as it was in life. Unfortunately, however, greater golems are also subject to considerable mental stress -- first, from the shock of reawakening, and then from the prospect of discovering itself to be an undead being. Many personalities do not weather this shock well at all, and suffer from gross distortions of personality, often limiting mental and physical capacities. Other personalities -- unhappily, usually the most cold-blooded and unprincipled -- adapt easily to undeath, and may in fact be pleased and grateful for their form of limited immortality. (Liches and vampires are exceptionally fine examples of the products of rituals similar to the greater golem ritual.) The better the condition of the fleshly remains, the more satisfactory the recovery of the original being's physical abilities, and, typically, the less stress on the psyche of the revenant. However, greater golems may be achieved with no more than a skeleton -- or even a fragment of skeleton, and though such a golem's physical abilities are quite limited, they may still retain their memories and mental abilities. Again, few personalities can withstand the shock of awakening after several centuries and discovering themselves to be a bag of bones in a sack, but some extraordinary individuals -- most commonly sorcerors or other spellcasters -- have the breadth of mind to adapt to "life" as a skull in the parlor of a necromancer. Like a zombie, a golem is capable of vigorous activity for no more than 3d6+9 rounds at a time, after which it must rest for about an hour to restore its aethyrial energy. It is capable of moderate exercise (eg, walking, light labor) for periods up to one hour.

Lesser Golems:

These are similar in abilities to a zombie, except they often have superior WS and BS, a Strength and Toughness of 4 (magickally enhanced as the golem draws on its spirit for power), and 10-15 Wounds. They follow their master's commands like a zombie, and they cannot speak, other than to make weird grunting and moaning sounds, but they can reason after a fashion, and exercise some initiative in accomplishing tasks. For instance, they instinctively defend themselves from harm (ie, parry attacks, and maneuver for advantage in combat) and learn from experience. They also instinctively fear injury, and as such may choose to withdraw against greater odds, unlike most undead. However, they do not have higher mental functions, communicate very crudely and non-verbally, if at all, and typically suffer from dementia and, when threatened or terrified, from catatonia (see WFRP, p. 84). As such, they may make satisfactory servants, slaves, or laborers for certain simple tasks, but are less effective as guards or troops.

Special Rules: Lesser golems sense life at a range of six yards. Lesser golems may be forced to leave combat. When they lose a round of combat, they must pass a Leadership test to stand and fight; if the test fails, they flee. (If the Lesser Golem's creator is within BMP yards, test vs. the creator's Leadership -- not the golem's.) Lesser golems cause Fear in living creatures. A creature wounded by a lesser golem has a chance of contracting a disease (see WFRP, page 83). Roll 1d6:

1-3: infected wounds

4: Tomb Rot

5-6: no disease

Lesser Golem Profile: Since lesser golems vary in abilities according to the body and the spirit animating it, the GM may design the profile as he chooses. The profile given here is for an average specimen; other profiles may be far better or far worse. Necromancers usually select bodies with superior physical qualities, so these tend to be better than the human average, but the mental abilities tend to be low average or worse.

Lesser Golem (basic profile)

M WS BS S T W I A Dx Ld IQ CL WP MP

4 35 25 4 4 15 30 1 30 20 20 20 20 3

Greater Golems:

The spirit is self-aware and in many ways is similar to the being it was in life. However, it is mentally in the thrall of the necromancer, and lacks some of the abilities of living beings (it cannot cast magick, it cannot resist magickal effects, etc.). It is also limited to brief periods of activity, since its actions are sustained magickally, and it is typically terribly deranged by the experience of being a self-aware undead (ie, loaded with colorful mental disorders). GM: Greater golems may be assigned 1-3 of the following mental disorders at your discretion: Agoraphobia, Alignment Change, Amnesia, Animosity, Catatonia, Claustrophobia, Dementia, Depression, Scotophobia, Frenzy, Hatred, Heroic Idiocy, Introversion, Kleptomania, Mania, Manic Depressive, Megalomania, Pathological Lying, Phobia, Schizophrenia. (See WFRP, pp. 83-86, for details of mental disorders.) For centuries necromancers have sought to bring back to life individuals with extraordinary skills and intellect, often in hopes of recovering those lost skills and intellect as enslaved resources, but occasionally as an abstract exercise or noble inquiry into the mysteries of the past. Greater golems thus may often make exceptional skilled slaves or guards, and may ironically be of greater intellect and skill than their masters who reanimated them.

Special Rules: Greater golems sense life at a range of six yards. Greater Golems cause Fear in living creatures. A creature wounded by a greater golem has a chance of contracting a disease (see WFRP, page 83). Roll 1d6:

1-3: infected wounds

4: Tomb Rot

5-6: no disease

Greater Golem Profile: Greater Golems vary according to the individual person the necromancer seeks to revive -- that is, a necromancer who wants an engineer will get the best (dead) one he can find. The profile given here is for an average specimen; other profiles will vary as much would profiles for player and non-player characters. Necromancers usually select for superior mental and physical qualities, so these tend to be better than the human average.

Greater Golem (basic profile)

M WS BS S T W I A Dx Ld IQ CL WP MP

4 40 30 3 3 14 30 1 40 40 40 40 40 4

Liches and Vampires:

See WFRP, page 249, and lichelife, page ??.

Mummies:

See WFRP, page 250, and create greater golem, page ??.

Necromantic Aethyrial Undead

Ghost

Haunt

Spectre

Wight

Ghosts, Haunts, and Spectres

Ghosts are the disembodied spirits of dead creatures trapped on this plane because they have not been properly laid to rest, because they have left important unfinished business, or because they died unexpectedly or in tragic circumstances. A ghost's spirit is bound to remain on this plane until the source of distress is removed (eg, until its remains are decently buried, or its unfinished business is attended to, or its murder is avenged). When satisfied, the spirit departs naturally for the Void. Spectres are a particularly malevolent and powerful type of ghost. A haunt is created when a spirit is summoned with the capture humanoid spirit ritual, then bound to remain temporarily at a necromancer's bidding. A lesser haunt is similar in nature to a ghost, but, unlike a ghost, a lesser haunt remains in the Material Realm only until the summoning ritual effect expires. A greater haunt, like a ghost, is bound to the Material Realm indefinitely. See capture humanoid spirit, page ??.

Ghosts, haunts, and spectres manifest on this plane in a variety of guises. Some appear as they might have in life, and appear to be fully material until touched, when they are revealed to be insubstantial. Others are hideously distorted or gruesome in aspect (eg, horribly mangled, or carrying its own severed head under an arm). Some appear only as noises or disembodied voices, moaning or screaming, rattling chains or making thumping noises, or speaking to plead for aid or warn against danger. Some ghosts are malevolent, spitefully attacking the living without provocation; some are passive and unresponsive to the living; others are kind and protective. Spectres and haunts are always malevolent, attacking any being which comes within range. The range of a ghost, spectre, or haunt varies according to the location and the spirit -- typically about 4 yards from the location where it is bound.

Special Rules: Ghosts, haunts, and spectres sense life at a range of six yards. Ghosts, haunts, and spectres may pass through solid objects, such as walls, without penalty, and may become visible or invisible at will. Ghosts, haunts, and spectres cannot be forced to leave combat. Ghosts, haunts, and spectres cannot be wounded by non-magical weapons and cannot cause damage themselves. The touch of a ghost or haunt causes Fear. When a ghost or haunt "strikes" an opponent, the victim must make a Cool test at a -10 penalty, or flee from the ghost or haunt. The touch of a spectre causes Fear or Terror at the spectre's option. In addition, when a spectre "strikes" an opponent, the victim must make a WP test or be paralyzed for 2d6 turns (minutes). Paralysis attacks even affect creatures which are immune to non-magical weapons.

Ghost or Haunt (basic profile)

M WS BS S T W I A Dx Ld IQ CL WP MP
4 25 0 0 4 10 50 1 - 20 20 20 60 3

Spectre (basic profile)

M WS BS S T W I A Dx Ld IQ CL WP MP
4 40 0 0 4 23 60 4 - 20 20 20 60 3

Wight

Wights are disembodied spirits bound to their remains on the Material Plane, but not animating those remains. These aethyrial undead are created by necromantic rituals, typically as guardians over the burial-wealth of deceased kings, nobles, and wizards. They may also be created by necromancers as guardians of the necromancer's quarters and possessions. In appearance, wights typically manifest as the deceased at the moment of death, and may be in fine robes, battle armor, or the garments of old age and the sick bed. The most fearsome in aspect, and the most prized by necromancers as guardians, are proud rulers and warriors who died in battle.

Special Rules: Wights sense life at a range of 10 yards. Wights may pass through solid objects, such as walls, without penalty, and may become visible or invisible at will. Wights cannot be forced to leave combat. Wights cannot be wounded by non-magical weapons and cannot cause damage themselves. Wights attack any living thing that passes within 1d10+10 yards of its remains. The actual range of a wight varies according to the personality and nature of the deceased's original spirit. Wights created from deceased sorcerors, divine spellcasters, or magickal humanoids may have much greater ranges at the GM's discretion. The touch of a ghost or haunt causes Fear. In combat, they do not cause Wound damage, but deduct 1 point from the victim's Strength and add 1 point to their own Strength and 1d10 to their MP total. The wight's Strength may be increased to a maximum of 6 in this fashion; there is no limit to the increase of its MP. A victim reduced to zero Strength is slain. These attacks are magickal in nature, and may therefore affect creatures not affected by normal weapons; however, wights cannot cause Wounds upon other aethyrial creatures, and may only cause normal wounds on undead and daemons. Wights have the magickal ability to affect living creatures within 10 yards as the spell hypnotic command (Illusion 2, page ??). They

must spend MP to cause this effect. The range for the use of this ability is 10 yards. See WFRP, page 253 and create wight, page ??.

Wight (basic profile)

M WS BS S T W I A Dx Ld IQ CL WP MP
4 50 0 4 4 17 30 1 - 30 30 30 60 10

Other Undead Entities

Marshlight:

See WFRP, page 252. References in folklore and song refer to marshlights as departed Wood Elven ancestral spirits which guard forestlands from trespassers.

Wraith:

See WFRP, page 253. Wraiths are aethyrial spirits of dead Khaine worshippers returned to the Material Realm by Khaine to serve him in his war against the followers of Morr.

Carrion: See WFRP, page 248. Carrion are unique daemon-like undead flying creatures of the shadowrealm of the Death God Khaine, given by Khaine to favored servants as mounts.

Ghouls: See WFRP, page 248. Ghouls are living servants of the Death God Khaine who have surrendered themselves voluntarily to possession by morbid otherworldly spirits from Khaine's shadowrealm whose unholy mission is to ritually desecrate the graves and remains of the righteous dead protected by the god Morr.

Vampires: See WFRP, page 250. Vampires are believed to be the products of an unknown variant of the lichelife ritual, probably of 2nd Millenium Dark Elven origin. These quasi-immortal beings are said to live in secret among the various cultures of the Old World, sometimes in small secret societies, sometimes as isolated hermits.

Chapter Seven : Alchemical Compounds

Beings of living flesh may be affected by the magickal properties of many arcane substances through the medium of alchemical compounds. Often direct consumption of substances with magickal properties may have immediate magickal effects -- for example, those who drink fresh dragon blood may gain the ability to understand the speech of animals and birds. However, direct consumption is generally inefficient and extremely dangerous, particularly without expert knowledge of the substance and its effects. Many arcane substances are either latent in power or extremely toxic unless properly refined and prepared by an alchemist, the expert in identification and preparation of arcane substances.

Preparing Alchemical Compounds

Characters must possess the necessary skills, alchemical formulae, trappings, and reagents to prepare alchemical compounds. First, the character must possess the Prepare Compound skill matching the rank of the compound he wishes to prepare. Second, he must have learned the alchemical formula for the compound. Finally, he must possess the required reagents and possess (or have access to) the required trappings (ie, alchemical apparatus).

Preparation Quality Score:

A qualified character may attempt to prepare one measure of most compounds in a minimum of one hour, with a Preparation Quality Score of 50. For each extra hour spent in preparing the compound, add 10 points to the Preparation Quality Score. (For example, a compound prepared in three hours has a Preparation

Quality Score of 70, while a compound prepared in six hours has a Preparation Quality Score of 100.) Certain compounds require more time to prepare. Such exceptions are indicated in the Alchemical Compound Descriptions below. To determine whether a compound has been successfully prepared, roll 1d100. If the roll is equal to or less than the Preparation Quality Score, the compound has been prepared properly, and is of adequate quality, and is known by the preparer to be as such. If the roll is greater than the Preparation Quality Score, the compound has been spoiled during preparation, and is immediately recognized as such by the preparer. The reagents are ruined, and cannot be used for any alchemical or sorcerous purposes. Each alchemical compound has a Preparation Quality Score. The preparer always knows the Preparation Quality Score of a compound he has prepared. However, there is no means of testing a compound's preparation except by using the compound; thus, when a character purchases, discovers, or steals a compound, he does not know what the compound's Preparation Quality Score is. When known, the Preparation Quality Score should be noted in parentheses after the name of the potion (eg, "Dust of Coldlight (60)" indicates a compound of Dust of Coldlight with a Preparation Quality Score of 70.) Common Reagents are obscure but inexpensive alchemical components. They are often easily collected from Nature, or available cheaply from Pharmacists, Herbalists, and Traders, and prepared in bulk and stored by Alchemists. Alchemists are assumed to have an ample supply of Common Reagents as part of their trapping. Sorcerors and other characters with Prepare Compound skills must obtain these components separately at the cost of 10% of the potion's street value. (Street values are listed for alchemical compounds below.) Extraordinary Reagents and True Elements are especially rare or expensive alchemical components. When Extraordinary Reagents or True Elements are required in a compound's description (see examples below), alchemists, sorcerors, and other characters must purchase these substances or obtain them by other means.

Purchasing Alchemical Compounds

Alchemists and sorcerors are not allowed to sell alchemical compounds without a charter from the rulers or ruling bodies of most Old World nations. The Guild may at any time decree that alchemical compounds may only be sold to the State -- a typical occurrence in wartime. However, in the past 50 years, alchemical compounds have been more commonly available on the open market, though their high costs still limit them to the wealthy nobles and upper middle-class. Because of the dangerous nature of their occupations, many adventurers and soldiers -of-fortune find it wise to invest in useful alchemical compounds like Unguent of Burnbalm, Potion of Calloused Flesh, and Plaster of Falseflesh. The sale of certain alchemical compounds (eg, Unguent of Disguise and Potion of the Wolf Were) is restricted at all times by the Guild, particularly when abuse of such a alchemical compound might lead to criminal activity or injury to the public welfare.

Identifying Alchemical Compounds

Characters with the Alchemical Lore skill may have some chance of identifying an unlabeled alchemical compound, recognizing a falsely-labeled alchemical compound, or recognizing a spoiled alchemical compound. See "Alchemical Lore," page ??.

Using Alchemical Compounds

Applying one measure of an alchemical compound takes one round; no other action may be taken during that round. Most alchemical compounds must be consumed orally by a character to take effect. (Exceptions are as noted in the Alchemical Compound Descriptions below.) The alchemical compound takes effect at the beginning of the following round. Alchemical compounds have a duration of effect of 1d6+3 x 10 minutes (or as noted in the Alchemical Compound Description). (GM: Determine the duration of effect by a secret roll and make a note; do not inform the player of the alchemical compound's duration.)

Effective Potency and Spoilage

Though ancient alchemists apparently had the skill to make alchemical compounds that retained their potencies for centuries, most modern alchemical alchemical compounds reliably retain their effectiveness for

no more than a week. After one week, there is some risk that the alchemical compound will spoil, possibly losing its magickal effectiveness and/or threatening its consumer with poisoning or harmful side effects. Alchemical compounds created by player characters, and most alchemical compounds encountered in a WFRP campaign, are reliable for no more than seven days. After seven days there is a chance of spoilage. When a character uses a compound over seven days old, test vs. the Preparation Quality score to determine whether the compound he has consumed has spoiled. Roll 1d100. If the roll is equal to or less than the Preparation Quality Score, the compound has not spoiled, and takes effect normally.

If the roll is greater than the Preparation Quality Score, the compound is spoiled. Roll on the Spoiled Alchemical Compound Table below to determine the effects of the spoiled compound. After 4 weeks there is a much greater chance of spoilage. All tests against the Preparation Quality Score are taken at a -30 penalty.

Spoiled Alchemical Compound Table

Roll Spoiled Compound Effect

01-50: Compound takes effect normally, but user is affected by Addled Wits (see Harmful Side Effects below).

51-75: Compound has no effect and is Toxic (see Harmful Side Effects below).

76-95: Compound has no effect and is Extremely Toxic (see Harmful Side Effects below).

96-00: Compound has no effect and user suffers from Shock (see Harmful Side Effects below).

Harmful Side Effects

Some compounds may have a potential for harmful side effects. If indicated as such below in the Alchemical Compound Description, roll 1d100. If the score falls within range listed in the description, the user has suffered the listed harmful side effects. See below for description of types of side effects.

Amnesia: User forgets all experiences during period of compound's effect.

Addled Wits: All Int and Int-based skill tests are at a -20 penalty for 1d6+3 rounds.

Dulled Senses: Enhancement of senses causes senses to burn out temporarily. Appropriate sense is blinded for 1d6 hours.

Toxic: User tests vs. Toughness x 10. If test failed, user takes 1d6 wounds disregarding Toughness. If test passed, no further harmful side effect.

Extremely Toxic: User tests vs. Toughness x 5. If test failed, user takes 2d6 wounds disregarding Toughness. If test passed, user takes 1d6 wounds disregarding Toughness.

Shock: User's spirit is stunned. User receives 1 Insanity Point and falls into a deep autistic trance for 1d6 hours, and cannot be roused by normal or magickal means. (Certain divine magicks may be effective at the GM's discretion.) Victim's involuntary reactions remain effective, and victim can be led like a docile child, but is not aware of and does not respond to the outside world.

Severe Mental Trauma: User's mind receives a severe shock. User receives 1d6+1 Insanity Points.

Dependency: User becomes psychologically dependent on the compound. When not in possession of at least one measure of the compound, all skills and attribute tests are made a -20 penalty. When under stress (including faced with attack or confronted by danger, powerful personalities, or difficult tasks), test vs. WP to compulsively use the compound. If under stress, and without access to the compound, all skills and attribute tests are made at a -40 penalty. Dependency is a disorder, and can only be cured as such. (See Curing Disorders, Chapter 2, WFRP.)

Alchemical Compound Descriptions

The descriptions below give the following information about alchemical compounds:

Name of Compound: Printed in bold type at the beginning of the description

Street Value: The first of two figures in parentheses after the name of the compound. Street Value is the cost of the compound if purchased at typical prices from an alchemist in a settlement of a population of 10,000 persons or more. Costs in smaller settlements may vary considerably, particularly if the compound is in scarce supply.

Availability: The second of two figures in parentheses after the name of the compound. Availability indicates how likely it would be to find the compound for sale in a community of a given population. Availability is indicated in terms of the "Goods and Services Availability Chart" (WFRP, page 292). A negative modifier following the availability indicates exceptionally limited availability, and is a negative modifiers to the percent values indicated in the "Goods and Services Availability Chart."

Description of Compound and Effects: Text following name and parentheses. Describes the nature and game effects of the compound.

Components: Lists reagents necessary to prepare the compound.

Harmful Side Effects: If a compound is listed with this feature, roll 1d100 when using the compound. If the roll falls within the range listed in the description, the user has suffered the indicated Harmful Side Effect. See above for explanations of the various forms of Harmful Side Effects.

Prepare Petty Compound (Apprentice Rank)

Tincture of Hercules Woundwort (50GC/Plentiful)
Bromide of Toxin Antidote (50GC/Scarce)
Bromide of Deleriant Antidote (50GC/Scarce)
Bromide of Venom Antidote (50GC/Average)
Unguent of Phlegethon (200GC/Rare)
Unguent of BurnBalm (50GC/Plentiful)
Tincture of NightEye (50GC/Scarce)
Tincture of BeastHearing (50GC/Scarce)
Tincture of BeastSmell (50GC/Average)
Incense of [Specific] BeastScent (50GC/Scarce)
Incense of [Specific] MonsterScent (200GC/Very Rare)
Incense of GraveScent (200GC/Very Rare-10)
Soot Punk (50GC/Average)
Fulminate of Sal Armoniac (50GC/Scarce)

Tincture of Hercules Woundwort (50GC/Plentiful): aids in healing of wounds (+20 to Heal Wound skill; +1 to wounds restored with Heal Wounds skill). Components: Common Reagents.

Bromide of Toxin Antidote (50GC/Scarce): if administered immediately, permits Poison test at +50 to reduce level of dosage by one (ie, neutralizes one dose of toxin). Components: Common Reagents and 1 measure of toxin to be neutralized.

Bromide of Deleriant Antidote (50GC/Scarce): if administered immediately, permits Poison test at +50 to reduce level of dosage by one (ie, neutralizes one dose of deleriant). Components: Common Reagents and 1 measure of deleriant to be neutralized.

Bromide of Venom Antidote (50GC/Average): if administered immediately, permits Poison test at +50 to reduce level of dosage by one (ie, neutralizes one dose of venom). Components: Common Reagents and 1 measure of venom to be neutralized.

Unguent of Phlegethon (200GC/Rare): A viscous form of Lesser Water of Fire, which is flammable, which burns without heat. Produces normal fire light. When applied to body, reduces fire damage by 2 points. One

application covers one guy, or half a real big guy. Components: Common Reagents; Durable Water and Durable Fire.

Unguent of BurnBalm (50GC/Plentiful): Soothes and promotes healing of burned tissues. Heals 2 wound points caused by fire damage. (Subsequent applications have no effect.) Components: Common Reagents (including common healing herbs)

Tincture of NightEye (50GC/Scarce): drops placed in eye to provide Night Vision: made from eyes of any living night-visioned humanoid. (Note that dwarfs and elves look askance at humans who prepare or use this tincture, under suspicion that eyes came from dwarfs and elves, which are easily obtained; most goblinoids provide equally effective components, but cause some discomfort and swelling.) Components: Common Reagents and two eyes of a night-visioned humanoid. Harmful Side Effects: Dulled Senses (Sight) 99-00.

Tincture of BeastHearing (50GC/Scarce): drops placed in ear to provide enhanced hearing: made from hearing organs of keen-eared beasts. Bonus of +20 and doubles range for Listen tests. Components: Common Reagents and hearing organs of a keen-eared beast. Harmful Side Effects: Dulled Senses (Hearing) 99-00.

Tincture of BeastSmell (50GC/Average): drops placed in nose to produce superior sense of smell; common compound from beast scent organs is weaker and less effective; compound from select Beastman glands, and particularly from Ogre and Dragon glands, of special efficacy. Components: Common Reagents and beast scent organs; exceptional sense of smell from Beastman, Ogre, and Dragon scent organs. Harmful Side Effects: Dulled Senses (Smell) 99-00//81-00 from Beastman, Ogre, and Dragon reagents.

Incense of [Specific] BeastScent (50GC/Scarce): Releases a strong scent of the beast from which the incense is made. Only a single species's scent can be contained in a single measure of incense. Exact imitation of the scent of a single beast of the species. In outdoors or well-ventilated areas, area of effect is 4-yard-cubed, duration is 1d6+3 rounds; scent may be dispersed or carried along by draft or wind at GM's discretion. In enclosed area, area of effect is 6-yard cubed area, duration is 1d6 hours. Components: Common Reagents and extracts from specific beast's glands.

Incense of [Specific] MonsterScent (200GC/Very Rare): Releases a strong scent of the monster from which the incense is made. Only a single monster's scent can be contained in a single measure of incense. Exact imitation of the scent of a single monster of the species. In outdoors or well-ventilated areas, area of effect is 4-yard-cubed, duration is 1d6+3 rounds; scent may be dispersed or carried along by draft or wind at GM's discretion. In enclosed area, area of effect is 6-yard cubed area, duration is 1d6 hours. Note: Since most monsters are rarely encountered, few creatures or humanoids are familiar with their scents. However, fear of monsters is almost instinctive, and the scent of creatures which cause fear or terror may cause creatures and humanoids to test vs. Cool at the GM's discretion. Components: Common Reagents and extracts from specific monster's glands.

Incense of GraveScent (200GC/Very Rare-10): Releases a strong scent of undead creatures. No effect on unintelligent creatures. Intelligent humanoids test vs. Cool or are affected with Fear. In outdoors or well-ventilated areas, area of effect is 4-yard-cubed, duration is 1d6+3 rounds. In enclosed area, area of effect is 6-yard cubed area, duration is 1d6 hours. Components: Common Reagents, Calciate of Zombie or Ghoul Flesh

Soot Punk (50GC/Average): When ignited, produces a thick cloud of black, acrid smoke which floats in the air until its particles contact and adhere to a surface. In outdoors or well-ventilated areas, area of effect is 4-yard-cubed, duration is 1d6+3 rounds; scent may be dispersed or carried along by draft or wind at GM's discretion. In enclosed area, area of effect is 6-yard cubed area, duration is 1d6 hours. Beings and objects passing through the cloud or engulfed in the cloud are covered with dark, black, tacky soot which adheres to the surface, and resists removal without dedicated scrubbing. Detects as magic. Note: Good for marking and tracking beings. Punk must remain while cloud is being formed, since punk will go out, and cloud will not be produced.

Components: Common Reagents

Fulminate of Sal Armoniac (50GC/Scarce): 1 hit (1d6) damage at Strength 3 per measure; ignite with fire; not suitable as a bomb; loud boom and acrid smoke. Components: Common Reagents.

Prepare Craft Compound (Rank 1)

Fulminate of Brimstone (100GC/Rare)
Seed of Ice (200GC/Very Rare-10)
Seed of Air (200GC/Very Rare-10)
Seed of Fire (200GC/Very Rare-10)
Seed of Earth (200GC/Very Rare-10)
Potion of Calloused Flesh (100GC/Scarce)
Warpdust (??GC/Very Rare-24)
Greek Fire (200GC/Very Rare-20)
Dust of Coldlight (200GC/Very Rare)
Philter of Berserker Frenzy (50GC/Scarce -- Common in Dwarven settlements)
Potion of [Given Beast Species] Speech (50GC + cost of beast extract/Very Rare-10)
Philter/Oil of [Given Creature] Control (50GC+cost of creature extract/Very Rare-20)
Philter of Love (50GC/Rare)
Potion of Alectorian (50GC/Rare)
Unguent of Disguise (100-200GC/Very Rare-24)
Plaster of Falseflesh (100GC/Average)
Permiate of Slime (50GC/Very Rare)

Fulminate of Brimstone (100GC/Rare): 1 hit (1d6) damage at Strength 6 per measure; 1 measure = 1 bomb (see WFRP, p. 127); ignite with fire or with fuse; loud boom and acrid smoke. Components: Common Reagents.

Seed of Ice (200GC/Very Rare-10): Tiny pellet. When exposed to water, freezes all fluids within four-yard radius for 2d6+6 minutes. Components: Common Reagents, Durable Water.

Seed of Air (200GC/Very Rare-10): Tiny pellet. When exposed to air, causes a gale wind to blow from the seed in all directions for 2d6+6 minutes. Creatures less than 10' tall test vs. Strength x 5 or are thrown prone and blown 2 yards per round. Disruption and damage to surroundings at GM's discretion. Components: Common Reagents, Durable Air.

Seed of Fire (200GC/Very Rare-10): Tiny pellet. When exposed to open flame, ignites all inflammable material within four-yard radius and causes it to burn intensely for 2d6+6 minutes. Components: Common Reagents, Durable Fire.

Seed of Earth (200GC/Very Rare-10): Tiny pellet. When exposed to earth, causes all soil and mud within 4-yard-radius to harden to a rock-like consistency for 2d6+6 minutes. Components: Common Reagents, Durable Earth.

Potion of Calloused Flesh (100GC/Scarce): Same effect as Petty spell Toughen Flesh. Components: Common Reagents, extracts from Ogre or Beastman flesh

Warpdust (??GC/Very Rare-24): Warpstone calcinate mixed with lead and rendered inert. When exposed to direct flame, warpstone dust is released. Those in area of effect must test vs. Toughness x 10 or become tainted with Chaos. GM secretly tests and notes results; victims may develop mutations within 10 days, or Taint may lie dormant indefinitely. In outdoors or well-ventilated areas, area of effect is 4-yard-cubed, duration is 1d6+3 rounds; scent may be dispersed or carried along by draft or wind at GM's discretion. In enclosed area, area of effect is 6-yard cubed area, duration is 1d6 hours. Note: Possession or use of this compound is treason. Components: Common Reagents, Warpstone. Harmful Side Effects: Taint of Chaos 51-00; see description.

Greek Fire (200GC/Very Rare-20): A tarry substance that burns stubbornly, even on non-flammable materials. Covers 1 square foot per measure, burns for 1d6+3 rounds, causing damage as described in WFRP, "Fire," page 80. Components: Common Reagents, Durable Fire, Durable Water.

Dust of Coldlight (200GC/Very Rare): Dust particles which glow with the strength of candlelight when exposed to air. Glow lasts 1d6+3 hours. Effective when entire application is upon a one-foot-square area; more diffuse application causes glow to fail. Components: Common Reagents, Durable Fire, Durable Air.

Philter of Berserker Frenzy (50GC/Scarce -- Common in Dwarven settlements): Taken orally. Subject instantly seized with fighting frenzy (see "Frenzy," WFRP, page 69); no Cool test is taken. Components: Common reagents. Note: Humanoid glandular extracts, an essential component of this preparation, may be obtained by surgery without harm to the donor. Harmful Side Effects: Addled Wits 91-00.

Potion of [Given Beast Species] Speech (50GC + cost of beast extract/Very Rare-10): Speak the language of a given beast species. Does not compel the beast to pay attention; user must successfully appeal to the beast's curiosity or needs. Communication is no greater than you'd expect, given the beast's limited intelligence and comprehension of things outside its experience. Components: Common Reagents + brain extracts from specific creature. (Note: Extracts from normal beasts vary from 0GC for common animals like rabbits, rats, and horses to 50GC for dangerous, foreign, or rare creatures like bears and lions. Extracts from magickal creatures are Extraordinary Reagents; therefore, all speech preparations for magickal creatures require Extraordinary Reagents.) Harmful Side Effects: Addled Wits 91-00.

Philter/Oil of [Given Creature] Control (50GC+cost of creature extract/Very Rare-20): Philter must be introduced orally to the creature, which will then closely and peaceably follow an object or person anointed with the oil of control. Philter is a creature-specific stimulant of curiosity/sexual attraction mixed with a tranquilizing drug. Oil is a preparation of the creature's sexual glands; must be collected when creature is in mating season. Duration is 1d6 hours per dose. Stimulant usually wears off first, leaving animal no longer tractable, but docile. Components: Common Reagents + glandular extracts from specific creature. (Note: Extracts from normal beasts vary from 0GC for common animals like rabbits, rats, and horses to 50GC for dangerous, foreign, or rare creatures like bears and lions. Extracts from magickal creatures are Extraordinary Reagents; therefore, all control preparations for magickal creatures require Extraordinary Reagents.) Harmful Side Effects: Addled Wits 91-00.

Philter of Love (50GC/Rare): When taken orally, causes subject to fall in love with the first humanoid of the opposite sex viewed after consuming the preparation. No test to resist if humanoid of opposite sex is at least marginally appropriate as a subject of romantic love, and of the same humanoid species. Test vs. WP to resist compulsion if first person viewed is of another humanoid species, or grotesquely ugly or otherwise intensely inappropriate as an object of love. Components: Common Reagents + Humanoid Species Glandular Extracts. Harmful Side Effects: Addled Wits 91-00. Note: Also Philters of Friendship (+20 Fellowship); Distrust (-20 Fellowship); Enmity (Test vs. Cool or attack); Fear (Test vs. Cool or Flee!). Application as smear, additive, blade venom, or gas.

Potion of Alectorian (50GC/Rare): courage potion; +20 to Cool tests; made from stones found in stomach of cocks. Components: Common Reagents and cock stomach stones. Harmful Side Effects: Amnesia 96-00.

Unguent of Disguise (100-200GC/Very Rare-24): common reagents permit change of coloring and rapid growth of head, body, and facial hair; extraordinary reagents from preserved Doppelganger bits permit voluntary reshaping of tissues as well as control of coloring and hair. Components: Common Reagents; preserved Doppelganger tissue for exceptional effects.

Plaster of Falseflesh (100GC/Average): When applied to any critical wound (including severed limbs), it causes the injury to seal itself in 1d6+3 rounds. Terminal Bleeding is automatically staunched; broken, dislocated, or amputated limbs are sealed and immobilized. The victim is restored to 0 Wound Points and is heavily wounded. Injury must be treated by Surgery or Heal Wounds before natural healing begins. Injured being may be moved without danger. Note: Falseflesh does not actually heal the injury. The injury is simply sealed with the regenerating virtues of falseflesh, so the victim does not develop the unsightly scars associated with Balm of Regeneration (see below). Components: Common Reagents, Assorted Fresh Troll Tissues.

Permiate of Slime (50GC/Very Rare): when applied to bare flesh, causes subject to ooze a thick slime that adheres or becomes slippery at will; adhering is handy when climbing walls; slippery is handy when grappling. 20 point modifiers to appropriate tests at GM discretion. Components: Common Reagents and bushels of slugs; giant slug produces a slime of exceptional durability and tenacity. Harmful Side Effects: Dulled Senses (Touch) 91-00.

Prepare Master Compound (Rank 2)

Fulminate of Orpiment (100GC/Very Rare)
Balm of Regeneration (200GC/Very Rare)
Water of Tempered (True Metal) (100GC + Cost of Given True Metal/Very Rare)
Philter of Fellowship (100GC/Very Rare)
Water of Magnesium: (200GC/Very Rare-10) Potion of Lift (100GC/Very Rare)
Unguent of Scabrous Healing (200GC/Very Rare)
Extract of Ogre Adrenal (200GC/Very Rare)
Extract of Elf Gland (150GC/Very Rare-24)
Distillate of Faithful Blood (200GC/Rare)
Oil of Speed (200GC/Very Rare-10)
Potion of BeastSpeech [1000GC/Very Rare-24]
Dust of Essential Air (200GC/Very Rare)

Fulminate of Orpiment (100GC/Very Rare): no damage, but all humanoids within 1 inch square (1 yd.) receive 1d3 doses of toxin equivalent to Manbane; all humanoids in adjacent square receive 1d3-1 doses. Components: Common Reagents

Balm of Regeneration (200GC/Very Rare): When applied to any critical wound (including severed limbs), it causes the injury to heal in 1d6+3 rounds. The victim is restored to 2 Wound Points. Healed wound leaves a spectacular wart-studded scar, with discolored, dark greenish tint around scar. Injured being can move under his own power as soon as the wound is healed. Components: Common Reagents, Fresh humanoid Blood, Assorted Fresh Troll Tissues. Harmful Side Effects: Shock 99-00.

Water of Tempered (True Metal) (100GC + Cost of Given True Metal/Very Rare): When applied to the appropriate metal, soaks into the metal and causes it to become extremely hard, yet subtly flexible. Application to a single weapon gives a bonus of +1 to damage, and causes damage to magickal creatures. Application to a location's-worth of armor or a shield causes it to absorb +1 points of damage. Note: Since weapons are usually made of iron, most of these compounds are Water of Tempered Iron, though Water of Tempered Mithril and Water of Tempered Silver may also be found, though fabulously expensive. Components: Common Reagents, Appropriate Noble Metal

Philter of Fellowship (100GC/Very Rare): Taken orally. Humanoids within 2 yards react in a friendly and trusting manner. User receives a +20 bonus to his Fellowship for all tests. Those within range may test vs. WP to resist effect if they are alert and suspicious of magickal persuasion. Components: Common Reagents.

Water of Magnesium: (200GC/Very Rare-10): A liquid form of metal which burns with intense heat. Causes 1d6 damage at Strength 10 to one body location, or to a one-foot-by-one-foot area. Components: Common Reagents, Durable Earth, Durable Water, Durable Fire

Potion of Lift (100GC/Very Rare): Taken orally. Subject and up to one-half encumbrance allowance floats as if weightless. If provided with artificial wings or other propulsion, fly as a hoverer. Without propulsion, climbs and dives as a hoverer, but cannot fly level. Greater Compound. Components: Common Reagents, preserved dragon/wyvern/hippgriff/pegasus/jabberwock/manticore lifting body, Durable Air stabilizers.

Unguent of Scabrous Healing (200GC/Very Rare): Heals 1 wound per round for 2d6+2 rounds. Leaves ugly masses of distorted scar tissue, cosmetically unappealing but not dangerous to health. Components: Common Reagents, equal parts of fresh troll blood and fresh species baby blood. Sale and possession of this unguent is outlawed by state and most cults, though available on the black market for high prices. Fairly common in goblin and dark elf culture, and considered valuable trade goods by ogres, giants, and many other monstrous intelligent humanoids. Harmful Side Effects: Shock 91-00.

Extract of Ogre Adrenal (200GC/Very Rare): +1 strength, user gets real hungry, must test vs. cool to impulsively eat any food in possession or in sight. Components: Common Reagents, Ogre Adrenal Extract. Harmful Side Effects: Addled Wits 91-00.

Extract of Elf Gland (150GC/Very Rare-24): +20 initiative. Components: Common Reagents and elf glandular extracts.

Distillate of Faithful Blood (200GC/Rare): Retards user blood loss, and automatically prevents Terminal Bleeding. Reduce all wound loss from weapons by 1 point for duration of effect. Components: Common Reagents, Assorted Preserved Troll Tissues.

Oil of Speed (200GC/Very Rare-10): Hyper-stimulates the muscles and sense organs of the user. +2 Move, +40 Initiative, +1 attack, -30 WS, BS, Dex, Int, and all skills. Cannot cast spells. One measure must be applied to a skin surface, and takes 1d6 rounds to take effect. (A resisting or suspicious victim may test vs. Strength OR Dexterity +30 to avoid an application; oil cannot be used as a missile or with a gas.) User is frantic with energy and excitement, cannot stand still, and MUST test vs. WP or move at run speed each round. Components: Common Reagents, Extract of Hippogriff glands. Harmful Side Effects: Amnesia 96-00.

Potion of BeastSpeech [1000GC/Very Rare-24]: Speak the language of all normal animals. Does not compel the beast to pay attention; user must successfully appeal to the beast's curiosity or needs. Communication is no greater than you'd expect, given the animal's limited intelligence and comprehension of things outside its experience. Greater Compound. Components: Common reagents + dragon's blood stabilized with durable elements. Harmful Side Effects: Amnesia 91-00

Dust of Essential Air (aka Lucky Snuff) (200GC/Very Rare): When snorted or breathed into lungs, permits user to hold his breath for 5d10+10 minutes. Real handy underwater or in toxic atmospheres (like Toxicbloom and Lungfirebloom spell effects). Components: Common Reagents, Durable Air.

Prepare Select Compound (Rank 3)

Extract of Troll Adrenal (200GC/Very Rare-10)

Aethyrwax (300GC/Very Rare-10)

Aethyrdust (300GC/Very Rare-10)

Tincture of AethyrSight (500GC/Very Rare-20)

Potion of Foreign Speech (500GC/Very Rare-20)

Sublimate of Ennobled Spirit (500GC/Very Rare-20)

Sublimate of Ennobled Genius (500GC/Very Rare-20)

Distillate of Treacherous Blood (200GC/Very Rare-10)

Pastille of FeverBalm (200GC/Very Rare):

Wax of the Meargh ($\{R\}$ Dreamdust $\{S\}$) (400GC/Very Rare-20)

Potion of Flight (400GC/Very Rare-24)

Potion of Seductive Musk (500GC/Very Rare-24)

Unguent of Transformation (500GC/Very Rare-24)

Extract of Troll Adrenal (200GC/Very Rare-10): +2 strength, user gets real stupid, must test vs. Int. to avoid getting Really Bad Ideas. (A wonderful roleplaying challenge; if necessary, GM may intervene and assess penalties to subjects behaving too intelligently.) Components: Common Reagents, Troll Adrenal Extract. Harmful Side Effects: Shock Wits 91-00.

Aethyrwax (300GC/Very Rare-10): Used as candle or applied directly to flame. Produces a cloud of invisible magick smoke. Sense Magick and detect magick are blocked by the smoke cloud. In outdoors or well-ventilated areas, area of effect is 4-yard-cubed, duration is 1d6+3 rounds. In enclosed area, area of effect is 6-yard cubed area, duration is 1d6 hours. Components: Common Reagents, Durable Aethyr.

Aethyrdust (300GC/Very Rare-10): May coat one humanoid-sized being or a surface 4-yards-square. Detect Magic or sense magick reveals the dust-covered humanoid or surface as magickal, though the nature of the magic is obscure. Used to distract or confound magick detection, or as a bait when setting traps for magicians and adventurers. Components: Common Reagents, Durable Aethyr.

Tincture of AethyrSight (500GC/Very Rare-20): See sources of magick as with the detect magic spell. Does not interfere with viewing of non-magickal phenomena. Duration 1 hour. Components: Common Reagents, Durable Air, Durable Fire, Extract of Daemon Eye. Harmful Side Effects: Dulled Senses (Blindness) 51-00.

Potion of Foreign Speech (500GC/Very Rare-20): Subject talks like a native --

may think like a native, too. Greater Compound. Components: Common Reagents, preserved brain, vocal chords, lips and palate of appropriate humanoid, and Durable Water stabilizers. Note: A Lesser Compound (100GC) may be made if fresh humanoid materials are available. Harmful Side Effects: Addled Wits 96-00.

Sublimate of Ennobled Spirit (500GC/Very Rare-20): Gives the user's spirit a heightened awareness and concentration, permitting a +20 to WP tests. Components: Common Reagents, Fresh Humanoid Blood, Durable Aethyr. Harmful Side Effects: Dependency 99-00. Sublimate of Ennobled Genius (500GC/Very Rare-20): Gives the user's mind heightened intensity and concentration, permitting a +20 to Int tests. However, for the duration of the effect, the user cannot communicate with others, is unaware of his surroundings, and loses the benefits of all involuntary functions and responses other than breathing. User is treated as a prone target for combat. Components: Common Reagents, Fresh Humanoid Brain Tissue, Durable Aethyr. Harmful Side Effects: Dependency 99-00.

Distillate of Treacherous Blood (200GC/Very Rare-10): When the victim loses 1 or more Wound Points as a result of a weapon attack (or other similar injury), he suffers immediately from Terminal Bleeding. Flow of blood may be staunched by normal means (see Terminal Bleeding, Combat). May be transmitted as an additive or blade venom poison. Components: Common Reagents, Durable Water, Fresh Humanoid Blood.

Pastille of FeverBalm (200GC/Very Rare): Temporarily suppresses the disorders and bizarre behavior associated with failed Insanity tests. User becomes docile and cooperative for 2d6+6 hours. All the user's skill and characteristic tests receive a -40 penalty. Components: Common Reagents, fresh Dwarf blood, Madman's Cap (deliriant). Harmful Side Effects: Dependency 91-00.

Wax of the Meargh (R)Dreamdust(S) (400GC/Very Rare-20): Made into candles or applied directly to flame. Odorless, invisible smoke fills a 10-foot-cubed volume. Victims in smoke falls into a sleep-walking, daydreaming state, remain motionless where they stand in a rapt trance, and are unaware of their surroundings. Test vs. WP-20 to resist. Loud or violent stimuli automatically wake victims, and smoke has no further effect. Gentle disturbances may permit further WP -20 tests at GM discretion. In outdoors or well-ventilated areas, area of effect is 4-yard-cubed, duration is 1d6+3 rounds; scent may be dispersed or carried along by draft or wind at GM's discretion. In enclosed area, area of effect is 6-yard cubed area, duration is 1d6 hours. Components: Common Reagents, Durable Air, Extract of Meargh Glands. Harmful Side Effects: Amnesia 51-00.

Potion of Flight (400GC/Very Rare-24): Magical properties of dragon blood which neutralize mass and gravity are temporarily transferred to the user's blood. User can float in the air, but must provide his own means of locomotion. Swimming works poorly, artificial wings and towing by fliers works well. Components: Common Reagents, Durable Air and Water, Preserved Dragon's Blood. Harmful Side Effects: Toxic 91-00.

Potion of Seductive Musk (500GC/Very Rare-24): Humanoid which ingests this potion exudes an extremely subtle scent which causes victims of the opposite sex who come within 5 yds. to become deeply infatuated with the user. Infatuated victims will do anything to please the user, and will cheerfully perform even tasks which involve serious threat of injury (test vs. Int-30 to resist). Victims may test vs. WP-30 to resist infatuation. In outdoors or well-ventilated areas, area of effect is 4-yard-cubed, duration is 1d6+3 rounds; scent may be dispersed or carried along by draft or wind at GM's discretion. In enclosed area, area of effect is 6-yard cubed area, duration is 1d6 hours. Components: Common Reagents, Durable Air, extracts of Harpy glands. Harmful Side Effects: Shock 91-00.

Unguent of Transformation (500GC/Very Rare-24): User can shape self into the appearance of any creature of similar mass. Human-forms can be closely mimicked. Alien shapes (lots of legs, fish-shape, wings, etc.) are only moderately successful. Alien appendages, orifices, and organs do not function like the mimicked creature (eg, a giant spider might be mimicked, but only four legs would be functional, and no spider silk could be manufactured). Components: Common Reagents, sublimates of the four domains, fresh Doppelganger blood

Prepare Grand Compound (Rank 4)

Elixir of Amaranth (5000??GC/Not Available for Sale)

Elixir of Invulnerability 1000GC/Very Rare-24)

Delusional Invulnerability (200GC/Very Rare-24)

Alkahest (Universal Solvent) (1000GC/Very Rare-20)
Infusion of the Basilisk (2000GC/Very Rare-24)
Troche of Counter Magick (600GC/Very Rare-24)
Potion of the [Specific] Were (2000GC/Very Rare-24)
Elixir of Noble Health (1000GC/Very Rare-20)
Elixir of Life in Death (2000GC/Not Available for Sale)
Permiate of Demanifestation (2000GC/Very Rare-24)

Elixir of Amaranth (5000GC/Not Available for Sale): Protects from ill-effects of aging for one year. Multiple doses do not affect ill-effects of age retroactively. Preparation Time: A minimum of one month, with a Preparation Quality Score of 50; for each extra month spent in preparing the compound, add 10 points to the Preparation Quality Score. Components: Unknown. Rumored variously to require True Gold, fresh greater daemon and/or dragon blood, anima mundi, true elements, and warpstone. Harmful Side Effects: Severe Mental Trauma 91-00; Dependency 81-00.

Elixir of Invulnerability 1000GC/Very Rare-24): Toughness +4, WP +40. Components: Common Reagents, True Earth, Water, Fire, and Air, preserved lesser daemon's blood. Harmful Side Effects: Extremely Toxic 91-00; Severe Mental Trauma: 61-00.

Delusional Invulnerability (200GC/Very Rare-24): User believes himself invulnerable. Challenges or attacks all beings perceived as enemies or rivals, including daemons and gods, if they cross his path. Self-confidence is absolute. Components: Common Reagents, deleriants.

Alkahest (Universal Solvent) (1000GC/Very Rare-20): Dissolves a 1-yard-cubed volume of any and all substances, leaving a measure of each True Elemental substance (Durable Earth, Air, Fire, and Water) as a residue. Alchemists with their apparatus may collect residues for use as reagents. Other substances within the volume of effect are, of course, destroyed, having been disintegrated. Preparation Time: A minimum of one week, with a Preparation Quality Score of 50; for each extra week spent in preparing the compound, add 10 points to the Preparation Quality Score. Components: Common Reagents, Fugacious Air, Fire, Water, Earth, & Aethyr. Requires enchanted container. Harmful Side Effects: You have to ask? Critical Hit +6, pal...

Infusion of the Basilisk (2000GC/Very Rare-24): Causes the eyes of the user to produce a weak glow which turns to stone any living creature or plant it illuminates. Living plants turn to stone automatically. Living creatures test vs. WP-20 to resist each round if within range of gaze, with a +60 bonus if eyes are closed or averted from the user's glowing eyes. For each round within the range of the gaze, victims receive a penalty of 1 point from Move and 10 points from all characteristic and skill tests. When Move reaches 0, the victim is permanently turned to stone -- and therefore dead. If not turned to stone, victim recovers completely in 1d6 days. Range of the effect is 4 yards. In daylight, the glow of the user's eye's is not obvious, but in darkness, the glow of the eyes can be seen as an eerie glimmering. Components: Common Reagents, Fugacious Air, Fugacious Fire, Extract of Basilisk Eye. Requires enchanted container. Harmful Side Effects: Extremely Toxic 81-00.

Troche of Counter Magick (600GC/Very Rare-24): Provides a +40 bonus to WP for Magick Resistance tests. Components: Common Reagents, Fugacious Earth, Air, Fire, and Water, preserved Daemon Blood. Harmful Side Effects: Severe Mental Trauma 71-00.

Potion of the [Specific] Were (2000GC/Very Rare-24): User is transformed over a period of 1d6+3 hours into a werecreature. Process is spectacularly painful; each hour during transformation, the user tests vs. Cool, or gains one Insanity Point. Duration of effect is 1d6 days. User cannot voluntarily return to normal form. Components: Common Reagents, Fugacious Earth, Air, Fire, and Water, assorted preserved tissues of the specific werecreature. Harmful Side Effects: Severe Mental Trauma 81-00.

Elixir of Noble Health (1000GC/Very Rare-20): Immediately restores user to perfect health, regardless of poison, disease, wounds, injuries, etc. Does NOT reduce Insanity Points, and does not restore MP. If administered within 10 rounds of death, may even revive the dead; Test vs. Toughness x 10 to revive dead victim. Components: Common Reagents, Fugacious Earth, Air, Fire, Water, Aethyr. Harmful Side Effects: Dependency 96-00.

Elixir of Life in Death (2000??GC/Not Available for Sale): Suspended animation. In sealed space (often a coffin) user releases vapors of elixir. Body functions slow to a fraction of normal. Suspended animation ends when elixir effect ends (1-5d100 years, according to alchemist design), or when sealed space is disturbed (elixir vapors dissipate almost instantaneously). User often sets a servant or mechanism to awaken him. Preparation Time: A minimum of one month, with a Preparation Quality Score of 50; for each extra month spent in preparing the compound, add 10 points to the Preparation Quality Score. Components: Common Reagents, fresh dragon blood, anima mundi, true elements. Harmful Side Effects: Severe Mental Trauma 81-00.

Permeate of Demanifestation (2000GC/Very Rare-24): Permits user to slip in and out between the Material Realm and the Void at will. While in the Void, sometimes very interesting things happen. Wandering around while in the Void is a bad idea -- but sometimes unavoidable. Folks who wander off while in the Void may have a hard time finding their way back to the right place in the Material Realm. The Void and the Material Realm are not topologically in a one-to-one correspondence, meaning which wandering a few steps in the Void might put one in the middle of the ocean when returning to the Material Realm. Components: Common Reagents, aether salts, void salts, buckets of demon blood. Harmful Side Effects: Severe Mental Trauma 51-00.

Sorcerous Scrolls

A scroll is a combination phonetic transcription and procedure manual in Arcane symbology for the casting of a sorcerous spell or ritual. Scrolls are prepared in such a way that the scroll itself provides the casting focus and components for the spell -- that is, a modest, one-use Wizard rune is inscribed in the specially-treated parchment or paper, and the components are dissolved in solvent and used as inks for part of the inscription. To cast a spell or ritual, one only need read the scroll and provide the magical power (MP) for the casting. Any character with the Arcane Language and Scroll Lore skills (sorcerer or non-sorcerer) can cast a spell or ritual from a scroll. Casting a spell or ritual from a scroll takes much longer than a normal casting, but a scroll permits a sorcerer -- or non-sorcerer -- to cast spells he does not know.

Scroll Rating: The quality of a scroll depends on many factors -- the intelligence and skill of the preparing sorcerer, the quality of the components, the time and care with which the scroll is prepared, and so forth. Each scroll has a Quality Rating. The Quality Rating is the chance of correctly casting the spell or ritual. After a scroll is read, the GM checks against the scroll's Quality Rating to see if the casting was successful.

Preparing a Scroll: Any sorcerer who reads and writes Arcane can prepare scrolls for spells and rituals he knows. Preparing a scroll requires a minimum of a certain number of weeks to prepare, as indicated below on the following table:

Type of Scroll	Minimum Number of Days to Prepare
Petty Spell or Ritual	1
1st Rank Spell or Ritual	2
2nd Rank Spell or Ritual	3
3rd Rank Spell or Ritual	4
4th Rank Spell or Ritual	5

A scroll prepared in the minimum number of days has a Quality Rating is equal to the sorcerer's Intelligence. For each additional day spent in preparation, the scroll's Quality Rating may be increased by 10 points to a maximum of 97%. Scrolls with ratings higher than 97% are very rare (ie, GM specials). A sorcerer can copy a spell or ritual he does not know, but he does not properly appreciate the subtle details of pronunciation and timing recorded in the original. Thus, his scroll is generally unreliable, often disastrously so. Roll 4d6 for such a scroll's Quality Rating. There is no bonus for additional weeks spent, since ignorance, not care, is the limiting factor in the scroll's quality.

Purchasing Scrolls: Scrolls may sometimes be available for sale to guild members from guild collections, or may be available from private sorcerors and professional scrollmakers, or may be available on the black market. Prices vary according to the apparent quality of the scroll and the rank of the spell or ritual inscribed; however, in a very large settlement, prices from a Guild-approved source might be as follows:

Type of Scroll	Cost of a Scroll with a Quality Rating of 70
Petty Spell or Ritual	80GC
1st Rank Spell or Ritual	120GC
2nd Rank Spell or Ritual	180GC
3rd Rank Spell or Ritual	280GC
4th Rank Spell or Ritual	400GC

Scrolls from private and black market sources might be one-tenth to four times as great, according to the quality of the scroll and current market conditions.

Casting a Spell or Ritual from a Scroll: A sorcerer with the Scroll Lore skill can cast any spell or ritual inscribed on a scroll. A spell or ritual of the sorcerer's Mastery Level or lower is cast at no penalty. A spell or ritual of a higher Mastery Level may be cast at a -20 penalty per level to the scroll's Quality Rating (ie, a 2nd level Elementalist may cast a 4th level Daemonology spell from a scroll at a -40 penalty to the scroll's Quality Rating). A non-sorcerer with Arcane Language and Scroll Lore skills can also attempt to cast any spell or ritual from a scroll. A petty spell or ritual is cast at no penalty. Spells or rituals of higher Mastery Levels may be cast at a -20 penalty per level to the scroll's Quality Rating (ie, a Tomb Robber who reads Arcane Language may cast a 4th level Daemonology spell from a scroll at a -80 penalty to the scroll's Quality Rating).

Time Required: Casting spells and rituals from scrolls is a pain-staking and time-consuming procedure, taking far more time than a normal casting. Scrolls are designed with mental checklists and failsafes so that sorcerors can easily anticipate potential casting errors, permitting the sorcerer to abort the reading and start over when he botches something. Thus, it may take a long time, with a lot of starts and stops, but one can eventually cast any spell at his caster level.

Sorcerors: Casting a spell from a scroll takes 2D6+6 rounds. Casting a ritual from a scroll takes 4d6+12 rounds.

Non-Sorcerors: Casting a spell from a scroll takes 2D6+6 minutes. Casting a ritual from a scroll takes 4d6+12 minutes.

The magic points to fuel the spell must be paid by the reader of the scroll.

Testing for Successful Casting: After the scroll has been read, test against the scroll's Quality Rating, modified by any penalties or bonuses, to determine whether the casting has been successful. The GM rolls 1d100 secretly.

A roll equal to or less than the Quality Rating means the scroll has been read correctly, and the spell or ritual takes effect normally.

A roll greater than the rating, but not more than 30 points over the rating, means the reading of the scroll has been inaccurate in some detail, and the desired effect is not achieved. The reader may try again.

A roll greater than the rating, but more than 30 over the rating, means the scroll is fundamentally flawed, and the spell or ritual cannot be cast from it -- the scroll is worthless. Sorcerors will immediately recognize the scroll as flawed and worthless. Non-sorcerors are insufficiently learned to recognize the scroll as flawed and worthless, and may try again to read the scroll, unaware that no matter how many times he tries, the scroll will never work.

Learning Spells and Rituals from Scrolls: A sorcerer can also learn a spell from a scroll. Without the benefits of personal coaching on procedure, pronunciation, and mental focusing, it takes twice as long as learning a spell with a teacher (2 weeks + 2 weeks/spell level). The EP cost is the same as for learning a spell from a teacher.

Judging the Quality of Purchased, Stolen, or Discovered Scrolls: Characters cannot be sure of the Quality Ratings of scrolls they have purchased, stolen, or discovered. Really awful ones (Quality Ratings of 40 or less) are really cheap and easy to make. Really good ones (97% of success) are rather expensive. Characters with the Scroll Lore skill may test against Intelligence to judge a scroll's Quality Rating. The GM should roll 1d100 secretly. If the test is successful, the Character knows whether the scroll's Quality Rating

is Awful (01-40 rating), Average (41-60 rating), Good (61-80 rating) or Excellent (81-97 rating). Characters without the Scroll lore skill have no chance of evaluating a scroll's quality.

Magickal Artifacts

The skilled application of enchantment rituals to a specially-crafted and prepared object successfully engraved with runes of power produces an arcane device known as a Magickal Artifact. Such arcane devices have two primary uses:

1. to permit non-sorcerers the ability to produce magickal effects, and
2. to enhance the speed, variety, and complexity of magickal effects a sorcerer can produce.

[Replace "magickal" artifact throughout with "sorcerous" artifact to distinguish between sorcerous and divine artifacts. Actuations/charges are awkward. Need some way to remove magickal devices by wear-out or disfunction. Player should know rough parameters of reliability, but random uncertainty is good too. For example, all artifacts have an unreliability score. A roll within range means the artifact has failed forever, and must be reenchanted. The unreliability score increases by one with each use. A roll of 00 means the unreliability score is reduced by 1d100 points.]

Using Magickal Artifacts

Magickal Artifacts must generally be linked to a user's Spirit by a sorcerer using the psychelink artifact ritual. (Exceptions are noted in the descriptions below.) This creates an aetherial link between the user and the artifact, permitting the user to control and power the device with his own Magic Points.

Psychelinking: When an artifact is psychelinked with a user, it is revealed to the Sense Magic skill or detect magick spell as active magick. If not psychelinked, an artifact does not detect as magick. (Psychelinking activates the runes, and makes the aetherial field active.)

Password Protection: Magickal artifacts with password protection require that the user speak the password to activate their powers. If the password is not known, the artifacts cannot be activated. (See "Protection," page ??, and "Identify Magickal Artifact," page ??)

Reliability: Sorcerous artifacts vary in their reliability according to the skill of their creators and the frequency of their use. Sorcerous artifacts therefore have a Reliability Score. Each time the artifact is activated, the user must test vs. Reliability to determine whether the artifact activates properly, or whether the artifact fails. To test vs. an artifact's Reliability score, roll 1d100 and compare it to the artifact's Reliability score. If the roll is less than or equal to the Reliability Score, the artifact activates normally. Immediately reduce the artifact's Reliability Score by one point after each successful use. Repeated use of artifact's gradually reduces their reliability. If the 1d100 roll is an 01, the artifact proves to be even more reliable than expected. Do not reduce the artifact's Reliability Score by one point; instead, roll 1d100 immediately and add the result to the artifact's current Reliability score. Some artifacts unusually durable and reliable, occasionally outlasting their creator's greatest expectations, sometimes surviving centuries of frequent use. If the roll is greater than the Reliability Score, then the artifact has failed. If an artifact fails a Reliability test, roll on the Artifact Failure Table below to determine the results. An artifact which has failed is no longer enchanted, but restoring the enchantment on a failed artifact is a relatively simple matter if the artifact is not damaged, and if the praxis for the artifact is available. (See "Enchantment of Sorcerous Artifacts," page ??.)

Artifact Failure Table

D100 roll Description of Artifact Failure

01-50: The artifact's enchantment activates normally, but after activating, the enchantment fades and dissipates immediately. The artifact no longer bears this enchantment.

51-80: The artifact's enchantment immediately fades and dissipates. The MP used to activate the enchantment are lost, but the enchantment does not activate for this use, and will never activate again. The artifact no longer bears this enchantment.

81-95: The artifact's enchantment undergoes a sudden destructive discharge. The powerlinked user loses 2d4 MP, in addition to the MP spent to activate the artifact, but the enchantment does not activate for this use, and will never activate again. The artifact no longer bears this enchantment.

96-00: The artifact's enchantment undergoes a catastrophic discharge. The powerlinked user and all beings within 6 yards lose 4d4 MP AND 1d8 wounds, in addition to the MP spent to activate the artifact, but the enchantment does not activate for this use, and will never activate again. The artifact no longer bears this enchantment.

GM Note: A creator knows the Reliability Score of artifacts he creates. A powerlinked user knows the Reliability Score of artifacts he is powerlinked with. Otherwise, the Reliability of an artifact may not be known. Therefore, do not reveal the Reliability Score of an artifact to a player until his character has powerlinked with the artifact, unless the character was the creator of the artifact. For brand-new artifacts, use the creator's Intelligence Score, or roll 2d10+50, to determine an artifact's Reliability Score. For other artifacts, determine their reliability scores at your discretion. Note that rarely-used artifacts of recent creation should have Reliability Scores of 50-70, while exceptionally rare, ancient, or heavily-used artifacts might have Reliability Scores as low as 02.

Activating an Artifact's Magickal Effects: Artifacts must generally be in contact with the flesh of the psychelinked user to permit activation. Each activation usually draws magickal energy (MPs) from the user to power the artifact's magick effects. If the artifact has no password protection, the user simply concentrates on the artifact to activate it. If the artifact is password-protected, the password must be uttered aloud to activate the device.

MP Cost and Duration: Lesser Artifacts usually cost 1 MP per use, with a duration of effect of 2d6+6 rounds. Exceptions are noted in the descriptions below.

Identifying Magickal Artifacts

Characters with the Identify Magickal Artifact skill may have some chance of identifying an unknown magickal artifact and its powers. See page ??.

Purchasing Magical Artifacts

A list of sorcerors and dealers licensed by the sovereign to sell magickal artifacts should be available at guild halls (or magick colleges, if any) in towns with populations over 2000. In rural areas, licensed guildsmen and dealers are hard to find, and may best be sought through roadwardens, reputable citizens, or through agents of the sovereign. The sale of magickal artifacts is strictly regulated by the guilds according to charters granted by the sovereigns of most Old World nations. In times of peace, lesser artifacts are typically available to citizens of good reputation. In times of war, lesser artifacts may only be sold to the State for the use of rulers, nobles, military leaders, and special military units. However, lesser artifacts may be available through less reputable dealers like pawnbrokers, fences, and other black marketers, though their cost and quality vary greatly, depending on the reliability of the source.

Artifact Prices: The price of an artifact is the cost of the object before it is enchanted plus a cost for each enchantment the artifact bears. For example, a dagger costs 3 GC. An enchantment to increase damage by one point costs 50GC. A one-use enchanted dagger of this sort would cost 53GC. These prices represent what a third or fourth level sorcerer would charge his sovereign to produce a given magickal artifact. The actual cost of creating a magickal artifact is another thing altogether -- typically 1/10 of the price listed. Further, on the black market, magickal artifacts may be a good deal cheaper -- perhaps 1/5 the listed price. Of course, their reliability may be suspect, and there may be hidden flaws in the artifact's design, or vengeful pursuers seeking the murderer of its rightful owner. Note that the materials of a sorcerous artifact bearing an enchantment, need not be particularly precious, nor the workmanship fine. However, Elven and Dwarven

traditions demand that enchantments only be placed upon items of precious materials and fine craftsmanship, and objects bearing lesser enchantments may be worth five, ten, fifty, or a hundred times more costly than indicated by the costs for goods listed in WFRP under "Goods and Services," pages 292-297. Thus, the costs listed in this chapter indicate the minimum costs possible, and imply no limits on greater costs as determined at the GM's discretion.

Magickal Items for Rookies and Poor Adventurers [sidebar?]

Early in their careers few adventurers have the coin to purchase magick items. Typically a character's first magickal treasures come from sources like these:

Loot from Adventuring: For example, items recovered from bandits, found in tombs, pilfered from the lab of an evil necromancer. This is the standard way to get neat little magickal treasures into the hands of beginning PCs.

Loans, Gifts, or Rewards from Patrons and Employers: When hiring inexperienced and impoverished adventurers for a dangerous mission, more reputable employers (agents of the sovereign, guilds, nobles, merchant families, cults, etc.) recognize an obligation to outfit their hirelings with magickal resources that will improve chances that a mission will be accomplished. Less reputable employers (underworld figures, Robin-Hood-types, and greedy adventurers) also recognize that outfitting hirelings with magickal gear may be in their best interests. Magickal items are also more attractive than their cash value when it comes to payment for services, since many magickal artifacts are hard to find, and sometimes are not available to the unsavory types of PCs who make the best adventures. For example, a patron might loan a PC an amulet of magic detection, then, upon successful completion of the mission, award the PC the amulet in payment.

Putting Sorcery in the Hands of Non-Spellcasting Player Characters [sidebar?]

Folks who play FRP games like to play with magick. Characters who can't cast spells will be ever-so-grateful if you give them some nice magick to play with. And how do non-spellcasting player characters get to play with magick? Magickal devices, scrolls, and alchemical compounds. That's the ticket. Vorpal swords, hoodoo amulets, potions of temporary immortality, and booby-trapped fireball wands. It's not fair to give too much magickal muscle to the no-spells types; if they want magickal power, they ought to play sorcerors or priests. But a little magick goes a long way in satisfying the itch for fantasy. The secret is keeping lots of colorful, imaginative, but relatively weak magickal bits circulating in your campaign for the amusement of the ignorant layman. Here are a few tips introducing magick items that satisfy the lust for magick but don't unbalance your campaign.

Keep them weak. The spellcasters deserve to get top billing for magickal fireworks. Items that have a tiny but noticeable effect in combat are best.

Make them less reliable. The more unreliable the enchantment on a PC's artifact, the more he'll value each use. Widgets that work forever get taken for granted. Alchemical compounds and scrolls are ideal because once you use them, they're gone. Magickal artifacts with low-to-moderate Reliability Scores (ie, 20-50) are likely to fail, and will therefore be used sparingly, with dramatic gratitude for each effective use.

Be lavish with colorful detail and niggardly with effective powers. Magick should be wild, weird and wonderful. Be stingy with powerful effects, but lay on the fancy names, histories, and odd quirks with a trowel.

Magickal Artifact Descriptions

Notes on Examples of Artifacts: The examples below are intended as models to show GMs how to design and record essential and colorful information concerning magickal artifacts. GMs must determine the following features of magickal artifacts for game purposes:

Enchantments: A list of all the enchantments the artifact bears.

Inscription: The inscription always bears the runes of the enchantments on the artifact, which may be read by those with the Rune Lore skill. An inscription may also bear the name of the creator, a description in arcane and/or mundane languages of the enchantments the artifact bears, and the password necessary to activate the artifact, if any. (See below under "Inscriptions," page ??.)

Password: The password to activate the artifact, which may or may not be indicated in the inscription.

Reliability Score: For brand-new artifacts, use the creator's Intelligence Score, or roll 2d10+50, to determine an artifact's Reliability Score. For other artifacts, determine their reliability scores at your discretion. (See "Reliability Score" above.)

In addition, the following information can be useful and intriguing.

Name: Traditionally many sorcerous artifacts are given special names by their creators, names which are supposed to hint at the character and purpose of the artifact and its creator.

Description: A physical description of the artifact, including any remarkable details of the composition or design of the artifact.

History: A short history of the creator and bearers of the artifact, and the role they may have played in events great and small.

Other information may be useful as well. For example, for spirit enchantments, the MP of a lesser spirit or the profile of a greater spirit bound into the artifact must be recorded. See the examples throughout this chapter for other detailed that might be recorded in an artifact description.

Lesser Artifact Descriptions

Lesser Artifacts are listed by type of enchantment (ie, Ample Smiting +1). In parentheses follows the Cost/Craft Class and the availability of the artifact. The Cost/Craft Class indicates how expensive an enchantment on such an artifact might be if one were found available for sale. To determine the typical cost of an enchantment, multiply 50GC by the enchantment's Cost/Craft Class. For example, a lesser talsiman listed with an enchantment of "Ward vs. Fear (1/Rare)" indicates an amulet enchantment against Fear costing 50GC (50GC multiplied by 1), while a lesser armor listed with an enchantment of Protection+1 (8/Very Rare-20) indicates an armor enchantment adding +1 armor points costing 400GC (50GC multiplied by 8). Note! The Cost/Craft Class indicates the cost of the enchantment, not the artifact. To find the cost of an enchanted artifact, add the cost of the item enchanted and the cost of the enchantment. For example, a mail coat with an armor enchantment of Protection+1 (8/Very Rare-20) might cost 515GC (115GC for the mail coat and 400GC for the enchantment). The availability indicates how likely it would be to find such an enchanted artifact for sale in a community of a given population. The availability is indicated in terms of the "Goods and Services Availability Chart" (WFRP, page 292). A negative modifier following the availability indicates exceptionally limited availability. For example, a lesser talsiman listed with an enchantment of "Ward vs. Fear (1/Rare)" indicates an amulet enchanted against Fear that that is in rare supply. Note that with the negative modifiers, the chance of finding a given enchanted item may be reduced to zero.

GM Note: Below are listed most of the Lesser Artifact enchantments recommended for use in WFRP campaigns. GMs are invited to design their own Lesser Artifact enchantments, but inexperienced GMs should be very careful about introducing new magick artifacts into their campaigns until they've learned how powerful magick devices can overshadow the other important elements of a fantasy roleplaying campaign. Our advice is to stick to the lesser artifacts listed here in the beginning, then add one home-designed artifact at a time to get the feel of how they may affect play. Experienced GMs know how magick items can unbalance the delicate interplay of game mechanics and session play, and are invited to design lesser artifacts at their own risk.

Lesser Weapons

A Lesser Weapon is a weapon bearing one or more of the following enchantments. Certain types of weapons usually do not receive certain enchantments; for example, seldom will a bow receive an enchantment of Mightily Smiting +2. Most weapon enchantments are effective only when applied to the missile, not the device that fires the missile. That is, the arrow or crossbow bolt is enchanted with Foebane or Ample Smiting +1 -- not the bow or crossbow. Enchanting a missile is generally not cost effective, and the few enchantments designed expressly for missile-firing weapons are expensive and of limited effectiveness. (GM: So much for cowardly sniping at monsters and daemons with magickal missile fire... heh-heh.)

Common features of all Lesser Weapons:

1. Lesser Weapons wound creatures described as requiring magickal weapons or weapons treated with True Silver to wound them.
2. Most weapon magickal effects may not be resisted with tests vs. WP. Exceptions are noted below.

Lesser Weapon Descriptions

[Check WFRP and WFRP Companion for other worthy inclusions]

Ample Smiting+1 (1/Rare): Pulses of aethyrial energy are added to the user's thrust, causing each successful attack to cause one additional point of damage.

Mighty Smiting+2 (2/Very Rare): Pulses of aethyrial energy are added to the user's thrust, causing each successful attack to cause two additional point of damage.

Prodigious Smiting+3 (4/Very Rare-20): Pulses of aethyrial energy are added to the user's thrust, causing each successful attack to cause three additional points of damage.

Paramount Smiting+4 (8/Very Rare-24): Pulses of aethyrial energy are added to the user's thrust, causing each successful attack to cause four additional points of damage.

Manifold Blows (2/Very Rare-10): Pulses of aethyrial energy propel the user's arm, permitting an additional attack each round. Works only for melee attacks, not for missile attacks.

One True Blow (2/Very Rare-10): A single pulse of aethyrial energy is added to a single thrust of the user, causing one attack, if successful, to cause an additional 2d6 damage. This effect has a duration of only one round.

Elemental Attraction (1/Rare): The substance of the weapon is attracted to the substance of the target, increasing the attacker's chance to hit by +10. Works only for melee attacks, not for missile attacks.

Foebane: Alchemically refined essences of a species are combined with substances toxic to the species and bound into the weapon's enchantment, causing normal damage x2 to creatures of that species on a successful hit.

(Common Species) Foebane (1/Rare): Common species include human, dwarf, elf, halfling, orc, goblin, bear, boar, wolf, and other animals. Some foebane weapons are in plentiful supply in the Old World, particularly Goblin, Orc, and Human Foebane, which are commonly purchased by sovereigns for outfitting the military in times of war.

(Monstrous Animal) Foebane (2/Very Rare): Monstrous species include ameobae, bog octopi, giant varieties of common species, and other uncommon, large, exceptionally dangerous but non-magickal other animals.

(Monstrous Sentient) Foebane (4/Very Rare-10): Monstrous Sentient species include giants, chimera, doppelganger, dragon, wyvern, pegasus, manticore, harpy, unicorn, zoot, skaven, lizardmen, troglodytes, ogres, trolls, fimir, and other intelligent creatures with legendary or magickal powers.

(Magickal Being) Foebane (8/Very Rare-10): Magickal being species include elementals, undead, daemons, wercreatures, Chaos spawn and Chaos servants, other intelligent creatures with legendary or magickal powers. Despite their high cost, these items are in great demand.

Piercing Flame (2/Very Rare): A fire node is summoned to the weapon, causing standard fire damage in addition to normal damage only on the first successful hit. The duration of the magickal effect is 2d6+6 rounds, but the fire node is transferred to the target on a successful hit; fire damage is caused only once per use. May be used with melee weapons and missiles.

Illumination (1/Rare): An air node summoned to an object with this enchantment yields light as a lantern for 2d6+6 rounds. Typically used on missiles, but may also be placed on weapons, armor, or other objects to serve as an emergency source of illumination.

Purlulent Gall (2/Very Rare-20): The weapon causes an infected wound (see WFRP, page 83) with each successful attack.

Despair (2/Very Rare-20): The spirit of the first victim successfully wounded with this weapon is filled with despair. Test vs. WP. If the test fails, the victim surrenders and casts himself on the mercy of the attacker. If the test succeeds, the victim fights to the death, regardless of odds or other circumstances. Note: a successful hit is insufficient; the victim must actually lose at least one wound point for this enchantment to take effect. Only one victim per activation is affected.

Stun (2/Very Rare): The enchantment shocks the spirit of a successfully wounded victim. The victim can choose no action but parry, or may flee for 1d6 rounds.

Excellent Defense (1/Very Rare): Aethyrial energy aids the user in parrying. All parry attempts are at a +10 bonus for the duration of the effect.

Desperate Defense (2/Very Rare): The user focuses all the enchantment's aethyrial energy on a single parry. For that parry, the user is +50 to his parry, and 3d6 damage is stopped by a successful parry. The duration of the effect is 2d6+6 rounds; once the parry is used, the effect ends.

Heroic Inspiration (1/Rare): The user's spirit is excited into an irrationally confident and blood-thirsty state. The user becomes subject to the Frenzy rules (see WFRP, page 69) for the duration of the effect.

Strongbow (2/Very Rare-10): This enchantment makes the wooden member of a bow or crossbow more flexible as it is drawn, then more rigid as it is released, increasing the Effective Strength of the bow or crossbow by +1 and eliminating the -10 modifier for a target at long range. Targets at extreme range are still at -20 to hit. A greatly prized but expensive and subtle enchantment.

Example of a Lesser Weapon

Name: "Alexa II"

Description: longsword of above-average workmanship, worth 30GC as amundane sword, detailed inscription on blade

History: Made for Captain Diehl Lang, Kemperbad Guard, in 2492, by Sorcerer 3rd Rank Kaspar Hauser of Kemperbad. Named for Lang's wife, Alexa. Left to Kemperbad Guard Armory when Lang died without issue.

Enchantments: Ample Smiting

Inscription: password and description of enchantment in Modern Arcane and Reikspiel

Password: "Alexa"

Reliability Score: 72

Lesser Armors

A Lesser Armor is a shield or piece of armor enchanted to resist punctures and battering while deflecting the energy of attacks. Shields may also receive the Excellent Defense and Desperate Defense enchantments listed above under Lesser Weapons. A lesser armor enchantment confers 1 extra armor point (see WFRP, p. 121) to the enchanted item of armor. Note! Lesser enchantments cannot increase the protection of armor by more than 1 extra armor point. For example, casting an enchant lesser armor ritual upon an item of armor bearing a lesser armor enchantment does NOT increase the armor's protection by 2 armor points, since lesser enchantments may not increase the protection of armor by more than one armor point.

Protection +1 (8/Very Rare): adds +1 armor point to an item of armor.

The following items of armor may receive Lesser Armor Enchantments:

mail coif
helmet
mail shirt
sleeved mail shirt
mail coat
sleeved mail coat
leggings (plate or mail, pair)
arm bracers (plate or mail, pair)
breastplate
shield
leather jerkin*
leather jack*
leather coif*

* leather armor is increased from 0/1 armor points to +2 armor points by a Protection+1 enchantment. Leather armor is not substantial enough to bear a Protection+2 or Protection+3 enchantment.

Example of a Lesser Armor

Name: unnamed

Description: battered iron helmet

History: discovered among goblin booty in southern World's End region; owner and age unknown; creator Ulf Robineete (unknown Tilean sorcerer); estimated age -- late 21st Century

Enchantments: Protection+1

Inscription: describes password and enchantment in Modern Arcane and Tilean

Password: "Sommosa"

Reliability Score: 43

Lesser Rune Rings

A Lesser Rune Ring is a Lesser Artifact which contains magick effects of spells and rituals to be released at the user's convenience. The enchantment binding rituals are cast simultaneously with the spells or rituals to be stored. These devices must be in contact with flesh to be activated. The user concentrates, and goes into a trance for one round, during which the rune ring does all the work of getting the magic spell or ritual under way. In the following round the spell or ritual takes effect normally, as indicated in the spell or ritual description. Rings are most convenient, but other hand-held objects -- weapons, shields, staffs, for example -- may also bear one of these enchantments. (For example, folks familiar with the Other Game will probably prefer a wand for their fireball Rune Ring enchantment, just for sentimental reasons.) One need not be a

sorcerer to activate a lesser rune ring, but, since the range of many spell and ritual effects is based on the user's BMP, sorcerers can often use them most effectively. (However, whenever a spell description refers to the level of the caster, unless otherwise stated, the level is assumed to be Level 3 -- the level at which sorcerers can enchant lesser artifacts.)The minimum cost of a ring to bear a Lesser Rune Ring enchantment is 1GC; the materials of a ring, or any other object bearing this enchantment, need not be particularly precious, nor the workmanship fine. However, Elven and Dwarven traditions demand that enchantments only be placed upon items of precious materials and fine craftsmanship, and rings bearing Lesser Rune Ring enchantments may be worth hundreds, even thousands of gold coins.Lesser Rune Rings are commonly available only for the following Petty and First Level spells and rituals, and may bear only one enchantment (ie, only one type of spell or ritual per ring). If a Petty or First level spell or ritual is not listed here, it is because the enchantment is obscure, or expensive, or not amenable to adaptation for artifact casting. For Second, Third, and Fourth Level castings, or artifacts bearing more than one enchantment, a Greater Artifact is required.

Petty Spells and Rituals

Detect Magic (1/Rare)
Discorporate Flesh (2/Very Rare)
Distract Awareness (1/Rare)
Distract Memory (1/Rare)
Bond Elements (2/Very Rare)
Perceive Spirit (1/Rare)
Deepsleep (1/Rare)
Summon Elemental Node (4/Very Rare-20)
Toughen Flesh (1/Rare)
Vaporbloom (2/Very Rare)

Battle Spells and Rituals

Accelerate Flesh (4/Very Rare-10)
Accelerate Healing (4/Very Rare-10)
Command (2/Very Rare)
Spiritshield (2/Very Rare)
Fireball (4/Very Rare-10)
Farsleep (4/Very Rare-10)
Toxicbloom (4/Very Rare-10)
WildWind (4/Very Rare-10)
Excite Enmity (2/Very Rare)
Flight Minor (4/Very Rare-10)
Harmonize Minds (2/Very Rare)
PainMind (2/Very Rare)
MuscleMight (4/Very Rare-10)

Elemental Spells and Rituals

Assault of Stone (4/Very Rare-10)
Blinding Light (2/Very Rare)
Breathe Under Water (4/Very Rare-10)
Burrow (4/Very Rare-10)
WaterWalk (4/Very Rare-10)
Hand of Fire (4/Very Rare-10)
Magic Light (2/Very Rare)
Muffle Sound (2/Very Rare)
Summon Least Elemental (4/Very Rare-20)

Illusion Spells and Rituals

Darkscreen (4/Very Rare-10)
Divert Attention (2/Very Rare)
Disrupt Image (4/Very Rare-10)
Read Sound (2/Very Rare)

Mask (4/Very Rare-10)
Hallucination (2/Very Rare)
Muddle Mind (2/Very Rare)

Daemon Spells and Rituals
Hold Daemon (4/Very Rare-10)
Daemonfire (8/Very Rare-20)
Banish Lesser Daemon (4/Very Rare-10)
Summon Imp (8/Very Rare-20)
Summon Steed (8/Very Rare-20)

Warning! Pentagrams and other thaumaturgic forms cannot be produced by lesser rune enchantments. The daemon summoning rings above will only summon one specific daemon addressed by his use name (usually indicated in the inscription, for those that read Daemontongue). Unless a pentagram is provided by other means, one who summons a daemon with such a ring receives the standard -50 penalty to Control tests for summonings without aid of a pentagram.

Necromantic Spells and Rituals
Disrupt Animation (4/Very Rare-10)
Fountain of Blood (8/Very Rare-20)
Gash Spirit Minor (8/Very Rare-20)
Spiritward (8/Very Rare-20)
Seal Wound (8/Very Rare-20)

Example of a Lesser Rune Ring

Name: "Wutschnaubend"

Description: silver pinky ring of superior craftsmanship, worth 200GC as a mundane ring; inscription on inner surface in Arcane and Reikspiel

History: made by Boris the Hasty of Nuln; lost, along with Boris's hand, at the Battle of the Second Ford against Chaos forces in 2479

Enchantments: Hand of Fire

Inscription: describes password and enchantment

Password: "H'llenfeuer"

Reliability Score: 64

Lesser Talismans

A Lesser Talisman provides protection against certain magickal effects, particularly those which threaten the spirit and mind of a victim. Unlike other Lesser Artifacts, Lesser Talismans may be activated in two different modes. The first mode, standby, makes the talisman active, but does not trigger the protective magick effect. The protective magick effect is thereafter automatically triggered the first time the condition the talisman protects against is encountered. When the condition the talisman protects against is encountered, the talisman automatically draws MP from the user to activate its protection mode. Activating a Lesser Talisman's standby mode does not reduce the talisman's Reliability Score, though a protection activation does reduce the talisman's Reliability Score by one point. Activating the standby modes costs one MP and lasts 1d6+3 hours. The second mode, protection, actually protects the user against a magickal threat. Activation of the protection mode does reduce the talisman's Reliability Score by one point. Activating the protection mode costs one MP, and last 2d6+6 rounds.

Strengthened Will (2/Very Rare): confers a +10 bonus to tests vs. WP to resist magickal effects whenever the user is otherwise entitled to a test vs. WP to resist a magick effect.

Indomitable Will (8/Very Rare-20): confers a +30 bonus to tests vs. WP to resist the magickal effects whenever the user is otherwise entitled to a test vs. WP to resist a magick effect. Activation on protection mode costs two MP, and lasts only 1d6+3 rounds.

Resist Poison (2/Very Rare): confers a +20 bonus to tests vs. Toughness to resist the effects of toxins and animal venoms.

Resist Disease (2/Very Rare): confers a +20 bonus to tests vs. Toughness to resist the effects of disease.

Ward vs. Draining (2/Very Rare): confers a test vs. WP to resist the paralyzing attack of spectres.

Ward vs. Paralysis (2/Very Rare): confers a test vs. WP to resist the Strength and MP-draining attacks of wights and wraiths.

Ward vs. Infection (1/Rare): confers a +40 bonus to tests vs. Toughness to resist the effects of infected wounds.

Ward vs. Fear (1/Rare): confers a +20 bonus to tests vs. Cool to resist the effects of fear or terror.

Ward vs. Derangement (2/Very Rare): confers a test vs. Cool at a +50 bonus to avoid receiving insanity points whenever the user might receive an insanity point as a result of a critical hit, Terror, deleriants, or spell or ritual effects. (See WFRP, p. 83.)

Ward vs. (Specific Toxin) (2/Very Rare): confers a +50 bonus to tests vs. Toughness to resist the effects of a specific toxin.

Ward vs. (Specific Animal Venom) (2/Very Rare): confers a +50 bonus to tests vs. Toughness to resist the effects of a specific animal venom.

Ward vs. (Specific Deleriant) (2/Very Rare): confers a +50 bonus to tests vs. Toughness to resist the effects of a specific deleriant.

Ward vs. Spell: Lesser Talismans are available to provide protection against the following spells. Each of these talismans confers a +50 bonus to tests vs. WP to resist the specified spell effects. Protection vs. spells and rituals not listed below may require a Greater Enchantment, or may be impossible to design, either because talismans cannot protect against the physical effects of most spell and ritual effects, or because of some other complicated technical reasons (like the GM really doesn't want such-and-such a talisman in his campaign).

Resist Distract Awareness (1/Rare)
Resist Distract Memory (1/Rare)
Resist Deepsleep (1/Rare)
Resist Command (2/Very Rare)
Resist Excite Enmity (2/Very Rare)
Resist Harmonize Minds (2/Very Rare)
Resist PainMind (2/Very Rare)
Resist Farsleep (2/Very Rare)
Resist Divert Attention (2/Very Rare)
Resist Read Sound (2/Very Rare)
Resist Hallucination (2/Very Rare)
Resist Muddle Mind (2/Very Rare)

Example of a Lesser Talisman

Name: unnamed

Description: undecorated steel amulet; likeness of Grand Duke Gustav von Kreiglitz of Talabecland on front; inscription on reverse surface in Arcane and Reikspiel

History: possession of the Grand Duke, one of 7 made by Mattheus of Altdorf for the Duke's own use, and for the use of his lieutenants, agents, and guard

Enchantments: Resist Command Victim

Inscription: describes password and enchantment

Password: "Achtung"

Reliability Score: 51

Greater Artifact Descriptions

Greater Artifacts are usually unique, one-of-a-kind artifacts. The Greater Artifacts listed here are only examples of Greater Enchantments. Greater Artifacts are seldom available for any price, and often the creator is dead or unavailable to restore actuations upon the artifact. Collectors, guilds, and academies will offer 1000GC or more for interesting specimens -- if they can't get their sovereigns to condemn and confiscate them for the Public Good. (The Cost/Craft Classes given for examples of Greater Artifacts is only a suggested guideline; GMs are encouraged to increase or decrease these Cost/Craft Classes at their discretion.)Greater artifacts are far more rare and marvelous than any of the other works of the ancient and modern races. There are no more than a handful of sorcerors of 4th rank alive in the world at any time, and within a lifetime, most 4th rank sorcerors will produce no more than one or two greater artifacts. Further, most of the greater artifacts ever created have disappeared in ages past; many are lost, destroyed, or exhausted within the lifetimes of their creators. Finally, greater artifacts are prized for their arcane powers as well as for their scarcity, and are carefully hoarded and guarded in the archival collections of the magick guilds and the private collections of great enchanters and other rich and powerful figures. Therefore, within a lifetime, even a very great layman might lay eyes on no more than one or two great artifacts. During his studies a sorcerer might view a number of greater artifacts, perhaps even two dozen, but would seldom have to chance to even personally examine one, much use one.

Greater Rune Staves

A Greater Rune Staff is a magickal focus designed to be used by any other sorcerous spellcaster who knows the password for the focus. Such rune staves bear the runes for any spells or rituals the sorcerer intended to be used by other users of the staff; for instance, such a staff permits a sorcerer's apprentice to cast a spell that the apprentice does not himself know. Rune staves permit a sorcerer to cast any spell invested in the staff, whether the sorcerer knows the spell or not. Rune staves may bear any spell or ritual that their creators knew. Rune staves may be also be used as beacons and receivers for messages and travelers through the void. The following spells and rituals -- Voidsend Message, Voidlink Message, Spiritwalk, Voidtravel -- utilize a focus for this purpose, and a rune staff can serve as such a focus for its user. As products of Fourth Rank sorcerors, Rune Staves are rare enough, but they are even more rare because such master sorcerors seldom are willing to entrust their magickal abilities to a subordinate, much less to one who wished to purchase such an item. Greater Rune Staff enchantments have the following Cost/Craft Classes. The Cost/Craft Class indicated is for each spell or ritual of its kind added to the staff.

Petty Spells (4/Rare)

Petty Rituals (5/Rare)

1st Rank Spells (8/Very Rare)

1st Rank Rituals (10/Very Rare)

2nd Rank Spells (10/Very Rare-10)

2nd Rank Rituals (12/Very Rare-10)
3rd Rank Spells (12/Very Rare-20)
3rd Rank Rituals (14/Very Rare-20)
4th Rank Spells (15/Very Rare-24)
4th Rank Rituals (20/Very Rare-24)

Example of a Greater Rune Staff

Name: none

Description: enchanted by Grandmaster Stephan of Altdorf for use in tutoring students in the summoning and control of elemental beings

History: reserved for use of instructors at Zauberkollegium Altdorf; enchantments have all failed and been restored numerous times because of frequent use

Enchantments: summon least elemental, summon lesser elemental, banish lesser elemental

Inscription: describes password and enchantment

Password: Zw'lfnacht

Reliability Score: 73

Greater Weapon

A Greater Weapon may bear more powerful versions of lesser weapons, or may bear unique and unusual enchantments like the following examples:

Greater (Common Species) Foebane (8/Very Rare): This enchantment causes triple the normal damage upon a given common species.

Aethyrdamp (15/Very Rare-24): This enchantment binds True Iron with aethyrial energies which interfere with other magical effects. Prevents the casting of sorcerous spells and rituals if within 5 yds. of a sorcerer.

Corruption (10/Very Rare-10): This enchantment may be applied to any object. A successful touch of flesh with the activated artifact causes the victim's flesh to decay as if it were part of a rotting corpse. The victim loses 1 wound point per day until he dies of a fatal result on the Sudden Death & Critical Hit Table (WFRP, page 125).

Example of a Greater Weapon

Name: "Witchkiller"

Description: a hand-and-a-half sword of Dark Elven origin, in extremely poor condition, inscription barely legible

History: unknown; discovered in treasure of hobgoblin tomb on the eastern slopes of the World's Edge Mts. by orcs, and subsequently captured from orcs by adventurers; presented as a gift to Emperor Karl-Franz I

Enchantments: Aethyrdamp

Inscription: describes password and enchantment in Arcane Elf

Password: "Gadderstor"

Reliability Score: 21

Greater Armor

A Greater Armor enchantment may increase the armor protection of an item of armor by two points, and in rare cases, by three points. It also may provide unique and unusual enchantments of a defensive nature like the following:

Protection+2 (16/Very Rare-20): adds +2 armor points to an item of armor.

Protection+3 (20/Very Rare-24): adds +3 armor points to an item of armor.

Shatterblade: (16/Very Rare-20): causes non-magickal metal blades to shatter when they strike the item of armor but do not cause wound point loss

Example of a Greater Armor

Name: "Twilight"

Description: breastplate decorated in silver and gold, created for Duc Francois de la Parravon by a sorceress known only as La Jeunesse

History: never worn in battle; thought to be in the possession of Duc Grandgousier of Parravon

Enchantments: Shatterblade, Darkscreen (note that the armor also bears this lesser rune ring enchantment)

Inscription: describes password and enchantment in Arcane Elf and Classical Bretonnian

Password: "Twilight Falls"

Reliability Score: 94

Greater Rune Ring

A Greater Rune Ring contains magick effects of spells and rituals to be released at the user's convenience. The enchantment binding rituals are cast simultaneously with the spells or rituals to be stored. Greater Rune Rings are available for all Petty and First, Second, Third, and Fourth Level spells and rituals at the GM's discretion, and may bear from one to four enchantments (ie, one to four different spells or rituals per ring). Greater rune rings may be used by sorcerors or non-sorcerors, unlike greater rune staffs, which may only be used by sorcerors. Greater Rune Ring enchantments have the following Cost/Craft Classes. The Cost/Craft Class indicated is for each spell or ritual of its kind added to the staff.

Petty Spells (6/Rare)

Petty Rituals (8/Rare)

1st Rank Spells (8/Very Rare-10)

1st Rank Rituals (10/Very Rare-10)

2nd Rank Spells (10/Very Rare-20)

2nd Rank Rituals (12/Very Rare-20)

3rd Rank Spells (12/Very Rare-24)

3rd Rank Rituals (14/Very Rare-24)

4th Rank Spells (15/Very Rare-24)

4th Rank Rituals (20/Very Rare-24)

Example of a Greater Rune Ring

Name: "The Eye of the Worm"

Description: a massive ring of precious and semi-precious stones set in gold in the form of a great serpent's eye; creator unknown; ornamentation in style of late Pharonic Empire; diameter of ring implies wearer larger than normal humanoid

History: came into the Altdorf Guild collection through anonymous tomb robbers; no evidence

Enchantments: tunnel through stone

Inscription: describes enchantment in Old Slann and Ancient Dark Elf as "What the Eye Sees, It Devours"

Password: none

Reliability Score: 71

Greater Rune Engine

A Greater Rune Engine is a mechanism combining the arcane engineering technology of the ancient Imperial Dwarf culture and sorcerous enchantments. The knowledge and skill to produce such artifacts is believed to be lost to modern dwarven cultures, or possibly maintained in secret by obscure dwarven craftsmen-sorcerors. A number of examples are in the collections of the Guilds, and a number of otherwise obscure mechanisms discovered in the ruins of the dwarven cites of the World's Edge Mountains are theorized as products of these magickal arts.

Example of a Greater Rune Engine

Name: "Greatest Mechanism for the Most Reliable and Puissant Extirpation of Unlamented Pestilences"

Description: an arm-sized cylinder with multi-jointed levers; an inscription in Old Slann suggests that the device is for removing pests; difficulties in translating the units of measure and the text which follows the word for "Caution!" have discouraged researchers from investigating the artifact's powers

History: unknown

Enchantments: known only to the GM -- but you can bet they involve the death of lots of things that the engine is taught to recognize as pests

Inscription: in Old Slann; obscure

Password: none

Reliability Score: 71

Greater Rune Device

A Greater Rune Device is any Greater Artifact of a form or enchantment not easily classifiable in the categories listed above. Greater Rune Devices should have puzzling and dangerous-sounding names and vague, obscure purposes and functions. Characters should be very excited to see one, but be extremely uninterested in finding out what it actually does. For example, consider the "Glorious Plow of Anastomosing Ductoliths": the inscription in Old Slann is obscure. Nobody has any idea what a ductolith is, or whether

anastomosing it would be a good idea -- but sensible folk are in no hurry to find out. (Zany Chaos cultists might push the button without a second thought, though.) Other similar devices might include the "Greater Globe of Pangaeian Convergence" or the "Seed of Ocean Floor Spreading".

Example of a Greater Rune Device

Name: "The Fabulous Carpet of Fez-A-Zhoul"

Description: a great Arabic carpet stretched upon a frame of six rune staves, four as outer members, two as x-crossed supports; capable of carrying six persons as the flight major spell

History: presented as a gift to Emir Mehmet ibn Jaffar by Wahibah the Black, a powerful, purportedly immortal necromancer of Arabic legend; received as a gift by Prince Jesse Emmanuel of the Border Princedoms; used only once, resulting in the mysterious death of Emir Mehmet

Enchantments: six flight major enchantments, six lesser spirit enchantments (each spirit with 8 MP to provide magickal energy for the flight major enchantments)

Inscription: describes password and enchantment

Password: "Peace be with you, Mehmet my gracious benefactor."

Reliability Score: 80

Greater Artifacts: Tips for the GM

For the most part, Greater Artifacts will be designed by the GM. Examples are given below, rather than specific lists as are given with lesser artifacts, because Greater Artifacts should be rare, marvelous, and distinctive. However, player characters of the 4th rank with the Enchant Greater Artifact skill may also create Greater Artifacts. Such PC-created Greater Artifacts shall always be designed with the consultation and consent of the GM. Both the GM and player should be limited by the following guidelines in creating

Greater Artifacts:

1. Greater Artifacts should be based only upon magickal effects producible by sorcerous spells, rituals, and alchemical compounds, and should not be designed to avoid the limitations associated with such magick effects. As such, any greater artifact which reproduces one or more effects already found in existing spells, rituals, and alchemical compounds may be suitable for consideration. Artifacts should not attempt to avoid the limitations designed into existing spells, rituals, and compounds, unless compensating limitations are added to prevent a too-great increase in power. For example, an artifact which summons an elemental in one round, rather than the 1d6+3 rounds necessary for a ritual summoning, should cost more MP, or should receive penalties of WP for Control tests, or should have a shorter duration, or some other compensating limitation.

2. The higher the rank of the spell, ritual, or compound an artifact's magickal effects are based on, the more time-consuming, difficult, and expensive the creation of the artifact should be. For example, a greater artifact producing the effects of a second rank spell ought to be much easier and less-expensive to create than one producing the effects of a third or fourth rank spell.

3. Magick effects associated with the careers of a sorcerer should be easier, less-expensive, and less time-consuming to add to a greater artifact than magick effects associated with careers outside his experience. For example, an illusionist should have lots of trouble producing a greater artifact with necromantic properties, since he'll have to hire a necromancer to assist him. Without the assistance of skilled assistants, a sorcerer can't design magick powers outside his discipline into his greater artifacts.

4. Greater Artifacts must consume the user's MP to produce magick effects. (Spirit and daemon enchantments, however, may contain spirits or daemons to provide MP.) Cost in MP to produce a magickal effect with a greater artifact ought not be less expensive than causing a similar effect with a spell or ritual.

5. The more modest the powers and abilities of a greater artifact, the more suitable it is for introduction to a campaign. Even if a proposed design fails to satisfy the first two guidelines, if the GM feels the greater artifact has sufficiently modest powers and abilities that it poses little threat of abuse by power-hungry players, he may permit it.

6. The more ambitious the powers and abilities of a greater artifact, the less suitable it is for introduction to a campaign. Gamemasters may occasionally introduce exceptionally powerful artifacts in the hands of NPC patrons or villains, but such should never fall into the hands of PCs, or an entire campaign can be ruined.

6. Any greater artifact device must be true to the spirit of Warhammer and the Known World. Artifacts similar to those described in other WFRP supplements will generally be acceptable, though some published examples of magickal artifacts may be too powerful for many GM tastes. Avoid the impulse to introduce really cool magickal artifacts from your fantasy reading and viewing which don't really suit the Warhammer setting.

The GM's main concern is to avoid introducing a greater artifact which, in the hands of a player or a non-player character, might allow the character to become so influential that he overshadows contemporary and historical heroes and wizards -- or even daemons and godlings -- of the campaign. No sorcerous artifact has ever been significant enough to change the course of Known World history. Any artifact which makes a character immortal, or safe from most or all physical or magickal threats, or places at his disposal destructive or manipulative abilities of overwhelming power ought never to be permitted in the hands of a player character, and may be placed in the hands of an NPC only as the centerpiece of an epic narrative. Characters -- not magickal devices -- are at the center of Known World history, and at the center of WFRP roleplaying, and even the greatest magickal artifacts may serve only as the trappings of player and non-player characters, and ought never overshadow the heroic and villainous action of the characters themselves. In beginning campaigns, greater artifacts should be the stuff of legend, the trappings of remote and famous NPCs. Don't even think about letting the player characters get their hands on one. At most, a greater artifact might provide the central plot element of a series of linked adventures, as does the One Ring in Tolkien's Ring Trilogy. As your campaigns and player characters mature, greater artifacts may enter your campaigns in one of the following roles:

Colorful, Bizarre, Unique, but Modestly-Powerful Gadgets: These artifacts should be little more than interesting variations of magick effects available with existing spells and rituals, thereby insuring that the artifacts will unbalance your campaign at least no more than the spells and rituals we've designed for it. Possession of such unique items helps distinguish the character of the PCs and NPCs who possess them, and adds to the fantasy flavor of the narrative and setting, rather than offers a new crowbar for PCs to rip up the floorboards of the campaign.

Example: Haorig plucked the glowing sword from the scatter of bones beneath the tapestry and brandished it in the air. Stehmar snatched the blade impatiently from Haorig, and thrust it before Viktor's eyes. Viktor translated the blade's inscription haltingly: "Munkeln, whose blade...were -- eh, is... glowing when... is in place of...eh...spirit...no, noo, daemon, that's it... glows when daemons are...uh...(peering about thoughtfully)... around...?"

This greater artifact is a sword with a two enchantments -- one, to glow when daemons are around, and two, a spirit enchantment to provide the MP for the artifact's activation. Unless daemons in disguise are an important element of a mystery-intrigue campaign, such an artifact is unlikely to make its owner significantly more powerful under most circumstances.

Powerful but Narrowly-Defined Gadgets: Such items add new powerful magick to a campaign, but not in any way that the player characters can assume the power for their own purposes. Examples are magickal portals that lead to the scene of the next adventure, or daemonbane swords good only against the single named daemon of its inscription -- coincidentally the daemon at the center of the current campaign plot's machinations. This permits powerful magick to be placed in the hands of the characters without worrying that the power will spill over into other elements of the campaign, upsetting delicate balances.

Example: "Here, upon the inner curve of the ring, in Elder Far-Elthrin, is the inscription: 'Gwaethoniel, Kindler of the Wind, shall answer thy summons, if thee be bound to bear his price.' The Wood Elves say his is the form of the Great Eagle; the Dark Elves say his is the form the Black Dragon. Whichever be truth, or neither, he is a mighty lord of the domain of Elemental Air, and we have need of such, if we would meet the Lords of Chaos in battle on the plains beneath the Cliffs of Chaos."

The Kings of Bretonnia ride dragons into battle -- whenever dragons are in supply. The PCs are enlisted by the guild to obtain a dragon, and are instructed to pay the dragon's price, whatever it might be. With this greater rune ring the PCs summon the eagle-dragon Gwaethoniel, have a charming roleplaying encounter bargaining with him, get hooked into a side adventure in paying Gwaethoniel's price of service, and end up accompanying Gwaethoniel, the King of Bretonnia, and the armies of Bretonnia in a campaign to the Chaos Wastes.

Too-Powerful Gadgets of Epic Significance that Must Not Ever Fall Into the Hands of Player Characters: These are Totally-Cool Magickal Monstrosities that must either die with their evil NPC owners or disappear mysteriously into cracks of doom at the end of an adventure. Such Awesome Devices exist solely for the convenience of the GM and his narrative, and may become crucial thematic elements of a campaign, so long as the GM can justify denying their campaign-unbalancing magick effects to the PCs.

Example: The Black Crown of Na'nn Moonborer, lord of Khazadzinbar, was said to strike dead any dwarf who denied the crown's wearer's sovereignty. Thrasir had been assured of the accuracy of this legend from the ancient-father's tales of his family, and though as he crept toward the Moonborer's chamber hall he wished he could doubt the hearthsayings of his fathers, nonetheless he thrilled that their words must be true, and that could he but gain the Black Crown, how he might rule with such a crown, and how he might avenge the wrongs done to his people.

The crown is a greater artifact with the power to cause a critical hit +6 to the head of any living being within sight of the wearer, with no test to resist magick. This is obviously too powerful a device to permit a PC to use, but a quest to seek such a legendary artifact in the ruins of Khazadzinbar in the vaults beneath the World's Edge Mountains might be worthy of a noble dwarf PC and his companions.

Legends and Lore of Greater Artifacts: Greater artifacts should have elaborate and heroic lore and legend associated with them. The artifact's magickal powers themselves will be greatly prized by characters, but the better the story associated with the artifact, the more significant the artifact will appear -- even if its powers are relatively modest. As well, it's an opportunity to give practical significance to the elegant background material WFRP GMs like to devise for their Old World campaigns; as PCs track down the personalities, locales, and legends associated with a greater artifact, they learn more about its mysterious powers and limitations -- and unconsciously identify themselves more and more with the imaginary heroes and histories of the campaign.

Divine vs. Sorcerous Greater Artifacts: Divine Artifacts are limited by the will of the deity; sorcerous artifacts are limited by the inherent metaphysical limits of sorcery. In theory, the only thing that limits the power and capabilities of divine artifacts is the intention of deities to keep their followers in their place. Sorcerous artifacts are limited in their power and effects to magick effects producable by word, thought, and rune as represented in the spells and rituals of sorcerous practice. Variations and enhancements of existing magick effects may be expected, but few fundamental laws of sorcery are yet to be discovered. On the other hand, there is no limit to the variation of magick effects that might be produced by divine artifacts, so long as a divine being is willing to create such artifacts and give them to their followers. GMs eager to introduce powerful, outlandish, evil magickal artifacts into their campaigns for the use of NPC villains would be best advised to conceive them as divine artifacts granted by the Chaos Powers, rather than as sorcerous artifacts. That way GMs has free license to create any sort of magick effect imaginable. Such devices, being evil, should promise corruption and death for noble player characters, who worshipping righteous, or at least pleasantly neutral, divine beings are lamentably restricted by the notable restraint of such beings in handing out powerful magick devices to their worshippers.

Greater Artifacts Designed by Player Characters

PCs with the Enchant Greater Artifact skill may design and create their own greater artifacts with the consultation and consent of the GM. Both the GM and player should be familiar with the "Enchantment of Sorcerous Artifacts" rules. First, the player should describe the basic features of the greater artifact he wishes to create. Second, the GM gives the matter some thought, and either rejects the basic conception, or suggests suitable modification, or approves the basic conception. Third, the GM determines the requirements for creating the greater artifact as described under "Enchantment of Sorcerous Artifacts" and explains them to the player. When the requirements have been satisfied, the greater artifact is created and ready for use by the PC sorcerer.

Example: Geoff's Illusionist has just achieved the 4th rank, and is eager to create a greater artifact. He reviews the guidelines for creating greater artifacts, and decides that he wants something modest, cheap, and fast. That rules out higher-rank spell, ritual, and compound effects, and magick effects from other disciplines. He tells the GM that he'd like a greater artifact which produces the effects of the hypnotic command ritual, but which works in one round, rather than in 1d6+3 rounds like all rituals. The GM thinks about this carefully. The design attempts to overcome a limitation of the hypnotic command ritual (ie, 1d6+3 rounds to cast), so the design must incorporate some balancing limitation. It is only a second rank magick effect, and within the caster's discipline, so it shouldn't be too daunting a task to build it into an artifact. The item wouldn't be too powerful, since a resistance test is permitted, but it would be much easier to use the artifact without being observed than it would be to cast the ritual unobserved. In the hands of an ambitious noble, leader, or merchant, such a device could be very powerful indeed. The GM tells Geoff that such a device will certainly need some special limitations, and might be too powerful for the campaign. Geoff suggests that a reduction of the duration of effect from 1d6 hours to 1d6 minutes, and an increase of the MP cost from 6MP to 12MP, would significantly reduce the potential power of the artifact. The GM and Geoff continue to haggle over details for a bit, but finally the GM approves the basic concept. Now Geoff's Illusionist needs to go through the seven steps of enchanting a sorcerous artifact (see "Enchanting Sorcerous Artifacts" below). The GM needs to review the figures for cost, time, and MP spent to enchant the artifact as described in the guidelines. Depending on how eager or unenthusiastic the GM is about introducing the new artifact to his campaign, he may arbitrarily alter some of suggested figures to make the artifact easier or more difficult to produce. He then informs Geoff about any such departures from the published guidelines, giving Geoff a chance to whine or grin cheerfully as appropriate. The Geoff's Illusionist spends the coin, time, and MP to enchant the artifact. In perhaps three, four, or more sessions enough game time will have passed for Geoff to proudly introduce his new creation for the first time. The GM watches carefully for while to see if the artifact presents any unanticipated threats to the campaign; if it does, he begins scheming ways to take it away from Geoff. On the other hand, if the artifact seems to fit into the campaign and becomes associated in the campaign narratives and histories with Geoff's character, the artifact is a great success, and everybody is real happy.

Spirit Enchantment Descriptions

Spirit enchantments permit necromancers to place the spirits of deceased humanoids into Lesser and Greater Artifacts. Lesser spirit enchantments bind a humanoid spirit into an artifact, then enable the artifact to draw MP from the bound spirit rather than from the user to power the artifact's magickal effects. Greater spirit enchantments place a self-aware humanoid spirit into an artifact; in addition to drawing MP from the spirit, the artifact's user can also communicate with the bound spirit and solicit its aid in the form of knowledge and advice. As products of outlawed sorcerous practices, spirit-enchanted artifacts are very rare. Possession of such an artifact is grounds for execution in many Old World nations. However, such devices were relatively common in Pharonic and late Dark Elf cultures, and as such may be encountered occasionally in ancient treasure hoards or the collections of monsters, guilds, magick colleges, outlaw sorcerors, Imperial Dwarves, wealthy collectors, and heads of state.

Lesser Spirit Enchantments

A Lesser Spirit Enchantment on a Lesser Artifact or a Greater Artifact places a spirit in the artifact which serves as a reservoir of Magick Points for activation of the artifact only; the MP may not be drawn upon for other purposes. The spirit must first be summoned with the capture humanoid spirit ritual, then bound into the artifact with the Lesser Spirit Enchantment skill. Roll on the following chart to determine the artifact's spirit's MP score:

01-50: 3 MP
51-75: 4 MP
76-90: 5 MP
91-96: 6 MP
97-98: 7 MP
99: 7+1d4 MP
00: 11+1d10 MP

The spirits bound into lesser spirit enchantments are not self-aware, and cannot be brought to self-awareness. A user of such an artifact can, at his option, draw on the artifact's MP or his own MP when activating the artifact. An artifact recovers 1 MP per 24 hours.

Example of a Lesser Spirit Enchantment

Name: "Aethalagron"

Description: obsidian-and-black-iron two-handed sword; large fire-ruby gem set in silver as a handle counterweight; Second Millenium Dark Elven Ornate period

History: created by "Lord Dust" (presumably an unknown 2nd Millenium necromancer); identity of spirit bound into sword unknown; recovered from an Arabic tomb by grave-robbers, currently in the collection of the Guild of Altdorf

Enchantments: Manifold Blows, Fountain of Blood, Lesser Spirit

Lesser Spirit MP: 3

Inscription: describes password and enchantment in Arcane Dark Elf and Darktongue

Password: "Slake Thirst" in Arcane Dark Elven

Reliability Score: 51

Greater Spirit Enchantments

A Greater Spirit Enchantment on a Lesser or Greater Artifact places a self-aware spirit in the artifact. This self-aware spirit must first be summoned with the summon known spirit ritual, then bound into the artifact with the Greater Spirit Enchantment skill. The spirit can serve both as a reservoir of magick points for the activation of the artifact (like a Lesser Spirit enchantment) and as an informant and companion, since the spirit can communicate telepathically with its powerlinked user within 10 yards, as well as magickally produce speech from the spirit-enchanted artifact just as if the artifact were alive. The spirits bound to greater spirit enchanted artifacts determine their MP scores as above in lesser spirit enchantments. Further, since these spirits are actually NPC characters with personalities, motivations, skills, and histories, the GM should prepare character profiles for them just as he would for a major NPC character. Note that typically the most cold-blooded and unprincipled are best suited to withstand the mental stress of indefinite confinement in an artifact; more honorable and decent souls trapped in magickal artifacts often suffer from numerous mental disorders (see WFRP, pp. 83-86). It should also be noted that all greater spirit enchanted artifacts know how to pronounce their own passwords, and so may activate themselves whenever they wish, regardless of the wishes of their powerlinked users. This can be a serious problem with treacherous or uncooperative artifacts.

Example of a Greater Spirit Enchantment

Name: "Foreign Correspondent"

Description: steel dagger of Third Millenium High Elven design

History: early apprentice piece by Sulring Durgul, 4,500-year-old necromancer currently living in Bolgasgrad in the Translynsk of Kislev

Enchantments: Stun, Greater Spirit

Spirit Contained: a Dark Elven First Rank necromancer captured and sacrificed over 4000 years ago; the spirit -- an accomplished amateur poet and entertainer -- has retained a form of sanity by composing really long humorous verse epics in its copious free time; a charming conversationalist, and fluent in many now-obscure dialects of the Dark Elven language

Spirit Profile:

M WS BS S T W I A Dx Ld IQ CL WP Fel MP
- - - - - 40 - - 25 50 50 50 30 11

Skills: as a First Rank Necromancer, plus Public Speaking, Jest, Sing, and Comedian

Inscription: describes password and enchantment in Arcane High Elf

Password: "Hulinkhe" (translates from an archaic Dark Elven slang as "Gotcha!")

Reliability Score: 67

Daemon Enchantment Descriptions

Daemon enchantments permit daemonologists to temporarily invest bound daemons in Lesser and Greater Artifacts. The daemon must first be summoned, then bound into service with the bind daemon ritual. Then the daemon may be commanded to serve its master as an intelligent spirit inhabiting a sorcerous artifact. The daemon's material form is abandoned, and its spirit is imprisoned in the artifact, to be released only upon the end of the duration of the bind daemon ritual, the destruction of the daemon, or the destruction of the artifact. The daemon can serve both as a reservoir of magick points for activation of the artifact (like a Lesser Spirit enchantment) and as an informant and companion, since the daemon can communicate telepathically with its powerlinked user within 10 yards, as well as magickally produce speech from the daemon-enchanted artifact just as if the artifact were alive. Daemon-enchanted weapons also have the following properties:

1. A successful hit with a daemon-enchanted weapon that causes a wound point loss causes Fear in all living things.
2. A successful hit with a daemon-enchanted weapon that causes a wound point loss drains 1d4 MP from the victim.
3. Wearers of daemon-enchanted armor are immune to Fear and Terror.
4. An daemon-enchanted weapon's attack is magickal, and therefore may affect beings which are only affected by magickal attacks.
5. Daemon-enchanted artifacts sense magick emanations and perceive spirits of the living and undead creatures. These abilities work in the same way as the petty spells detect magick and perceive spirit, but daemon-enchanted artifacts may exercise these abilities at will, without expending MP.

[We could really slut this up by having various types of powers available according to the type of daemon bound in the sword, but I think that stuff ought to be saved for Divine/Chaos magick.]

As products of outlawed sorcerous practices, daemon-enchanted artifacts are very rare. Possession of such an artifact is grounds for execution in many Old World nations. Since the period of service of a bound daemon is only 101 days, daemon-enchanted artifacts are more short-lived than most sorcerous artifacts,

and are thus even more rarely encountered. Divine Daemon Weapons, the weapons gifted to Daemons and Champions of Chaos by their patron Daemon Powers, are divine artifacts, not sorcerous artifacts. Divine Daemon Weapons have completely different properties than sorcerous daemon-enchanted artifacts, and may only be created by the Great Powers of Chaos. Such daemon weapons are enormously more powerful than sorcerous daemon-enchanted artifacts, and far more long-lived, but may be obtained only as a reward for service to the Dark Powers. (See *Slaves to Darkness*, page 94-6 and *Divine Magick*, page ??).

Enchantment of Sorcerous Artifacts

This section offers guidelines for creation of magickal artifacts. Experienced GMs are encouraged to play fast and loose with these guidelines; new GMs probably should take them more seriously until they discover by experience how dangerous a proliferation of powerful artifacts can be to the health of a fantasy roleplaying campaign. When player characters in your campaign have achieved the 3rd rank of their advanced careers, they will use these guidelines, with your guidance and consent, to create their own sorcerous artifacts.

Temporary Enchantments

Objects may be temporarily enchanted by the casting of an appropriate Enchantment ritual (eg, enchant lesser weapon). Such enchantments are effective only for the duration of the ritual effect, as specified in the ritual description. Two Enchantment rituals, enchant lesser weapon and enchant lesser armor, are described on pages ?? and ?. Other Enchantment rituals may be made available through the Guilds at the GM's discretion. As a guideline, assume that most Lesser Artifacts could theoretically have a corresponding temporary enchantment ritual. However, temporary enchantments should be cost-inefficient and inconvenient to perform under most circumstances, so few sorcerors would dedicate time or effort to their study.

Permanent Enchantments

An object may receive a permanent enchantment through a sorcerous procedure known as a praxis which binds magickal substances and properties to an object through runecraft and ritual, producing a magickal item called an artifact. Sorcerors with the Runecraft skill AND Enchant Lesser Artifact or Enchant Greater Artifact skills may make magickal artifacts. Sorcerors with the Enchant Lesser Spirit Artifact, Enchant Greater Spirit Artifact, or Enchant Daemon Artifact skills may add spirit or daemon enchantments to Lesser and Greater Artifacts. The steps in producing a magickal artifact are listed below. Figures are given in parentheses to indicate the expense, time, and magic points (MP) necessary to complete each step. To find the expense, time, and MP necessary for a given step in the production of a specific artifact, multiply the expense and time figures given in parentheses by the Cost/Craft Class of the artifact in question. For example, to determine the expense and time necessary to obtain access to a praxis for a lesser armor with the Protection+1 (8/Very Rare-20) enchantment, multiply the figures given in parentheses for obtaining access to a praxis (Cost: 1d10GC for research fees, scribes, etc. Time: 1d10 hours MP Cost: none) by the enchantment's Cost/Craft Class (8). A d10 is rolled for GC cost (the roll is 6) and multiplied by 8 ($6 \times 8 = 48$), with a resulting cost of 48GC to obtain a praxis. A d10 is rolled for time required (the roll is 2) and multiplied by 8 ($2 \times 8 = 16$ hours), with a resulting period of 16 hours necessary to obtain a praxis. No MP are expended in this step. These guidelines are most appropriate for the creation of Lesser Artifacts. The GM may choose to be more arbitrary in determining the cost and time necessary to enchant Greater Artifacts, according to his desire to limit or encourage the introduction of a given Greater Artifact to his campaign. For example, we suggest multiplying figures for expense and time required by 10 for Greater Artifacts to reflect their rare and exotic nature. According to a GM's desire to limit or encourage the production of a given artifact, he might at his discretion vary that multiplier from double to 20 times the given figures.

Procedure for Producing a Magickal Artifact

1. Obtain access to the praxis for the artifact you wish to produce.

2. Obtain the object to be enchanted.
3. Obtain necessary alchemical reagents.
4. Design the Inscription for the artifact.
5. Design the Protection for the artifact.
6. Engrave the proper runes on the object.
7. Invest the alchemical reagents and the runes in the object through binding rituals.

Step One: Obtaining a Praxis (Cost: 1d10GC for research fees, scribes, etc. Time: 1d6+3 hours. MP Cost: none): A praxis is a detailed procedure for creating a magickal artifact. It describes physical requirements for the object to be enchanted, necessary magickal ingredients, inscription and protection provisions, rune engravings, and binding rituals. Sorcerors with the Enchant Lesser Artifact skill may normally obtain access to a praxis for the creation of the Lesser Artifacts listed in this chapter. Such praxes are commonly available in the libraries of the Guilds and Academies, and occasionally in the private libraries of wealthy sorcerors. (GMs wishing to restrict PC creation of certain Lesser Artifacts may do so in the role of regulations of the Guilds and Academies, and through the rulers that grant them their charters.) Greater Artifacts are typically rare or unique creations, and regarded as trade secrets by their designers. Rarely will a praxis be readily available, even in a large Guild or Academy library. Spirit and Daemon Artifacts are products of outlawed sorcerous practices, and as such details of their manufacture may be extremely hard to find. Locating a praxis for a Spirit, Daemon, or Greater Artifact will therefore often require great expense of time and coin. Creation of a magickal artifact without a praxis is a difficult and doubtful enterprise. See "Research" below.

Step Two: Obtaining the Object to be Enchanted (Cost: according to the object. Time: 1d6+3 hours. MP Cost: none.): A praxis specifies the physical requirements for the object to be enchanted. Requirements for Lesser Artifacts are extremely modest; costs for the objects may be no more than those listed WFRP, "Goods and Services," pages 292-97; no Cost/Craft Class multiplier is required. Requirements for Greater, Spirit, and Daemon Artifacts are more demanding, and typically expensive and/or hard to obtain; use Cost/Craft Class multipliers as described above.

Step Three: Obtaining Necessary Alchemical Reagents (Cost: 1d6+3 GC. Time: 1d6+3 hours. MP Cost: none.): Investing an object with a permanent magickal enchantment requires binding of inherently magickal substances to the object through binding rituals. These magickal substances are typically expensive and/or hard to obtain.

Step Four: Designing the Inscription (Cost: none. Time: 1d6+3 hours. MP Cost: none.): All magickal artifacts bear an inscription. At the least, an inscription includes runes for the enchantment. Usually an inscription also includes the name of its creator. The inscription may include a "manual" -- a description in Arcane of the magickal enchantments the artifact bears, often with a translation of the Arcane inscription in one or more mundane languages. In some cases a brief "dedication" commemorates a special person, event, or ideal the owner wishes to honor. Frequently the creator will include the password necessary to activate the artifact, though for security reasons this may be omitted, or recorded in a code or cipher.

Step Five: Designing the Protection (Cost, Time, and MP Cost: according to type of protection; see below): There are three types of protection limiting use of a magickal artifact:

1. No Protection (Cost: no cost. Time: none. MP Cost: none.): Many artifacts are designed with no restrictions on who may use them. The user simply concentrates on the artifact, and the artifact is activated. This is most common with Lesser Artifacts created for guard or military units where many may use a single item.

2. Password Protection (Cost: according to type of protection --2d10 silver shillings. Time: 1d6+3 hours. MP Cost: 4 MP.): This is the most common artifact protection scheme, and relatively inexpensive. The artifact is designed to activate only when a given password is spoken. In a world where literacy is an uncommon skill, and reading Arcane is yet more uncommon, sorcerors often include the password in the inscription; more cautious enchanterers may conceal the password within a code, cipher, or riddle. Omitting the password from an inscription altogether is an increasingly common modern practice, but inscriptions of most ancient artifacts contain the password in some form or other.

3. Destructive Protection (Cost: 2d10GC. Time: 2d6+6 hours. MP Cost: 8 MP.): Some magickal artifacts are designed to harm those who use them without authorization. This is a relatively uncommon modern practice, mostly because of the added expense, but certain older artifacts -- particularly necromantic and daemonic artifacts -- are protected with deadly booby-traps. Such devices require a password (which is always omitted from the inscription). If the password is not spoken when attempting to activate the artifact, the user gets a nasty shock, usually in the form of a Petty spell effect like disincorporate flesh, but in some cases in the form of higher level spell effects like fountain of blood, wither life, and sever spirit.

Step Six: Rune-Engraving (Cost: none. Time: 1d6+6 hours. MP Cost: 1 MP per hour.): When the object and magickal ingredients have been assembled and the inscription and protection designed, the sorcerer must inscribe the appropriate runes upon the object as directed by the praxis. The slightest error or flaw in the rune inscription will ruin the enchantment, so careful enchanter expect to spend many hours with this stage of the enchantment.

Step Seven: Ritual Binding of Reagents and Runes to the Object: (Cost: none. Time: 1d6+3 hours. MP Cost: 4 MP per hour.): Once the inscription is completed, the sorcerer begins a series of binding and enchantment rituals as directed in the praxis. A single binding and enchantment ritual takes 1d6+3 hours, and requires an expenditure of many magick points, so few enchanter can do more than one series of rituals per day.

Restoring Enchantments on Failed Artifacts: Enchantments can be restored to failed artifacts by any sorcerer with the necessary enchantment skills and access to the necessary praxis and reagents. As such, most lesser enchantments can be restored if you can find a willing and able Third or Fourth Rank sorcerer. Greater Artifacts are much more difficult to have recharged; only a Fourth Rank sorcerer can do the job, and only if you or he can provide or locate the necessary praxis -- a doubtful prospect, given the unique and idiosyncratic nature of most Greater Artifacts. Restoring enchantments on failed artifacts is similar to enchanting an artifact, except that many steps do not need to be repeated. If the creator is restoring an enchantment on an artifact he has previously enchanted, the creator already has access to a praxis; thus Step One may be omitted. If a sorcerer is attempting to restore enchantments on an artifact originally enchanted by another sorcerer, he must obtain a praxis, and Step One must be completed. Step Two may be omitted, since the object is obviously already available. Step Three, Obtaining Necessary Alchemical Reagents, must be completed again, since the reagents are needed for the binding rituals. Steps Four, Five, and Six may be omitted, since the Inscriptions, Protection, and Runes have already be designed and engraved. Step Seven, the Binding Rituals, must be completed to restore the enchantment to the artifact. This restoring an enchantment to a failed artifact is much faster and cheaper than creating a new artifact from scratch.

Rates of Production: Under ideal circumstances -- ready access to the praxis, suitable objects and alchemical reagents, a simple enchantment, flawless first-time accuracy with the rune-engraving, no distractions, and good luck -- many Lesser Artifacts can be enchanted in between 30-60 hours. More realistically, a sensible enchanter expects to turn out a Lesser Artifact once every two weeks. Greater Artifacts are much more troublesome and time-consuming. Presuming a reliable praxis can be located, a Greater Artifact may consume several years of steady labor, even if working with competent assistants and unlimited resources. If a praxis is not available, and must be researched or improvised, a lifetime may be too short. The finest Fourth Rank sorcerer may produce two or three Greater Artifacts in a lifetime; many never produce one. Ordinary mortal sorcerers are usually quite elderly when they achieve Fourth Rank, and haven't the ambition and vigor necessary for such exhausting projects. Necromancers may be an exception to this rule; with their extended lifetimes, outlaw necromancers may amass collections of original Greater Artifacts far exceeding the output of most typical sorcerers. (GM: This is a swell excuse for you to leave dumps of nice magickal treasures for folks who go hunting necromancers -- and also gives you an excuse to load the hunted necromancer up with armloads of exotic magickal weapons and defenses.)

Research

So. Your greedy players want to invent even more powerful magick to blast their way through your subtly-crafted adventures?

It's time for Research.

Now, you GMs can add new magickal spells, rituals, and artifacts to your campaign any time you want. We trust your judgement. You're not going to stick anything into your campaign that'll inflate the magick level into the stratosphere, or butcher whole populations with a single press of a button. (Well, maybe now and then, but not too often, we hope...)But your pesky players, they'll always want to chisel away a little more power for their characters, so you can't make them nervous when you bushwhack them. Here's how you can keep their chiseling down to a decent level.

Researching Ancient and Obscure Spells, Rituals, and Enchantments: Sorcerors can go sit down in the magickal libraries of universities, guilds, or mages they've murdered and look around for neat old magick tricks that nobody else knows about. Basically, you can give them whatever you want. Normally they should find nothing interesting, but now and then you can slip them some neat variant on some other common spell. Rarely will anyone come across a really useful magick spell, ritual, or artifact praxis this way; usually they're just going over old ground that many other sorcerors have traveled before. However, a good song-and-dance should be rewarded. If you let a PC loose in a 4,500-year-old necromancer's library, and he just happens to have the Arcane Dark Elf language skill, and he says he's looking around for manuscripts with Second Millenium dates, and he happens to toss in a few names of famous Dark Elven necromancers from that period -- well, he deserves to find some nifty necromantic spell effects. You don't have to improvise them on the spot, but you should promise to give him some neat new spells the next time you see the player.

Researching New Spells, Rituals, and Enchantments: Sooner or later your players will ask to create some new spells, rituals, or magickal artifacts. Here are some tips on handling that situation:

Stall for time. Find some plausible excuse to delay a response for two or three sessions while you consider the request and how it will affect the campaign. Send them off to Tilea for a certain reference in the library of Accademia Magia in Luccini, or tell them the only guy who knows what they want to know is in Marienburg -- and when they get there, he happens to be under indictment for practicing daemonology without a charter.

Give them what they want -- but drag them through a couple of adventures to get there. Don't worry so much about the magick they want. Concentrate on the energy they commit to getting it. Interest and commitment are usually pretty intense when players are pursuing something like a new magick power. If you get two or three good, intensely motivated adventures out of the deal, be happy.

Assume that by the time they get what they want, they won't want it any more. You have to give it to them, because otherwise they'll feel hosed, and distrust you the next time you want to send on an epic quest. But realize that campaigns have a way of shifting directions every three or four sessions. By the time they've gotten their nifty new magick widget, you've dumped a bunch of new problems in their laps -- ones that their nifty new widget isn't of much use in dealing with.

Our warnings about not handing out too many or too powerful magickal artifacts won't prevent any GM from learning from experience. We wouldn't want an obsession about magickal inflation to keep GMs from indulging a lust for new, bizarre magick. GMs naturally succumb to the desire to introduce extra-cool magickal artifacts into their campaigns -- usually because they've just read about some really swell magickal device in a novel and can't wait to add it to their campaigns. Well, in novels authors can control the way their characters use magickal artifacts, but that's not the case in fantasy roleplaying. But GMs really have to learn from experience. Sooner or later you'll hand out too many or too powerful magick items. Then you'll just have to think of some clever way to take them away from the characters. But fortunately...

If you accidentally let magickal artifacts get out of hand in your campaign, your players will THANK you for taking them away from their characters. Most players will realize when they have gotten artifacts so powerful that they spoils the campaign for everyone. Just come up with a method that fits the feel of the Warhammer setting and develops the narratives and themes of your campaign. For example, I bet there are plenty of 1000-year-old necromancers in the Old World who'll drop everything to come steal any piece of magick interesting enough to screw up your campaign. (In fact, it's a good idea to establish a stock legendary mega-character long before you need him.) Just ambush the players a couple of times with a super-tough NPC -- give them a good thumping, scare the daylights out of them. Then drop a polite hint that he'll spare everyone's life if they just give up the magick you want taken out of circulation.

Reagent Inventory Table

The reagents descriptions below include the following information:

Type of Reagent: Common, Extraordinary, or True Elemental

Cost: Per one measure in a settlement of 1000-10,000 persons; usually more expensive in smaller markets; occasionally less expensive in larger markets.

Availability: Availability is indicated in terms of the "Goods and Services Availability Chart" (WFRP, page 292). A negative modifier following the availability indicates exceptionally limited availability, and is a negative modifiers to the percent values indicated in the "Goods and Services Availability Chart."

From Scratch: Alchemists with the appropriate skill (Prepare Common Reagents, Prepare Extraordinary Reagents, Prepare True Elements) may prepare reagents from raw materials.

Examples: Examples of the specific type of reagent. Reagents notably more expensive and scarce are so indicated.

Animal Derivatives

Derivatives from fresh specimens (still warm) are the most potent, though derivatives from well-preserved specimens (specimens 1-5 days dead) are sufficient for most alchemical purposes (except when fresh substances are specifically required for a compound formula or spell, ritual or artifact enchantment).

Type of Reagent: Common

Cost: 1/-

Availability: Common

From Scratch: One fresh specimen yields 1d10+10 measures. One well-preserved specimen yields 1d10 measures; process requires 1d6+3 hours.

Examples:

hearing, sight, and scent organs

scent glands

brain extracts

slug slime

Scorpion tail

fish eggs

goose down

hawk tissues

mule jaw

beetle husks

tortoise shell

alectorian stones (2GC/Average): cock stomach stones

bezoar (2GC/Average): jewel-like stone from stomach or gall-bladder of goat or antelope (poison antidote)

gagites (20GC/Rare): stones from stomach of eagle (medicinal)

Humanoid Derivatives

Substitution of humanoid derivatives for beast derivatives in compounds used by humanoids generally produces a more effective compound. Further, living or fresh specimens yield derivatives of superior strength. Some renewable substances (blood, glandular extracts, etc.) can be obtained from living specimens of dwarf, elf, halfling, and human without harming the individual.

Type of Reagent: Common

Cost: 1/-

Availability: Common

From Scratch: 1d6+3 measures can be obtained from a single individual; process requires 1d3 hours.

Examples:

fresh [species] glandular extracts

fresh [species] blood

Many tissues of dwarf, elf, halfling, and human cannot be collected without great harm to the individual. Pragmatic, moral, and ethical considerations limit the supply of derivatives of living and fresh humanoids in

civilized society. Alchemists may purchase remains of humanoids to render for derivatives, wherever possible directly from relatives, who are permitted by law to sell a deceased remains, or from the Watch, street cleaners, and keepers of poor hostleries, or, in extremis, from grave robbers. The Cult of Morr proscribes the sale of cultists for such purposes, but poor folk may prefer the prospect of a few gold coin in this world to the promise of eternal rest in the next world. In remote and wilderness regions, and on the black market, such humanoid derivatives may be easily obtained and inexpensive. The Guild also seems to have ample resources available to Guild members and academies for experimentation and priority projects.

Type of Reagent: Extraordinary

Cost: 1GC

Availability: Common

From Scratch: 1 specimen yields 1d10+10 measures; process requires 1d6+3 hours.

Examples:

calcinated [species] tissues

preserved [species] sight, scent, and hearing organs

preserved [species] glandular extracts

preserved [species] blood

preserved [species] brain tissue

preserved [species] vocal chords, lips, and palate

Certain humanoid races are prized for the magickal properties of their tissues, chaos-tainted humanoids in particular. Other fierce humanoids presents special dangerous to specimen collectors. As such, derivatives of the following humanoid races are far more scarce and expensive:

Goblinoids (orc, black orc, goblin, hobgoblin, snotling)

Type of Reagent: Extraordinary

Cost: 1GC

Availability: Average

From Scratch: 1 specimen yields 1d10+10 measures; process requires 1d6+3 hours.

Chaos-Tainted Humanoids (beastmen, minotaur, mutant, skaven, chaos spawn, chaos warrior)

Type of Reagent: Extraordinary

Cost: 20GC

Availability: Very Rare

From Scratch: 1 specimen yields 1d10+10 measures; process requires 1d6+3 hours.

calcinated beastman tissue

preserved minotaur glandular extract

Rare Humanoids (fimir, gnome, lizardman, treeman, troglodyte)

Type of Reagent: Extraordinary

Cost: 50GC

Availability: Very Rare-20

From Scratch: 1 specimen yields 1d10+10 measures; process requires 1d6+3 hours.

Examples:

bark of treeman

scent-gland of troglodyte

preserved Meargh (fimir) glandular extract

Giant Humanoids (giant, ogre, troll)

Type of Reagent: Extraordinary

Cost: 50GC

Availability: Very Rare-20

From Scratch: 1 specimen yields 2d10+30 measures; process requires 1d6+3 hours.

Examples:

calcinated ogre tissue

calcinated troll tissue

troll bile

preserved ogre glandular extract

Elemental Magical Creatures

Many magickal creatures -- dragons, unicorns, wercreatures, pegasi, giant bats, eagles, spiders, and so forth -- are of elemental origin, and as such, substances derived from them may have magickal properties. Such magical creatures are typically associated with the elemental powers and sites of power (henges, leys, loci, nexi, and other locations associated with the worship of the Earth Mother). They may be permanent manifestations of the local aura, may periodically manifest according to celestial conjunctions and waxings and waning of the Earth Powers, or may be summoned periodically by Elementalists and Druids. The substance of such creatures is magical, and as such often useful in a wide assortment alchemical preparations. However, since their magic is dependent on Earth Power, it is somewhat unpredictable and periodic in its effects. NOTE: Elementalists and Druids are prohibited from harming summoned Elemental Beings, and may not, in effect, import such beings for the purposes of alchemy. Further, they are enjoined against using such in alchemical preparations, and may as a matter of principle object to the use of such preparations by companions. The substance of an elemental creature must be collected while the creature still is living and manifested as a material creature. At death, the body substance returns immediately to Mother Earth.

Type of Reagent: Extraordinary

Cost: 50GC

Availability: Very Rare-20

From Scratch: 1 specimen yields 1d10+10 measures; process requires 1d6+3 hours.

Examples:

preserved [species] tissues

preserved [species] sight, scent, and hearing organs

preserved [species] glandular extracts

preserved [species] blood

preserved [species] brain tissue

preserved [species] vocal chords, lips, and palate

[species] wound-weepings

bile of goldworm

blood of giant bat

blood of bloodleech

blood of chameleoleech

blood of dragon (preserved)

bones of pegasus

breath-organ of dragon

ear of giant bat

electric-organ of sunworm

eye of great eagle

feather of great owl

fin of dragon turtle

pelt of werewolf, wereboar, werbison, werebear, werecat

heart of goat

horn of unicorn, narwal, white hart, etc.

lift-organ of pegasus, dragon, wyvern,

scales of dragon

scent-organ of dragon

web-sac of giant spider

amoeba maximus tissue (giant amoeba; acids do not affect metal or mineral, but dissolve plant and animal substances easily)

fibrous crystal (not a crystal at all, but the flexible, durable transparent fleshy tissues of the chameleoleech, a vital component of illusion compounds)

Chaotic Magical Creatures

Certain monstrous species are varieties of Chaos creature with fairly stable forms and features. As such, they are referred to as "Chaos species" rather than as Chaos mutants or as spawn of Chaos. Though the

dominant characteristics of these chaos species seem to breed true, there is a wide variation in specific features, and a wide variation in the quality of magical properties of their derivatives. Chaos species of monsters are typically rare, found only in remote regions, and perilous for specimen collectors. As such, their derivatives are frequently scarce and dear.

Type of Reagent: Extraordinary

Cost: 100GC

Availability: Very Rare-20

From Scratch: 1 specimen yields 2d10 measures; process requires 1d6+3 hours.

Examples:

preserved [species] tissues

preserved [species] sight, scent, and hearing organs

preserved [species] glandular extracts

preserved [species] blood

preserved [species] brain tissue

preserved [species] vocal chords, lips, and palate

[species] wound-weepings

preserved eye of basilisk

preserved doppleganger tissues

preserved venom-sac of jabberwock, manticores

preserved harpy glands

preserved doppleganger blood (fresh blood is worth 300GC and Very Rare-24)

preserved hippogriff, griffon, chimera, wyvern liver-glands

Daemonic Magical Creatures

Any daemonic being captured or slain in the Material World may leave part of its substance here. Blood, tears, and wound-weepings may be collected from living specimens. Fleishy parts (including hair, nails, scales, horn, feathers, etc.) severed BEFORE the daemon perishes and returns to the Void may be collected. The body of the daemon itself, upon its material death, ceases to be material. Note that Daemon Heart, a most precious substance prized for its alchemical properties, is exceptionally difficult to obtain, since it must be ripped still beating from the unfortunate daemon donor. Fleishy bits may be flayed from living daemons captured and imprisoned in enchanted containers. However, daemons generally won't sit around and put up with such abuse unless magically prevented from returning to the Void.

Type of Reagent: Extraordinary

Cost: 500GC (for preserved reagents; fresh reagents are not for sale)

Availability: Very Rare-24

From Scratch: 1 specimen yields 2d10 measures; process requires 1d10+10 hours.

Examples:

preserved [daemon type] glandular extracts

preserved [daemon type] wound-weepings

preserved [daemon type] blood

preserved [daemon type] brain tissue

preserved [daemon type] vocal chords, lips, and palate

preserved [daemon type] tissues

preserved [daemon type] sight, scent, and hearing organs

Undead Creatures

The substance of divine undead (spirits from the Realm of Khaine manifesting as undead creatures) is magical. Collection of such substance, and alchemical preparations made from such substance, are outlawed by the Guilds, though some research and experimentation is permitted under charter by the sovereign and with guild supervision. The substance of undead creatures animated from mundane flesh is not magical, though may be required for certain spells, rituals, and compounds.

Type of Reagent: Extraordinary

Cost: 500GC (for preserved reagents; fresh reagents are not for sale)

Availability: Very Rare-24

From Scratch: 1 specimen yields 2d10 measures; process requires 1d10+10 hours.

Examples:

preserved [undead type] tissues

preserved [undead type] wound-weepings

Divine Creatures

The substance of divine creatures is magickal. Collection of such substance, and alchemical preparations made from such substance, are outlawed by the Guilds.

Type of Reagent: Extraordinary

Cost: not for sale

Availability: Very Rare-24

From Scratch: 1 specimen yields 2d10 measures; process requires 1d10+10 hours.

Examples:

preserved [divine creature type] tissues

preserved [divine creature type] wound-weepings

preserved [divine creature type] tears

preserved [divine creature type] blood

Herbs [??]

[[Do we open this can of worms in this volume? I suspect we ought to, but I hate the idea of another whole section/chapter to draft. Notes follow:

Mundane Herbals

Type of Reagent: Common

Cost: 1/-

Availability: Common

From Scratch: 1 specimen yields 1d6 measures; process requires 1d3 hours.

Examples:

Herbal condensers of earth, air, fire, water (generic herbal reagents)

Oak Resin: tartar of oak sap, combined with asbeston, iron, and quyksilvir

Bloodsedge Resin: tartar of bloodsedge sap and fibers

Live Ash: calcinate of heartwood, coal, and pitch

Ironroot: calcinate of willow root, iron, and brimstone

Black Potter

Choreous indigo

Magical Herbals

Type of Reagent: Extraordinary

Cost: 1GC

Availability: Rare

From Scratch: 1 specimen yields 1d6 measures; process requires 1d6+3 hours.

Examples:

White Limna

Gemnella

Apthous]]

Warpstone-Mutated Magical Creatures

Some warpstone-mutated creatures have magical organs with interesting alchemical properties. However, rarely do such organs breed true, and therefore experimentation with each organ is a unique alchemical process. All preparations made from a single organ will have the same properties, but no other preparation is likely to have the same properties, and reproducing beneficial properties is a hit-or-miss and perilous affair. Collection of such substance, and alchemical preparations made from such substance, are outlawed by the Guilds, though some research and experimentation is permitted under charter by the sovereign and with guild supervision.

Type of Reagent: Extraordinary

Cost: varies greatly

Availability: Very Rare-24

From Scratch: 1 specimen yields 2d10 measures; process requires 1d10+10 hours.

Examples:

preserved [warpstone-mutated creature type] tissues
preserved [warpstone-mutated creature type] wound-weepings
preserved [warpstone-mutated creature type] blood

Chaotic Earths (Warpstone, Warpdust)

Warpstone and warpdust are materialized fragments of Chaos released into the Known World's environment at the time of the collapse of the warp gates. They are extremely magickal, and perilous to handle. Collection and possession of warpstone or warpdust is outlawed by the Guild.

Type of Reagent: Extraordinary

Cost: not for sale

Availability: Very Rare-24

From Scratch: 1 specimen yields 1d100 measures; process requires 2d10+20 hours.

Examples:

warpstone
warpdust

Noble Works

Leprous (impure, mundane) elemental substances may be transmuted by alchemical processes into noble (pure, magickal) works. Noble works are extraordinary elemental reagents of exceptional purity with powerful magickal properties. Refinement of noble works is a lengthy, painstaking, and tedious process; thus noble works are usually scarce and expensive.

Type of Reagent: Extraordinary

Cost: 2d6 x 1000GC

Availability: Very Rare-24

From Scratch: 1 litre volume of leprous elemental matter yields 1d100 measures of noble works; process requires 5d10+50 hours.

Examples:

Noble Airs:

Anima Mundi (essence of the life principle in a matrix of essential air)

Noble Fires

Solifick Fire (essence of sunlight)

Lunifick Fire (essence of moonlight)

Asterick Fire (essence of starlight)

Noble Waters

Aqua Archeus (essence of the life principle in a matrix of essential water)

Aqua Ambrosia (sweet, superbly nourishing solution of assorted animal and herbal extracts)

Aqua Tofana (solution of noble orpiment; a deadly toxin)

Aqua Fortis (solution of noble elements and aethyr salt; a powerful acid)

Aqua Regia (solution of noble elements and void salt; an extremely powerful acid)

Noble Earths: Typically known as "noble metals." Noble metals are used in the manufacture of enchanted weapons. Weapons treated with nobles metals will injure or wound magickal creatures. Noble metals are also used in dwarven metallurgy and artifact-craft, and in the ancient rune inscriptions of Imperial dwarven engineering.

True Copper

True Iron

True Tin

True Lead

True Mercury

True Silver

True Gold

True Mithril

[[Cinnabar, Ceruse, Minium; bogus Egyptian (Pharonic) metals: chesteb (blue stone), mafek (green stone), chenem, hertes, nesenem]]

Gems????

[[Who cares? We gotta draw the line somewhere....]]

True Elements

Durable Elements (Elemental Salts and Sublimates) are moderately pure elemental substances, compounded in an inert matrix. The salt form is a fairly stable crystalline substance, and may be stored and transported in a non-enchanted container. The sublimate form is gaseous, and must be stored and transported in air-tight, securely-sealed containers. Durable elements are relatively easy and inexpensive to refine from commonly-available substances, and are commonly used in elemental-based spells, rituals, and compounds, particularly in elemental summonings.

Type of Reagent: True Elemental

Cost: 50GC

Availability: Average

From Scratch: 1 liter volume of elemental matter yields 1d10 measures; process requires 2d10+20 hours.

Examples:

Earth
Water
Fire
Air
Aethyr
Void

Fugacious Elements (Spirits and Essences):

Fugacious elements are exquisitely pure elemental substances. Spirits are compounded within a neutral fluid matrix, and must be stored and transported in specially-designed air-tight, securely-sealed containers. Essences are free, uncompounded, and extremely volatile; as such, they must be stored and transported in enchanted containers.

Type of Reagent: True Elemental

Cost: 2000GC

Availability: Average

From Scratch: ten measures of durable element yields 1 measure; process requires 2d10+20 hours.

Examples:

Earth
Water
Fire
Air
Aethyr
Void

Great Works

These substances are the most exalted products of the alchemical arts. The processes are known only to Grandmasters of the Guild (Alchemists 4th Rank), and are the objects of lifetimes of practice and learning for philosophical alchemists. The Great Works of Alchemy are not sought for their practical values, which are unknown and perhaps unknowable, but for their intrinsic value as paths to enlightenment. According to alchemical tradition, purity of person consists in the removal of all earthly passions, desires, and misconceptions, and through the search for Purity of Substance the alchemist grows toward purity of Spirit. Nonetheless, all of these fabled compounds would be of unimaginable value were they to exist, and alchemists and adventurers alike have ardently sought after rumors of the existence for centuries.

Type of Reagent: Great Works

Cost: not available for any price

Availability: not available

From Scratch: ten measures each of fugacious elements of earth, water, fire, air, aethyr, and void yield 1 measure of Great Works; process requires 1d50+250 weeks.

Examples:

Prima Materia (also known as "quintessence"; in solid form, referred to as the "Philosopher's Stone"): A pure form of the substance from which earth, water, fire, air, aether, and void is derived. Said to bring the alchemist who refines it a state of total enlightenment. The magickal powers of such a substance are subjects of legend.

Panacea: A cure for all known illnesses and disease.

Elixir of Life: The Secret of Immortality.

Perfect Gold: The ultimate ideal of all physical substances.

[[Notes below]]

Alchemical Texts and Ancient Writings

Turba Philosophorum: Philosophical Disputes.

Mutus Liber (Dumb Book): all without text, but in symbols of engravings

Rosarius Magnus, Rosarium Philosophorum (rose garden)

Tarot (The Book of Thoth): Bohemian Hermetic philosophy

Azoth (Philosopher's Stone, beginning and end of alphabet)

Book of Twelve Gates

Corpus Hermeticum

Summa Perfectionis Magisterii

Emerald Table (Tabula Smaragdina): Complete text

Mysterium Magnum

De Alchimia

Archidox Magicus

Secondary Reagent Stuff

Reagents

* = Extraordinary Reagent. Extraordinary Reagents are scarce and valuable, and their use in spellcasting and alchemical compounds must be accounted for. See Table for prices and availability.

Animal and Humanoid Creatures

Animal Derivatives: Fresh materials are the most potent, though preserved materials or extracts are sufficient for most alchemical purposes (except when fresh substances are specifically required for a compound formula or spell, ritual or artifact enchantment).

Humanoid Derivatives: When humanoid derivatives are substituted for beast derivatives in compounds, the compound is usually more effective when applied to a humanoid. However, pragmatic, moral, and ethical considerations other limit the supply of such humanoid derivatives in civilized society. However, in remote and wilderness regions, and on the black market, such humanoid derivatives may be obtainable for high prices, and may also be available to the Guild for experimentation and priority projects.

Bezoar: jewel-like stone from stomach or gall-bladder of goat or antelope (poison antidote)

Gagites: stones from stomach of eagle (medicinal)

Ogre dung

Scorpion tail

Fish eggs

Goose down

Hawk tissues

Mule Jaw

Beetle Husks

Tortoise Shell

Ogre olfactory organs

Monstrous Creature

Elemental Creatures: Most monstrous beings are of an elemental nature. As such, they are magickal in origin, though they may or may not have any magickal properties of interest to sorcerors and alchemists.

Daemonic Creature: The tissues and fluids of all monstrous beings of a daemonic nature yield derivatives of significant magickal properties.

Undead Creature: Lesser undead animated by sorcery do not yield derivatives with magickal properties. Carrion, ghoul, liche, vampire, and wight tissues are valued as reagents. Aethyrial substances of ghosts, specters, and wraiths, while extremely difficult to collect, have great alchemical value.

Divine Creature: The tissues, fluids, and aethyrial substances of all monstrous beings of a divine nature yield derivatives of significant magickal properties.

Chaotic Creature: The tissues, fluids, and aethyrial substances of all Chaos creatures yield derivatives of powerful but inconsistent and unreliable magickal properties.

Amoeba Maximus: giant amoeba (slow, but powerful, acid; no effect on metal or mineral, but dissolves plant and animal substances easily)

Basilisk Eye:

Bog Octopus: ?

Fibrous Crystal: Not a crystal at all, but the flexible, durable transparent fleshy tissues of the Chameleoleech. (Illusion)

Aetities: gagites from giant eagle (medicinal)

Mundane Herbal

Oak Resin: tartar of oak sap, combined with asbeston, iron, and quyksilvir

Bloodsedge Resin: tartar of bloodsedge sap and fibers

Live Ash: calcinate of heartwood, coal, and pitch

Ironroot: calcinate of willow root, iron, and brimstone

Black Potter

Choreous indigo

Magical Herbal

White Limna

Gemnella

Apthous

Leprous Substance (Impure, Mundane): Almost all Leprous Airs, Fires, and Waters are Common Reagents -- inexpensive and easily-obtainable. Even the less common of these substances are required in such small quantities for alchemical purposes that the cost is negligible. On the other hand, some Leprous Earths are difficult and expensive to refine, and are valuable for other uses than alchemy (ie, iron for weapons and gold for jewelry and coin).

Leprous Airs: Includes a wide variety of airs, vapors, and gases.

Leprous Fires:

Leprous Waters: alcohol

Leprous Earths

Minerals: Clay, Clabrous Crystal

Asbeston: Lodestone* (magnetite), Magnesium*, Phosphorus*, Arsenic (Orpiment)*, Sulphur (brimstone)*, Sal armoniac*, Mercury (quiksilver)*

Rare Earth (Minerals)

Metals: Metallic Glass*, Cuprum (Copper)*, Isen (Iron)*, white iron, gray iron, specular iron (crystalline), Tin*, Lead*, (Mercury* -- a mineral?), Silver*, Gold*, pinchbeck*: false gold

Rare Metal

Gems: Though prized for their beauty, naturally-occurring gems rarely have any alchemical value, since they are formed from impure substances. Noble Gems, on the other hand -- gems formed artificially from noble minerals -- are extremely valuable in the manufacture of magickal artifacts, since magickal properties may adhere to them for extended periods.

Chaotic Earths:

Noble Substance (Pure, Magical)

Noble Airs:

Noble Fires:

Solifick Light:

Lunifick Light:

Asterick Light:

Noble Waters:

Water of Archeus: solution of life principle in noble water (healing, curing disease)

Water of Ambrosia: sweet, superbly nourishing solution of assorted animal and herbal extracts (nourishment)

Aqua Tofana: solution of orpiment (deadly toxin)

Aqua Fortis: solution of noble elements and Aethyr Salt (strong acid)

Aqua Regia: solution of noble elements and Void Salt (exceptionally strong acid)

Noble Earths

Noble Metal: Used for magickal artifact enchantments and some alchemical compounds.

Noble Metal: Used for magickal artifact enchantments and some alchemical compounds.

True Copper

True Iron

True Tin

True Lead

True Mercury

True Silver

True Gold

Noble Gems: Used for magickal artifact enchantments and some alchemical compounds.

Noble Warpstone: Void True Elements are refined from this substance.

True Element: The four Mundane Elements (Earth Air, Fire, Water) are relatively easy to refine. Aethyr (Magic) and Void (Raw Chaos) are exceptionally difficult to refine and capture in a stable form, and Void is, in addition, extremely dangerous to work with. However, since aethyr and void salts, sublimates, spirits, and essences are crucial reagents in many rituals and compounds, master alchemists are often well-stocked, and well-compensated, for these products.

Toxin

Deleriant

VenomSorcery Spell and Ritual Lists

Spells

Listings Format

Runes: Runes which must be engraved upon the wizard's focus in order to cast the spell or ritual. Combined with the "I Wizard" runes on the focus, the casting reagents, and the mystical state in the caster created by spoken phrases and silent meditations upon the essences and aethyrs represented by the runes, the runes complete the magickal sentence which triggers the unleashing of the desired magical effect.

Spell/Ritual Name: Spell or ritual title. Often a rough translation of the rune significations.

Discipline/ Level: Type of magick discipline casting and mastery level of the spell/ritual.

Preparation: Rounds required to prepare for ritual castings (rituals only). Typically 1d6+3 rounds.

Magick Points: Magick point cost for casting.

Range: Maximum distance from caster that spell effect can be delivered. Typically a number of yards equal to the character's Base Magick Points Score (indicated as "BMP yds."). NA = Not Applicable.

Area of Effect: Maximum area affected by casting. In some cases defined as an area or volume of space; in others defined as the subject or target that may be affected.

Reagents: All spells and rituals require reagents. Casters are assumed to have ample supplies of Common Reagents. Extraordinary and True Elemental Reagents are marked with an asterisk (*). Supplies and expenditures of Extraordinary and True Elemental must be recorded. (See Chap. 2a, "Alchemical Reagents," page ??.)

Resistance: Conditions of Magickal Resistance Test, if allowed for the casting.

Rationale: Pseudo-technical gobbletygook explaining basic principles of the casting's effect. Charming fantasy color, and a guideline for player and GM interpretations of the casting and its effects.

Magick Effects: What the spell/casting does, in game and roleplaying terms.

Spell Commentaries

At the end of the castings lists for each discipline, a section of spell commentaries offers additional background information and interpretation guidelines for various spells and rituals. These commentaries fall into three categories:

Background: Known history of the spell or ritual.

Notes: Player and GM guidelines for interpreting the casting's magical effects.

Variants: Similar castings that might be encountered in a Warhammer campaign, at the GM's discretion.

Spell Variants

For some spells we suggest some variants of the listed spells that might be encountered in some WFRP campaigns. CAUTION! We have not tested these variants in play. We may add them to the official lists at some future date, but in the meantime, use your judgement about whether they belong in your campaign. These are just suggestions to encourage creative experimentation on your part. Even if you never introduce

any variants to your campaign, Realm of Sorcerous Magick provides plenty of magick spells and rituals for a nifty fantasy roleplaying campaign.

NPC Use: The GM may allow NPCs to use these variants. Hedgewizards with eccentric masters or academic sorcerors of foreign or primitive cultures might be expected to have different spells and rituals from those the player characters have learned. The GM should adapt restrictions on the castings (Magick Point cost, Range, Magick Effects, etc.) to suit his fancy.

PC Use: If the GM wishes to permit use of variants to player characters, full spell descriptions must be prepared by the players and/or the GM, and approved for use by the GM. (See below under "Adding New Spells and Rituals to Your Campaign.") **WARNING!** Beware of potential abuses of new and untested spells. Be prepared to alter or delete any variants which produce excessively powerful magickal effects for relatively low cost. (See "Staging Magick," page ??, for hints on controlling inflation of magickal powers in your campaign.)

Adding New Spells and Rituals to Your Campaign

These lists are by no means a complete listing of all the spells and rituals in the Warhammer World. Nosirree. There are jillions of sorcerous spells and rituals out there, just waiting to be discovered by intrepid adventurers and diligent researchers. These are just the castings most likely to be learned by wizards in the Old World, either because they are easy and reliable, or really useful, or thought by the magickal guilds and academies to be essential examples of the spellcasting art. We are going to publish lots and lots of new spells every chance we get, partly because you want them, and partly because we like to whip them up. Watch for future WFRP supplements and articles in White Dwarf. We also suspect you're going to make up your own spells and rituals. We love the idea. We couldn't stop you if we tried. Here are some suggestions for avoiding the kinds of trouble that introducing homemade spells and rituals can produce in your campaign.

1. Beware the power-mad rules chiseling impulse. Even nice players sometimes wish they had a cheap "Enemies Explode" spell that always works and kills every nasty thing for miles around. When introducing a new spell, make sure it is neither cheaper nor more effective than any other spell currently allowed in your campaign.

2. Encourage new spells and rituals which satisfy roleplaying needs more than wargaming needs. In general, any time a player wants a spell that is less powerful and more expensive than currently available spells, but is somehow essential to his sense of his character's role as a spellcaster, it's probably a safe bet. For example, if a player wants a spell that links him with an animal familiar ("Oh, c'mon...pleeease? ALL wizards have familiars..."), but the spell effects are no more powerful than a modest petty spell, try to find a way to permit him a little toad guy to stick in his pocket and talk to on long wilderness campfire watches.

Symbol Key

Risk of Casting Injury

Risk of Harmful Side Effects

May be cast into a Lesser or Great Circle

May be cast into a Lesser or Great Triangle

May be cast into a Lesser or Great Square

Petty magic Spells

1. Bond Elements

Discipline/ Level: Petty Ritual

Preparation: 1d6+3 rounds

Magick Points: 2

Range: BMP yds.

Duration: 2d6+6 turns

Area of Effect: 1yd. radius sphere max.

Reagents: Elemental Sublimates*

Resistance: None

Temporarily binds solid objects together. When magick effect ends, magick bond ends. Living substances cannot be bonded. Non-living plant or flesh bodies (i.e., wood, cloth, meat) can be bonded. Sorcerous undead may be affected by Bond Elements. A door or lid temporarily sealed shut with this ritual is as durable

as the material surrounding the magickal bond. Typical uses for magical glue include emergency repairs, fastening ropes to sheer surfaces, improvising tools, setting time-delayed booby-traps, and so forth. Physically separate Bonded materials as for "Breaking Down Doors," WFRP, p. 77. The bond has the Toughness and Damage of the weakest substance of the bonding. Reversing of this ritual permanently dispels the bonding effect. The caster may not interrupt and reestablish the bond without casting further Bond Elements rituals, nor may he interrupt his own bonding effect without a reverse casting of the ritual.

2. Deepsleep

Discipline/ Level: Petty Spell
Preparation: None
Magick Points: 2
Range: Touch
Duration: 1d6+3 turns
Area of Effect: one victim
Reagents: Common, 1/20 dose deleriant
Resistance: None/WP

Projects a Deepsleep suggestion through a physical contact with the subject's body. For three rounds the victim is drowsy, but awake. All Initiative, WS, BS, and skill tests are taken at a -20 penalty. At the end of three rounds, victims may test to resist at the GM's discretion. If spell takes effect, victim falls into a deep, magical sleep, and cannot be aroused by normal means (shaking, loud noises, etc.). Victim awakens if he receives a wound (or if violently affected in some other manner, at the GM's discretion). If cast when a victim would not normally fall asleep (ie, while in combat, in conversation, or other vigorous activity), the victim may resist the suggestion. If cast when a victim plausibly might fall asleep (ie, on watch, alone in a comfortable chair, while exhausted), the victim usually does not resist. Affects only creatures with minds similar in nature and complexity to that of the caster. Most man-sized intelligent humanoids are affected normally. Other animals, monstrous creatures, magical beings, giants, etc. are generally not affected.

3. Detect Magick

Discipline/ Level: Petty Spell
Preparation: None
Magick Points: 1
Range: Self
Duration: Instantaneous
Area of Effect: BMP yds. radius
Reagents: Common
Resistance: None

Reveals the presence of sorcerous and divine spell, ritual, and artifact magical effects in the area of effect. Does not indicate sorcerors, priests, or other beings with the ability to do sorcery (except beings of a magickal nature, like dragons and demons). Does not indicate an unblessed cult token. Does indicate permanent and temporary holy ground. Does indicate the presence of runes, and therefore reveals a sorceror's focus, thaumaturgic forms, and other enchanted artifacts, whether currently active or inactive. Like Sense Magick skill, not subject to skill check. The Divine Detect Magick Petty Spell is similar in effect. The spell does not detect Spirits of the living, which are aethyrial, but not magickal, in their nature, nor does it detect magickal potential as measured by Magick Points. This spell is not blocked by mundane substances. A caster may detect a magick object that is not visible; in this case he would have no notion of its nature or form other than its presence and approximate location. Powerful aethyrial disturbances (daemons, some greater artifacts, warpstone, Void portals and gates, etc.) may obscure lesser magickal effects from this spell. One strategy for foiling this spell would involve keeping "noisy" magickal effects in the vicinity. Manifest False Aethyr (Illusionist 3rd level) masks magickal effects from Detect Magick.

4. Rend Flesh !?!

Discipline/ Level: Petty Spell
Preparation: None

Magick Points: 3
Range: BMP yds.
Duration: Instantaneous
Area of Effect: One Victim
Reagents: Common
Resistance: None

Causes 1 hit (d6 wounds) at Strength 2 in location chosen by caster. Subtract victim's Toughness, but not armor protection. Animated undead (skeletons, zombies, mummies, etc.) are affected. Etherial undead are not affected. Substantial beings with magical natures (dragons, unicorns, etc.) and magical beings which take on fleshly forms (elementals, daemons, etc.) test to resist effects. A roll of natural 6 does NOT permit chance of extra damage.

WARNING: Risk of Casting Injury!

5. Distract Awareness

Discipline/ Level: Petty Spell
Preparation: None
Magick Points: 1
Range: MP x 2yds.
Duration: 1d6+3 rounds
Area of Effect: One victim
Reagents: Common
Resistance: None/WP

Caster projects into the mind of the victim a vague impression of an unseen danger threatening from the flank or the rear. Victim feels certain something is there, even if it can't be seen. Distraction from this non-existent threat causes a -30 penalty to Initiative and -10 penalty to WS and BS for duration of effect. Animals may not test to resist. Stupid humanoid and intelligent beings unfamiliar with magick may test to resist at the GM's discretion. GM may choose to test Intelligence to determine whether an individual being is smart enough to test to resist the spell's effects. Beings familiar with magick may test to resist each round. A successful WP test ends spell effects.

6. Distract Memory

Discipline/ Level: Petty Spell
Preparation: None
Magick Points: 3
Range: BMP yds.
Duration: 1d6+3 turns
Area of Effect: one victim
Reagents: Common
Resistance: None/WP

Caster superimposes a mental block against recall of events that have occurred in the past turn (1 minute). This does not create or alter memories, but interrupts them by triggering in the victim a common memory fault -- "drawing a blank," as folks say. Victim cannot recall the events of the previous minute. Victim is certain that he remembers just what happened, except, that, well, for some reason, it's, just, uh.... When the spell effect ends, the victim remembers events normally. Animals, monstrous beings, and stupid humanoid may not test to resist. Intelligent beings may test to resist at the GM's discretion. A successful WP test ends spell effects.

7. Lesser Circle

Discipline/ Level: Petty Ritual
Preparation: 1d6+3 rounds for form; +3 rounds per castings' runes inscribed
Magick Points: 4 (+4 per extension)

Range: NA
Duration: 24 hours (extendible)
Area of Effect: 2 yd. square; 3 yd. high
Reagents: Void Salts
Resistance: NA

A thaumaturgic circle may be inscribed with runes of certain spells and rituals (see list). The Caster may charge the circle with such spells and rituals as he knows, and the circle will retain the spell or ritual effects, discharging them only when a living being enters the circle's area of effect. Creating a thaumaturgic form requires three steps:

1. inscribing the form pattern,
2. inscribing the rune inscription upon the form pattern, and
3. casting the form ritual, when spells or rituals are stored in the form and the form is activated by the completion of the form ritual.

8. Lesser Pentagram

Discipline/ Level: Petty Ritual
Preparation: 1d6+3 rounds; +3 rounds per spell or ritual
runes inscribed
Magick Points: 4 (+4 per extension)
Range: NA
Duration: 24 hours (extendible)
Area of Effect: 2 yards square; 3 yards high
Reagents: Void Salts, Elemental Sublimates
Resistance: None

Protects those within its bounds from elementals and daemons of 25MP or fewer. Elemental and daemonic beings may not cross the boundaries of the pentagram, nor may cause harm by physical or magical means across those boundaries. The pentagram's duration may be extended 24 hours per each extra 4 MP cast into the form when it is activated. Summoning elementals and daemons without a pentagram receives a -50 penalty to WP for the Control test.

9. Perceive Spirit

Discipline/ Level: Petty Spell
Preparation: None
Magick Points: 2
Range: Self
Duration: 1d6+3 rounds
Area of Effect: BMP yds. radius
Reagents: Common
Resistance: None

Caster is aware of living beings (plant or flesh) and magical beings with 1 or more Base Magic Points within area of effect. This includes all humanoid creatures (as listed in the WFRP Bestiary), and most living animals and monsters of Intelligence 10 or greater. Creatures are not distinguished by species or individual; caster perceives only the vague, indistinct Spirit source itself. Distance and direction are not indicated accurately enough to permit casting spells against perceived but unseen opponents. This spell is not blocked by mundane substances. A caster detecting a Spirit source within the range of the spell, but beyond a solid physical barrier, would know only a Spirit's presence and approximate location. Most animated undead (skeletons, zombies, mummies, etc.) possess bound spirits, and may be detected by this spell, but a corpse animated without a spirit (ie, a golem or corpse robot) will not be detected. This spell is also useful for detecting the presence of aetherial beings (ghosts, fairies, and divine beings) or magical beings not presently manifesting a substantial body (eg., daemons in aetherial form).

10. Powerlink Artifact

Discipline/ Level: Petty Ritual
Preparation: 1d6+3 rounds
Magick Points: 1
Range: touch being and artifact
Duration: Indefinite
Area of Effect: one being
Ingredients: Aethyr Salts*
Resistance: None

Links the subject's Spirit with the runes of magickal artifacts, permitting the subject's magickal power to activate the artifact's enchantments. This ritual is necessary to link a sorcerer with his focus, or to link any being with a Lesser or Greater Enchanted Artifact. The focus (i.e., sorcerer's staff), Lesser Artifact, or Greater Artifact becomes Active and is linked to the magic points reservoir of the subject, permitting a focus to be used to cast spells and rituals, and Lesser or Greater Artifacts to be powered by a linked user's MP. When Powerlinked with a focus, Lesser Artifact, or Greater Artifact, Magick Points are automatically drained from the Powerlinked subject to power the item's magickal effects when the linked user activates the artifact. If an Artifact is activated "on standby," the draining of the magick points to power the magick effect is automatic and involuntary. Non-sorcerers require the services of a sorcerer to link them with magickal artifacts they possess. Typically the services are provided for a small fee (10-100GC), though among friends, trusted acquaintances, and hirelings, the services are generally free of charge. Most artifacts may be linked to no more than one user at a time. A user remains powerlinked to the artifact indefinitely, until he dies, or the artifact is destroyed, or the artifact is linked to another user, or the ritual is reversed upon the linked artifact and user. Once powerlinked to a user, an artifact is Active, and is sensed as magickal with the Sense Magick skill or a Detect Magick spell. Typically an artifact must be in flesh contact with the user to draw magickal power from the user, but some exceptional artifacts may be powered if within the user's Spirit field, or in rare cases, from remote locations via links through the Void.

11. Summon Elemental Node

Discipline/ Level: Petty Ritual
Preparation: 1d6+3 rounds
Magick Points: 5
Range: Base MP yds. (to control)
Duration: 1d6+3 minutes
Area of Effect: one elemental node
Reagents: Elemental Sublimates
Resistance: None

An elemental node of one of the four Elemental Domains (Earth, Air, Fire, Water) is summoned from the Aethyr. The caster tests to Control the elemental. If successful, the node is bound to the caster's service for the ritual duration, and may be commanded to perform tasks at the caster's request. The response of the node to each command is determined by Service tests against the node's Faithful and Vengeful scores. Summoning nodes as at a +60 bonus to WP for Control test. The GM may require additional tests against the elemental's INT to determine how well the caster's commands are understood. Only one elemental node per caster mastery level may be summoned and in the service of an elemental at any one time. Other careers are limited to a maximum of one node summoned at a time.

WARNING: Risk of Casting Injury!

12. Toughen Flesh

Discipline/ Level: Petty Spell
Preparation: None
Magick Points: 1
Range: BMP yds.
Duration: 1d6+3 minutes
Area of Effect: one flesh being
Reagents: Common

Resistance: WP

Adds 1 point of Toughness for duration of spell. Effects reduce flexibility and dexterity of subject, causing -20 point penalty to Initiative and Dexterity and a -1 point penalty to Movement. Subject may test to resist at the end of each round. Successful test removes all spell effects.

WARNING: Chance of Harmful Side Effects! When spell effect ends, test vs. Toughness x 10. If failed, suffer Exhaustion for 1d6+3 turns.

13. Vaporbloom

Discipline/ Level: Petty Spell

Preparation: None

Magick Points: 1

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: 4yd. radius sphere

Reagents: Common

Resistance: None

Summons many air nodes from Aethyr into a relatively compact sphere, forming a small cloud. Within the cloud:

Visibility is 2 yards maximum.

Melee combat within the cloud is at a -30 penalty to WS.

Standard and Run movements require INIT and INIT-10 tests respectively. Failure of a test may result in a stumble or collision with an obstacle, with game effects at the GM's discretion according to surface underfoot and potential obstacles in the cloud.

Vaporblooms are similar in appearance to more potent spell effects like Toxicbloom, Lungfirebloom, and Corrsionbloom, making them popular bluffs for hedgewizards posing as big-time sorcerors. However, many animals, monsters and humanoids are too dumb to be bluffed, and brighter creatures aren't likely to be fooled more than once. A character with Alchemical Lore can immediately identify a Vaporball as harmless with a single sniff.

14. Voidsend Message

Discipline/ Level: Petty Ritual

Preparation: 1d6+3 rounds

Magick Points: 4

Range: Indefinite

Duration: 1 round

Area of Effect: chosen focus of caster

Reagents: Void Salts*

Resistance: None

Two or more foci are treated with Void Salts. Then, when the Voidsend Message ritual is completed, a pinhole through the Void links the foci. Words spoken in the presence of the focus held by the caster may be heard at the location of the other Void-Salt-treated foci. A spoken message of 10 seconds duration can be spoken at the caster's focus, and heard at the same volume at the location of other Void-Salt-treated foci. The range is theoretically infinite, though in practice instabilities in the Void medium limit the range to 1d100 miles.

15. Burning Blade

Discipline/Level: Petty Spell

Magick Points: 4

Range: touch

Duration: 1d6+3 rounds

Area of Effect: palm-sized area

Reagents: fire sublimate*
Resistance: none

Binds a fire elemental node to a surface and ignites it. Fire extinguished at end of duration. If bound to a hand-held weapon, attacks are at +1 Strength, with an additional 1d4 damage to flammable targets, and are effective against creatures affected only by magical weapons. If bound to a flammable surface, does 1d4+1 damage each round. If bound to a non-flammable surface, burns without fuel for duration.

WARNING: Risk of Casting Injury!

16. Discorporate Flesh

Discipline/ Level: Petty Spell
Preparation: None
Magick Points: 2
Range: BMP yds.
Duration: Instantaneous
Area of Effect: One Victim
Reagents: Common
Resistance: None

Causes 1d3+1 wounds at Strength 2 in location chosen by caster. Subtract victim's Toughness, but not armor protection. Animated undead (skeletons, zombies, mummies, etc.) are affected. Etherial undead are not affected. Substantial beings with magical natures (dragons, unicorns, etc.) and magical beings which take on fleshly forms (elementals, daemons, etc.) test to resist effects. A roll of natural 6 does NOT permit chance of extra damage.

17. Aethyr Shock

Discipline/ Level: Petty Spell
Preparation: None
Magick Points: 2
Range: BMP yds.
Duration: Instantaneous
Area of Effect: One Victim
Reagents: Deleriants (1/20 dose)
Resistance: WP

Subject tests WP to resist. If test is failed, subject's spirit is stunned for following round, and may take no action but parrying or fleeing for that round. Hand-to-hand opponent of aethyr-shocked subject may leave combat without fleeing IF notified of spell effects in time AND IF the subject fails to resist. Undead, magickal beings (ie, daemons, elementals), monstrous creatures, and giant-sized humanoids are not affected. Normal creatures and man-sized humanoids are affected.

WARNING: Risk of Casting Injury! Level 1 Spells:

Battle Magic Spells

Level 1 Spells:

1. Accelerate Flesh

Discipline/Level: Battle Magick 1 Ritual
Preparation: 1d6+3 round
Magick Points: 4
Range: touch condensers with focus
Duration: 1d6+3 turns

Area of Effect: one subject
Reagents: air & fire herbal condensers
Resistance: None

A potion charged by the ritual is immediately drunk by the subject. The magickally-altered reagents combine with the subject's blood and flesh, temporarily enhancing his speed and reactions. Subject's Move is increased by +1, and Initiative is increased by +20.

WARNING: Chance of Harmful Side Effects! When spell effect ends, test vs. Toughness x 10. If failed, suffer Exhaustion for 2d6+6 turns. If Accelerate Flesh, Accelerate Self, or Fleshfrenzy are cast upon an Exhausted character, the character is affected by both the casting's bonuses AND Exhaustion's penalties.

2. Accelerate Healing

Discipline/Level: Battle Magick 1 Ritual
Preparation: 1d6+3 rounds
Magick Points: 4
Range: touch subject with focus
Duration: 1d6 rounds
Area of Effect: one subject
Reagents: earth and water herbal condensers
Resistance: None

For each round of duration the ritual heals 1 wound point. If interrupted during the healing, the ritual is spoiled, and magickal healing ends immediately. Effective for most humanoids and warm-blooded creatures; at the GM's discretion, it may be less effective or ineffective with exotic humanoids or monstrous beings. Magical beings with fleshy bodies (eg, daemons and elementals) are affected; aethyrial beings are not. Automatically stops terminal bleeding. Wounded beings already treated with herbal healing receive no benefits from this spell, and wounded beings treated with this spell receive no benefits from herbal healing.

3. Command

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 3
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: one victim
Reagents: Deleriant (1/20 dose)
Resistance: WP at GM discretion

Caster imposes a short imperative compulsion in victim's conscious mind. This is a shallow mental compulsion, not subtly woven into victim's deeper thoughts and impulses, and not rationalized for the victim, thus easily detected as mental tampering, and resisted. Caster slips a six-syllable command into the victim's mind. Must be in a language the victim understands. In the first round the victim unquestioningly treats the command as if it were his own thought, and does what it tells him to do. In subsequent rounds, the victim may consider the command. If the command seems like a perfectly normal thought for him to have, he may continue doing what it tells him to do, without trying to resist. Unsuspecting victims are less likely to resist than victims familiar with magickal compulsion, and anticipating such tampering. If the victim doubts the wisdom of the command, he may test to resist each round. PCs, being adventurers and naturally cautious and suspicious, often deserve a test to resist this spell. A successful WP test ends the spell effects. Victims commanded to injure themselves or companions, or to damage or abandon prized possessions, are most likely to test to resist. Victims unaware of the presence of enemies, and dim-witted humanoids like orcs and goblins, are least likely to test to resist. When in doubt, test against the victim's INT, with appropriate modifiers reflecting the nature of the command, as a guide to whether the victim is suspicious of the command and deserves to test to resist.

4. Excite Enmity [Hostility?]

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 4
Range: BMP yards
Duration: instantaneous
Area of Effect: one subject
Ingredients: fire herbal condensers
Resistance: WP

Stimulates subject's hostility toward a specified being, species, nationality, or race while suppressing the inhibitions of the subject's conscious mind. The behavior of the subject depends on the emotions the caster chooses to excite. The caster declares the being, species, nationality, or race as the object of the subject's hostility, and which emotion, Animosity, Frenzy, or Hatred, he wishes to excite in the subject. The subject MAY CHOOSE to test vs. WP to resist; if the test is successful, the spell has no effect. If the individual fails to resist, he is immediately overcome with Animosity, Frenzy, or Hatred for the duration of the spell, just as if he had failed a Cool test for the Animosity, Frenzy, or Hatred Standard Tests (see WFRP, p. 67, 68 and 69, respectively). At the end of the spell's duration, the Animosity, Frenzy, or Hatred ends, and the spell has no further effect. If the affected subject is normally subject to an Animosity, Frenzy, or Hatred test, even without the added incitement of this spell, the Animosity, Frenzy, or Hatred continues to the end of the encounter.

5. FarSleep

Discipline/Level: Battle Magick 1 Spell
Magick Points: 4
Range: BMP yards
Duration: 1d6+3 turns
Area of Effect: one subject
Reagents: 1 dose deleriant*
Resistance: None/WP

For 3 rounds the subject is drowsy, but awake. All Initiative, WS, BS, skill, characteristic, and standard tests receive a -40 penalty. At the end of the third round of effect, the subject may test vs. WP to resist at the GM's discretion. If the test is passed, no further effect. If the test is failed, subject falls into a deep, magickal sleep, and cannot be roused by normal means (eg, shaking, loud noises, etc.). Subject awakens if he receives a wound (or if violently affected in some other manner, at GM discretion). If cast when a victim would not normally fall asleep (ie, while in combat, in conversation, or other vigorous activity), the victim may resist the suggestion. If cast when a victim plausibly might fall asleep (ie, on watch, alone in a comfortable chair, while exhausted), the victim usually does not resist. Affects only creatures with minds similar in nature and complexity to that of the caster. Most man-sized intelligent humanoids are affected normally. Other animals, monstrous creatures, magical beings, giants, etc. are generally not affected.

6. Fireball

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 2 per fireball
Range: BMP yards
Duration: instantaneous
Area of Effect: one victim
Reagents: Fire sublimates
Resistance: None

One or more fire nodes are conjured and propelled toward a target. One fireball per level per round may be cast at a single target within range. A fireball causes 1d10 wounds at Strength 1 immediately on a randomly determined body location. Damage is reduced by armor but not by Toughness. Flammable targets also

suffer an additional 1d4 wounds in that location. Creatures subject to fear of fire or magic must make a Fear test (WFRP, p. 68). Fireballs are magic missiles. Targets of fireballs may attempt to dodge the blast by testing against Initiative. If successful, the character takes only half damage. If cast at an object, structure, or non-fleshy body, damage is reduced to 1d4 wounds, with additional 1d4 wounds of fire damage if the object, structure, or non-fleshy body is flammable.

WARNING: Risk of Casting Injury!

7. Flight Minor

Discipline/Level: Battle Magick 1 Spell

Preparation: None

Magick Points: 3 (+3MP per extension)

Range: Caster

Duration: 1 round (extendible)

Area of Effect: Caster

Reagents: Durable Air*

Resistance: None

The caster summons and is borne by a horde of air elemental nodes. The caster commands and coordinates the movement of the nodes instinctively through a mental link between his Spirit and the nodes. The caster is carried up to 48 yards in any direction. Flight may be sustained for additional rounds by expending 3 MP per round, but no action other than flight is permitted during these rounds. Caster may also tow and guide two Levitated characters; hands of Flying caster and Levitated character must be securely clasped. The caster may carry up to half his normal, non-penalty encumbrance while in flight (see Armor and Encumbrance WFRP, page 75). Attempts to carry more may end in disaster. Straight-line or gentle curve maneuvers are fairly simple. Fancy flying requires skill and dexterity, and the GM may assess one or more Initiative tests, according to the complexity of the proposed maneuvers. Flying takes concentration. Fliers cannot use magical devices, or drop bombs, or relay intelligence reports -- they are too busy keeping the air nodes under control and on course. Fliers carrying more than half their normal encumbrance may be required to make Initiative tests at -50 penalties or more, according to the weight and bulk of the encumbrance. Failed testers may be cheerfully and colorfully killed using the Falling rules (WFRP, page 75). At his discretion, the GM may rule more modest penalties for very simple, very short, very desperate flights.

8. Harmonize Minds

Discipline/Level: Battle Magick 1 Spell

Preparation: None

Magick Points: 2 MP

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one victim

Reagents: Deleriants (1/20 dose)

Resistance: None

Rationale: Caster allows his mind to slip into sympathy with the flow of the victim's thoughts. By resting gently on the surface of the thoughts, and not attempting to steer the thoughts or tamper with them, the caster avoids announcing his presence to the victim. The caster is aware of the thoughts and impressions of the victim's conscious mind for the duration of the spell. If the victim is speaking, the caster will know the victim's words as he speaks. The caster will also know whether the victim's spoken words are thought by the victim to be true or false, or whether the victim is consciously trying to conceal or misrepresent the truth. If the victim is not speaking, the caster will know the nature of the victim's conscious thoughts in the form of a stream of more-or-less coherent phrases. Victims aware of this probing caster may fool the caster, as one may fool a lie detector machine, by passing an INT test.

9. Lesser Square

Disc/Level: Battle Magick 1 Ritual
Preparation: 1d6+3 rounds for square; +3 rounds per spell or ritual runes inscribed
Magick points: 4 (+ 4MP per each 24-hour period of extended duration)
Range: NA
Duration: 24 hours (extendible)
Area of Effect: 2 yd. square; 3 yd., high
Ingredients: Void Salts
Resistance: NA

A thaumaturgic square may be inscribed with the runes of certain spells and rituals (see list). The caster may charge the square with such spells and rituals as he knows, and the square will retain the spell or ritual effect, discharging them only when a living being enters the square's area of effect. Creating a thaumaturgic square requires three steps:

1. inscribing the form pattern,
2. inscribing the rune inscriptions upon the pattern,
3. casting the form ritual, when all spells and rituals are stored in the form; the form is activated by the completion of the ritual

By placing his focus across a boundary of a square, the caster may permit travel across that boundary without triggering the stored spell or ritual effects.

10. Lesser Triangle Ritual

Discipline/Level: Battle Magick 1 Ritual
Preparation: 1d6+3 rounds for triangle; +3 rounds per spell or ritual runes inscribed
Magick points: 4 (+ 4MP per each 24-hour period of extended duration)
Range: NA
Duration: 24 hours (extendible)
Area of Effect: 2 yards square; 3 yards high
Ingredients: Void Salts*
Resistance: NA

The caster places reversed castings of spells and rituals into the thaumaturgic triangle. The reversed spell and ritual effects are then stored in the triangle until the area of effect is contacted by a corresponding magickal effect. The entrance of the corresponding effect triggers a discharge of the reverse magick effect, which cancels the incoming magickal effect. Creating a thaumaturgic triangle requires three steps:

1. inscribing the form pattern,
2. inscribing the rune inscriptions upon the pattern,
3. casting the form ritual, when all reversed spells and rituals are stored in the form; the form is activated by the completion of the ritual

Triangles may be inscribed with runes of certain spells and rituals (see list). The caster may charge the triangle with the reverse castings of any spells and rituals as he knows, and the circle will retain the cancelling spell or ritual effects, discharging them only when the corresponding magick effect contacts the triangle's area of effect. Each reversed casting charged into a triangle will cancel the effects of one casting. Reversed castings will only cancel the effects of the standard casting of their own spell or ritual (ie, a reverse casting of DeepSleep will cancel a casting of Deepsleep, but not a casting of any other spell or ritual). When a spell effect contacts a thaumaturgic triangle and triggers a reverse effect, the spell effect is completely cancelled -- not just in the area of the triangle. When a reversed casting cancels the effects of an incoming spell or ritual, it is expended from the triangle.

11. MuscleMight

Discipline/Level: Battle Magick 1 Spell
Preparation: None

Magick Points: 2
Range: touch subject with focus
Duration: 1d6+3 rounds
Area of Effect: one subject
Reagents: earth herbal condenser
Resistance: None

The subject's Strength is increased +1 for the duration of the spell effect. Not stackable.

12. PainMind

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 4
Range: BMP yards
Duration: Instantaneous
Area of Effect: one subject
Reagents: Deleriants (1/20 dose)
Resistance: WP

Rationale: Caster projects an impression of agonizing pain in the conscious mind of the victim. The victim's mind may recognize the pain as unreal, and ignore the effect; otherwise, the victim is briefly overcome by the

painful sensations. Subject tests WP to resist. If resistance is successful, spell has no effect. If resistance fails, subject involuntarily retreats (as if pushed back after losing a round of combat), is stunned for the remainder of this round and for 1d3 further rounds, and may do nothing but parry for the duration of the effect. (Attackers do not receive WS bonus for pushing the subject back.) This spell has no effect on creatures with Toughness 6 or greater. Neither sorcerous nor divine undead are affected by this spell.

WARNING: Risk of Casting Injury!

13. SpiritShield

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 1
Range: Self
Duration: 1d6+3 rounds
Area of Effect: See below
Reagents: Aethyr Salts*
Resistance: None

Reforms the bulk of the Spirit into a shield-like field which magickally resists an attack perceived by the caster. Reduces damage of a single physical attack (melee or missile) by 1 point. Effective only against an attack to the front or side of the caster, and only if the attack is perceived by the caster. Does not protect vs. rear attacks, or against other attacks not perceived by the caster. Can be used in conjunction with a physical weapon parry. Against enchanted weapons, the SpiritShield is especially effective, reducing damage by 1 point and dissipating the arcane energies of the enchanted weapon, negating its magickal effects.

14. Toxicbloom

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 3
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: 6 yds. radius sphere

Reagents: 1 dose of a specific toxin*
Resistance: None

Identical to effects of Vaporbloom (Petty Sorcery). In addition, in the second and subsequent rounds, any being remaining within the bloom for more than one round is affected as with a single dose of the specific toxin (WFRP pp. 81-82) used as a reagent. Victims are affected by only one dose, regardless of time exposed to the ToxinBloom. The caster specifies the toxin before casting, and must have the appropriate toxin ingredient to produce a toxic effect. In the first round victims may either instinctively hold their breath (test INIT), or try to exit the cloud. They may not attempt both. Those who have already performed actions in Initiative order during the round cannot either hold their breath or try to exit the cloud.
WARNING: Risk of Casting Injury

15. WildWind

Discipline/Level: Battle Magick 1
Preparation: None
Magick Points: 3
Range: BMP yards (Special)
Duration: 1d6+3 rounds (Special)
Area of Effect: Special
Reagents: Air Sublimates*
Resistance: None

Rationale: A horde of air elemental nodes are summoned and controlled to form a buffeting wind. A lateral column of wind is created 6 yards wide, extending BMP yards from caster. Missile fire in the area of effect is at a -50 penalty to BS. Victims are staggered in the first round, must fight to maintain balance, and may perform no other actions. In subsequent rounds, victims must test STR x 5 to move toward caster at 1/2 standard rate maximum. Other movement is not affected. The caster may swing the column of wind from side to side or up and down up to 90' each round. Newly affected victims fight for balance in first round, then move toward caster at reduced rate, and only if they pass STR x 5 test. This spell can cause immeasurable mischief in settled districts, particularly in enclosed spaces. The effect is similar to a mini-hurricane, scattering light objects everywhere. The GM should improvise additional damage and disorder to the setting according to the circumstances.

16. Accelerate Self

Discipline/Level: Battle Magick 1 Spell
Preparation: none
Magick Points: 4
Range: touch condensers with focus
Duration: 2d6+6 rounds
Area of Effect: caster
Reagents: air & fire herbal condensers
Resistance: None

Caster's Move is increased by +1, and Initiative is increased by +20. (Similar to Accelerate Flesh, but caster transmits spell effects through his own spirit. No potion, no ritual, no risk of Harmful Side Effects.)
WARNING: Risk of Casting Injury!

17. Earthball

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 2 per earthball
Range: BMP yards
Duration: instantaneous

Area of Effect: one victim
Reagents: earth sublimates
Resistance: None

One or more earth nodes are conjured and propelled toward a target. One earthball per level may be cast at a single target within range. An earthball causes 1d10 wounds at Strength 3 immediately on a randomly determined body location. Damage is reduced by Toughness, but not by armor. Earthballs are magic missiles. Targets of earthballs may attempt to dodge them by testing against Initiative. If successful, the character takes only half damage.
WARNING: Risk of Casting Injury

18. Iceball

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 1 per iceball
Range: BMP yards
Duration: instantaneous
Area of Effect: one victim
Reagents: water sublimates
Resistance: None

One or more water nodes are conjured and propelled toward a target. Just before striking the target, the water freezes and shatters into thousands of tiny needle-sharp ice shards. One iceball per level may be cast at a single target within range. An iceball causes 1d3 wounds at Strength 0 (ie, 1d3 wounds). For purposes of critical hit location, damage is to the head (since the eyes are most vulnerable to this attack). Iceballs are magic missiles. Targets of iceballs may attempt to dodge them by testing against Initiative. If successful, the character takes only half damage.

19. Lightball

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 1 per lightball
Range: BMP yards
Duration: instantaneous
Area of Effect: one victim
Reagents: air sublimates
Resistance: None

One or more air nodes are conjured and propelled toward a target. One lightball per level may be cast at a single target within range. A lightball blinds its victim for one round; if more than one lightball is cast, victim is affected by that many lightballs. Lightballs are magic missiles. Targets of lightballs may attempt to dodge each lightball cast at them by testing against Initiative for each lightball. For each successful test, the character has dodged one lightball, and is not blinded by it. Any lightballs not dodged blind the target for one round, as described above.

20. Levitate [Float?]

Discipline/Level: Battle Magick 1 Spell
Preparation: None
Magick Points: 1 (+1MP per extension)
Range: touch
Duration: 1 round (extendible)
Area of Effect: man-sized subject or object
Reagents: Durable Air*

Resistance: WP (at subject's option)

The subject or object is borne up by a horde of air elemental nodes, becoming effectively as buoyant and weightless as a soap bubble. The subject or object may be thrown or shoved about as far as a soap bubble -- that is, not very far. However, it may be towed or pushed easily. The subject or object must be no greater in dimensions or weight than a normal human with clothing and light trappings. No armor or shields may be borne; no more than two hand-weapons or one large weapon may be borne. Air nodes will simply refuse to lift any subject or object heavier or larger than the spellcaster. One or two characters affected by this spell may link hands with a spellcaster affected by the Flight Minor or Flight Major spells and may be towed and guided through the air as in flight. If the spellcaster crashes, so do the towed characters, who suffer damage from falling as does the crashing spellcaster. (See the Flight Minor spell). One or two man-sized cargoes may also be towed and guided by the spellcaster. Characters or cargoes separated from the guiding spellcaster float aimlessly for the duration of the Levitate spell, then crash to the ground and take Falling damage. The spellcaster cannot aim them like bombs; they crash to the ground at the GM's convenience. Move is reduced to 0; WS, BS, and Init. are reduced to 05 for characters affected by a Levitate spell. Flying spellcasters who successfully grapples (see WFRP, page 119) a Levitated opponent may drag him into the air, intending to abandon the victim there to plunge to his doom when the Levitate effect ends. However, if the opponent passes an Initiative test, he may cling to the flying spellcaster so that both crash to the ground together when the Levitate spell effect ends.

21. Detect Magick Trance

Discipline/ Level: Battle Magick 1 Ritual

Preparation: 1d6+3 rounds

Magick Points: 2

Range: Self

Duration: 1d6+3 turns

Area of Effect: BMP yds. radius

Reagents: Common

Resistance: None

The caster enters a light trance, during which he can detect magick as with the Petty spell. (See page ??.) While in this trance he is blind to the Material Realm, though his other senses are not affected. While in the trance, he may move and act as a blind person (eg, he may be led by another, and may instinctively dodge an anticipated attack). The caster may interrupt the effect at any time; if he does, the trance ends, and may not be resumed without recasting the ritual.

Level 2 Spells:

1. Aethyrward

Discipline/Level: Battle Magick 2 Spell

Preparation: None

Magick Points: 4

Range: Caster

Duration: 1d6+3

Area of Effect: Caster

Reagents: Aethyr Salts*

Resistance: None

The caster forms an Aethyrward, shaping his Spirit into a single, coherent magickal shield against physical attacks. One front or side attack per round may be automatically parried, reducing damage by 1d6+3 points. Against enchanted weapons, the Aethyrward is especially effective, reducing damage by 1d6+3 points and dissipating the arcane energies of the enchanted weapon, negating any magickal effects associated with the artifact. (The Aethyrward itself takes the form of an intensifying of the Spirit body along the surface of the caster's palm. To an observer, it appears as if the caster is parrying blows and missiles with hand gestures.

When an attack is blocked, there is a brief flash of light at the caster's palm, representing the energy magically dispersed with the parrying of the attack.)

2. DimWit

Discipline/Level: Battle Magick 2 Spell
Preparation: None
Magick Points: 3
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: one victim
Reagents: Deleriants (1/10 dose)
Resistance: WP

The caster triggers a chain of scrambled communications between various parts of the mind, causing odd and impulsive behaviors similar to those expected from very stupid beings. The victim may test vs. WP to resist. If successful, the spell has no effect. If failed, the victim is immediately overcome with Stupidity for the duration of the spell, just as if he had failed an Intelligence test to avoid Stupidity (see WFRP, p 71). Roll each round against the Stupidity Chart (WFRP, p. 71) to determine the affected victim's actions.

3. Excite Panic

Discipline/Level: Battle Magick 2 Spell
Preparation: None
Magick Points: 4
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: one subject
Reagents: Deleriants (1/10 dose)
Resistance: WP

The caster triggers a panic reflex in the subject. The subject impulsively flees from real or imagined threats. The subject may test vs. WP to resist. If successful, the spell has no effect. If failed, the victim is overcome with panic, and flees as if fleeing from combat (see WFRP, "Fleeing," page 119). The subject flees from the most dangerous beings or circumstances in sight, or, if nothing dangerous is in sight, he flees from an imagined danger in the direction he was facing when affected by the spell. All tests against Intelligence, Will Power, Cool, or Leadership are automatically failed for the duration of the spell. If attacked in melee while fleeing, the reflex of self-defense permits the subject to test vs. Cool to stand and attack and defend himself normally. However, when no longer attacked in melee, the subject will once again flee until the spell's duration is ended.

4. Flight Major

Discipline/Level: Battle Magick 2 Ritual
Preparation: 1d6+3
Magick Points: 5 (+5 per extension)
Range: Caster
Duration: 1d6+3 rounds (extendible)
Area of Effect: Caster
Reagents: Air elemental sublimates*
Resistance: None

As with Flight Minor, the Level 1 Battle spell, but the reward for the bearing air nodes is more generous, and their cooperation of longer duration. The caster is borne in flight up to 48 yards each round in any direction. No action other than flight is permitted during these rounds. Duration may be extended for additional periods of 1d6+3 rounds at the cost of 5 MP per extension. The caster may carry up to half his normal, non-penalty

encumbrance while in flight (see Armor and Encumbrance, WFRP, page 75). Attempts to carry more often end in disaster.

5. Greater Pentagram

Discipline/Level: Battle Magick 2 Ritual
Preparation: 2d6+6 rounds
Magick points: 6 (+4 per extension)
Range: NA
Duration: 24 hours (extendible)
Area of Effect: area 4x4 yds. square, 3 yards high
Reagents: Void Salts*, Elemental Sublimates*
Resistance: None

This thaumaturgic form creates a structure of magickally-charged Void energies which defends the caster from attacks of daemons and elementals by aethyrial wards conforming to the boundaries of the inscribed pentagram. Protects the caster from elementals and daemons of 100 WP or fewer. Elemental and daemonic beings may not cross boundaries of the pentagram, nor may cause harm by physical or magickal means across those boundaries. The pentagram's duration may be extended 24 hours per each extra 4 MP cast into the form when it is activated. The form pattern and runes of a Greater Pentagram may be erased by the caster after the form is activated. The duration of a Greater Pentagram with erased form pattern and runes is a maximum of 4 hours, but it is not detectable by visual search. Summoning elementals and daemons without a pentagram receives a -50 penalty to WP for the Control Test. (See Chapter 2c: Forms and Summonings, page ?? for a detailed discussion of thaumaturgic forms, pentagrams, and daemon and elemental summonings.)

6. Inspire Heroism

Discipline/Level: Battle Magick 2 Ritual
Preparation: 1d6+3
Magick Points: 4
Range: Special
Duration: 1d6+6 minutes
Area of Effect: one subject
Reagents: preserved Hero Blood*, fire and earth
herbal condensers
Resistance: None

A potion charged by the ritual is immediately drunk by the subject. The magickally-catalyzed reagents combine with the subject's blood and flesh, temporarily giving him heroic attributes. The subject's WS & BS are temporarily increased by +10, and the subject gains 1d6+3 extra wounds for the duration of the magickal effect.

WARNING: Chance of Harmful Side Effects! When spell effect ends, test vs. Toughness x 10. If failed, suffer Exhaustion for 2d6+6 turns. Other WS-, BS-, and wounds-enhancing spells, rituals, alchemical compounds, and enchanted artifacts have no effect on characters affected by this ritual, and effects of this rituals have no effect on characters affected by other WS-, BS-, and wounds-enhancing spells, rituals, alchemical compounds, and enchanted artifacts. [[EDITORS: This would be a good piece of boiler plate to attach to all such WS-, BS-, and wounds-enhancing spells.]]

7. Lightning

Discipline/Level: Battle Magick 2
Preparation: None
Magick Points: 2 per bolt
Range: BMP yards
Duration: 1 round

Area of Effect: one subject
Reagents: Air and Fire Sublimates*
Resistance: None

The caster draws electrical energy from neighboring air and fire nodes and directs it at a target. The nodes along the path to the target transfer the electrical energy to the subject. One lightning bolt per caster level per round may be cast a single target within range. A lightning bolt causes 1d10 wounds at Strength 4 immediately on a randomly determined body location, disregarding armor. Flammable targets also suffer 1d8 wounds in that location, regardless of armor. Creatures subject to fear of fire or magic must make a Fear test (WFRP, p. 68). Lightning bolts are magic missiles. Victims of lightning bolts may attempt to dodge the bolts by testing against Initiative. If successful, the character takes only half damage.
WARNING: Risk of Casting Injury!

8. Lungfirebloom

Discipline/Level: Battle Magick 2
Preparation: None
Magick Points: 5
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: 4 yard radius sphere
Reagents: corrosive compounds
Resistance: None

Air and water nodes are summoned into a small cloud as with the Vaporbloom and Toxicbloom spells. Several nodes summoned at the caster's focus are imprinted with the corrosive compounds magically consumed and sublimated at the focus. These imprinted nodes then are dispatched throughout the bloom to infest the other nodes with the corrosive compounds which attack the breathing organs of the victim, causing great pain and hemorrhaging. Effects identical to those of Vaporbloom (Petty Sorcery spell). In addition, in the second and subsequent rounds, any being remaining within the bloom for more than one round receives one hit (1d6 points) to the body at Strength 3, regardless of armor, but reduced by Toughness, for each additional round he remains within the bloom. Victims are affected by only one dose of toxins, regardless of time exposed to the Lungfirebloom.
WARNING: Risk of Casting Injury!

9. Mystic Mist

Discipline/Level: Battle Magick 2 Spell
Preparation: None
Magick Points: 4
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: BMP yards in diameter
Reagents: air and water sublimates*
Resistance: None

A host of air and water nodes are summoned as a thin cloud of damp mist 3 yards high and BMP yards in diameter. The mist may then be commanded to move at a maximum of 10 yds. per round in a direction indicated by the caster, or, if the mist remains within BMP yards of the caster, and if continuously controlled by the caster, the mist moves at his bidding. If the caster takes any actions (ie, moves, parries, attacks, casts a spell), control is interrupted, and the mist continues as directed when control was interrupted. The mist limits visibility to 4 yards. Run movement requires a Risk test. Other movement and melee combat are not affected.

10. Precipitate Plasm

Discipline/Level: Battle Magick 2 Spell
Preparation: None
Magick Points: 3
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: 4 yard x 3 yard area
Reagents: Void Salts*
Resistance: None

A section of the boundary between mundane space and the Void is separated from its matrix and temporarily manifested in the Material Realm. The substance of the boundary manifests as a coherent sheet of adhesive, fibrous, semi-solid material called plasm. A one-foot-thick thick sheet of plasm 4 yards by 4 yards appears within range of the caster. The caster may orient the sheet at any angle relative to his position. The sheet of plasm remains suspended as it appears until the magick effect ends. A being in contact with the adhesive plasm must test vs STR x 5 to pull free of the plasm sheet. A being may move through the plasm sheet at Standard Rate if he tests vs. STR x 5; if he fails, he fails to penetrate the plasm, and is trapped at the point of first contact for the remainder of the round. Movement through the plasm sheet does not damage the sheet itself. The substance of a sheet of manifested plasm is similar to wads of freshly-chewed bubble gum reinforced by numerous strands of elastic dental floss. The surface is extremely sticky, adhering to anything that comes into contact with it. A plasm sheet obscures vision, and blocks arrows, bolts, sling stones, and other small missiles. The sheet itself cannot be moved by physical force; it is firmly rooted in the Void. The substance can be parted or pressed through by vigorous actions, but it closes up immediately afterward.

11. Sap Will

Discipline/Level: Battle Magick 2 Spell
Preparation: None
Magick Points: 4
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: one victim
Reagents: Deleriants (1/10 dose)
Resistance: WP

The caster stimulates feelings of doubt and uncertainty in the victim's mind, weakening the victim's will, and preventing the victim from putting full effort into his actions. The subject may test against WP. If successful, the spell has no further effect. If failed, the victim's WP is reduced by -20, and Strength and Toughness are reduced by -1 each for the duration of the spell. Most mundane humanoid beings and most animals of intelligence 10 or greater are similarly affected by this spell. Magical and aethyrial beings (daemons, elementals, divine spirits, etc.) are not affected, since their minds are insufficiently similar to humanoid minds.

12. Shatter Elemental Bonds

Discipline/Level: Battle Magick 2 Spell
Preparation: None
Magick Points: 5
Range: Strike with focus
Duration: Instantaneous
Area of Effect: point of contact
Reagents: Earth Elemental Sublimate
Resistance: None

Earth nodes struck by the focus are commanded to loosen the bonds binding their substance. Only solid objects are affected. Living things are not affected because of the distinctive bonds of substance and Spirit common to living matter. The caster strikes a door, wall, or other solid object with his focus, and the

equivalent of 1D3 hits at Strength 10 are caused at that point, as if damaging a section of wall or a door as described in Buildings and Doors (WFRP, p. 77).

13. Fleshfrenzy

Discipline/Level: Battle Magick 2 Ritual
Preparation: 1d6+3
Magick Points: 4
Range: touch condensers with focus
Duration: 1d6+3 turns
Area of Effect: one subject
Reagents: air & fire herbal condensers
Resistance: None

Subject gains an additional attack per round, his Move is increased by +2, his Initiative is increase by +20, and he is subject to Frenzy for the duration of the spell. Caster becomes hyperactive and aggressive. Test against Cool to resist impulse to attack any enemy or threatening creature or being in sight. If none such in sight, test against Cool to search out or pursue possible enemies or threatening creatures or beings. (Reminder: A reverse casting of the ritual will end the magick effects.)

WARNING: Chance of Harmful Side Effects! When spell effect ends, test vs. Toughness-2 x 10. If failed, suffer Exhaustion for 2d6+6 turns, AND subject becomes permanently subject to Hatred against species, race, nationality, cult, or individual of the character's most recent opponent, at the GM's discretion. If Accelerate Flesh, Accelerate Self, or Fleshfrenzy are cast upon an Exhausted character, the character is affected by both the casting's bonuses AND Exhaustion's penalties.

WARNING: Risk of Casting Injury!

14. Shatter Flesh

Discipline/ Level: Battle Magic 2 Spell
Preparation: None
Magick Points: 3
Range: BMP yds.
Duration: Instantaneous
Area of Effect: One Victim
Reagents: earth and fire sublimates*
Resistance: None

An earth node cast at a target is exploded into fragments. Causes 1d10 wounds at Strength 3 in location chosen by caster. Damage is not reduced by victim's Toughness or armor protection. Animated undead (skeletons, zombies, mummies, etc.) are affected. Etherial undead are not affected. Substantial beings with magical natures (dragons, unicorns, etc.) and magical beings which take on fleshly forms (elementals, daemons, etc.) test to resist effects. A roll of natural 6 does NOT permit chance of extra damage.

WARNING: Risk of Casting Injury!

15. Scald Flesh

Discipline/ Level: Battle Magic 2 Spell
Preparation: None
Magick Points: 3
Range: BMP yds.
Duration: Instantaneous
Area of Effect: One Victim
Reagents: water and fire sublimates*
Resistance: None

A water node cast at a target is burst into steam. Causes 1d10 wounds at Strength 1 in location chosen by caster. Damage is not reduced by victim's Toughness or armor protection. Animated undead (skeletons, zombies, mummies, etc.) are NOT affected (pain is major component of damage; structural tissue damage is relatively superficial). Etherial undead are not affected. Substantial beings with magical natures (dragons, unicorns, etc.) and magical beings which take on fleshly forms (elementals, daemons, etc.) test to resist effects. A roll of natural 6 does NOT permit chance of extra damage.

16. Aethyr Grapple

Discipline/ Level: Battle Magic 2 Spell
Preparation: None
Magick Points: 4 to cast; 1 or more per round
Range: BMP yds.
Duration: Special
Area of Effect: One Victim
Reagents: water and fire sublimates*
Resistance: WP

The caster projects his spirit into a wrestling match with the victim's spirit. The victim may test WP-20 to resist each round. If successful, the spell has no further effect. If failed, the caster may drain the victim's magickal reservoirs. For each MP spent per round by the caster, the victim's CMP is reduced by 1 MP. The caster must spend at least 1 MP per round, and may spend a maximum of 10 MP per round. The spell effect continues until the caster fails to spend at least 1MP to sustain it. Neither the caster nor the victim may take any action other than resisting or sustaining the spell for the spell's duration. If the victim OR caster is reduced to zero CMP by this spell, the character is aethyr-shocked for 1d6+3 rounds, is stunned, and may take no action but parrying or fleeing for those rounds.
WARNING: Risk of Casting Injury!

Fleshfrenzy Self spell?

Level 3 Spells:

1. Cause Instability

Discipline/Level: Battle Magick 3 Spell
Preparation: None
Magick Points: 5
Range: a focus in contact with the caster
Duration: instantaneous
Area of Effect: BMP yards
Reagents: Void Salts
Resistance: WP

The caster releases a brief, intense pulse of aethyrial energy through his Spirit, disturbing the equilibrium of the voidmembrane along the surface of the caster's Spirit. Energy flux may be into or out of the Material Realm, affecting creatures from the Void in an unpredictable manner. All beings subject to instability within range of the caster's focus test vs. WP or become unstable. Roll 1d6 and consult the Instability Table (see Chapter 2a, "Terms/Rules," page ??). Note: The aethyrial fields (Spirits) of beings from beyond the mundane world often spontaneously trigger instabilities in the membrane separating our world from the Void. This spell exaggerates this natural tendency, making the voidmembrane exceptionally sensitive to the aethyrial disturbances called instability. Elementals are not subject to instability. Daemons, divine entities, and divine undead are subject to instability.
WARNING: Risk of Casting Injury!

2. Chaos Wormhole

Discipline/Level: Battle Magick 3 Spell
Preparation: None
Magick Points: 5
Range: focus
Duration: 1d6+3 rounds
Area of Effect: 2 yard diameter sphere
Reagents: Void Salts
Resistance: None

The caster opens a temporary pinhole through the voidmembrane into the Void. Through this pinhole a number of minute vortices are everted from the Chaos Realm into the Material Realm, and from the Material Realm into the Chaos Realm. Contact between these vortices of Chaos and mundane matter results in destructive disordering of the mundane matter. A Chaos pinhole opens at the tip of the caster's focus. From the pinhole a mass of minute vortices form a two-yard-diameter sphere of destruction. In the first round the wormhole forms at the tip of the caster's focus, and may be directed to move 2d6 yards in a direction chosen by the caster. In subsequent rounds the wormhole moves 1d6 yds in a random direction (roll 1d12), damaging anything it touches along its path. Any object, surface, or being that contacts the sphere of destruction receives 3d6 points of damage, regardless of armor, but reduced by Toughness. Note: Matter contacted by one of the writhing tendril-like vortices surrounding the Chaos pinholes is abruptly disorganized, sometimes causing the matter to explode into its component substances, liquids, and gases, sometimes causing solid matter to liquify and swirl like boiling porridge, sometimes causing the matter to disappear into the pinhole. The pinhole is accompanied by a loud, piercing, squealing noise caused by the violent flow of matter from the mundane world into Chaos, and the sharp sizzling as the vortices destroy bits of mundane matter. The flux of mundane matter into Chaos through the pinhole causes ossification of Chaos, a condition as greatly dreaded by beings of Chaos as the destructive effects of Chaos are to the mundane world. This effect prevents Chaos beings from using the pinhole as a conduit to our plane, though its presence unfortunately may serve as a landmark to beings searching for potential points of entry into our world. The vortex itself looks a little like the halo of lightning tendrils formed around a Van Der Graf generator, with the tendrils flicking and dancing about, spitting bits of disordered matter and sizzling whenever it touches anything.

WARNING: Risk of Casting Injury!

3. Corrosionbloom

Discipline/Level: Battle Magick 3 Spell
Preparation: None
Magick Points: 5
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: 6 yards radius sphere
Reagents: common, corrosive compounds
Resistance: None

Air and water nodes are summoned into a small cloud as with the Vaporbloom, Toxicbloom, and Lungfirebloom spells. Several nodes summoned at the caster's focus are imprinted with the corrosive compounds magically consumed and sublimated at the focus. These imprinted nodes then are dispatched throughout the bloom to infest the other nodes with the corrosive compounds. These compounds combine with the water nodes, causing a dramatically accelerated process of rust and corrosion to metal objects. Identical to effects of Conjure Vaporbloom (Petty Sorcery). In addition, in the second and subsequent rounds any exposed metallic object remaining within the bloom for more than one round is weakened by corrosion. Weapons crumple and collapse when a 5 or 6 is rolled on the 1d6 damage roll in combat. Metal shields or weapons used for a successful parry will crumple and collapse on a roll of 5 or 6 on a d6. When metal armor is struck in a location where 5 or more points of damage have been delivered (regardless of damage reduced by Toughness), the armor crumples and collapses on a roll of 5 or 6 on a d6. If subjected to stress, other metal items will crumple and collapse on a roll of 5 or 6 on a d6. This effect on

metal is permanent, and may not be reversed by metalsmithing or other physical means, or by reversing the spell. Enchanted metal objects are NOT affected.

WARNING: Chance of Harmful Side Effects! When spell is cast, test vs. Toughness x 10. If failed, suffer Mildly Toxic effects (1d3 wounds disregarding Toughness and armor).

4. Darken Reflection

Discipline/Level: Battle Magick 3 Spell

Preparation: None

Magick Points: 4

Range: touch with focus

Duration: 1d6+3 rounds

Area of Effect: 10 yards diameter sphere

Reagents: air and earth sublimates*

Resistance: None

The caster summons air nodes to form a spherical shell around the tip of the focus. The nodes reflect a significant portion of light from the surface of the sphere, making the surface appear as a mirror to outside observers, while not interfering with the vision of those within the sphere, though the inner surface of the sphere appears to shimmer slightly. Objects and magical effects may pass through this spherical surface without interference. Since much light is reflected away from the interior of the sphere, the interior is only dimly lit from exterior light, though this does not significantly affect the clarity of vision for observers looking from within the sphere outward. Light sources within the sphere, such as torches or lanterns, illuminate the interior of the sphere, and may be seen dimly from the exterior as dull points of light.

5. Enchant Lesser Armor

Discipline/Level: Battle Magick 3 Ritual

Preparation: 1d6+3 rounds

Magick Points: 2 MP per armor enchanted

Range: touch with focus

Duration: 1 hour

Area of Effect: 1 item per 2 MP

Reagents: Essential Earths*

Resistance: None

A temporary enchantment placed on a non-living object absorbs and deflects the energy from attacks, making armor more effective. The caster performs the ritual, brings his focus in contact with the Essential Earths, then immediately touches the items to be affected with the focus. For each 2 MP spent, the value of one piece of armor is increased by 1 armor point for the duration of the spell. No piece can be increased by more than one point (ie, the ritual's effect is not stackable). Each of the following is defined as one piece of armor for the purposes of this ritual: shield, mail shirt, sleeved mail shirt, mail coat, sleeved mail coat, mail coif, breastplate, plate or mail arm bracer, plate or mail legging, helmet, leather jerkin, leather jack, leather coif. The leather jerkin, leather jack, and leather coif are increased from 0/1 armor points to 2 full armor points by this spell. Enchanted armor, whether permanently enchanted, or temporarily enchanted, cannot be further enchanted by this ritual.

6. Enchant Lesser Weapon

Discipline/Level: Battle Magick 3 Ritual

Preparation: 1d6+3 rounds

Magick Points: 3

Range: touch with focus

Duration: 1 hour

Area of Effect: 1 weapon

Reagents: Essential Earths*

Resistance: None

A temporary enchantment placed on a weapon discharges aethyrial energy at the point of contact with a target, weakening the target and increasing the damage done. The caster performs the ritual, brings his focus in contact with the Essential Earths, then immediately touches the weapon to be affected with the focus. The affected weapon does +1 damage for the duration of the spell. The weapon is also effective against magickal creatures, if enchanted weapons are necessary to injure the magickal creature. Enchanted weapons, whether permanently enchanted, or temporarily enchanted, cannot be further enchanted by this ritual.

7. Ensorcel Mind

Discipline/Level: Battle Magick 3 Ritual

Preparation: 1d6+3 rounds

Magick Points: 5

Range: BMP yards

Duration: indefinite

Area of Effect: one victim

Reagents: Deleriants

Resistance: WP

The caster stimulates pleasure centers in the victim's brain, associating great pleasure with the caster's influence, and making the victim extremely suggestible to statements and commands of the caster. The victim desires to remain near the caster, and wishes to serve him. The victim treats the caster like a trusted superior, and attempts earnestly to follow any commands of the caster. As long as the victim remains in range of the caster's Spirit, the ensorcelment is reinforced. The victim's loyalty is not complete; if told to believe something unbelievable, or told to follow a command that conflicts with the victim's personal beliefs or threatens his welfare, the victim may make a WP test to resist and terminate the magickal ensorcelment. If the victim leaves the caster's range of influence (BMP yards), the victim may make a WP test to terminate the magickal ensorcelment. The victim may test WP at least once a day to resist and terminate the magickal ensorcelment, usually when the caster goes to sleep, but, at the GM's discretion, at any other time when the victim is confronted with circumstances which cause him to suspect that he may be ensorcelled. For example, if a victim is ordered to attack a former ally to defend the caster, the victim is entitled to a WP test. At the GM's discretion, the victim may receive more than one WP test per day, if circumstances warrant.

8. Excite Terror

Discipline/Level: Battle Magick 3 Spell

Preparation: None

Magick Points: 4

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one victim

Reagents: Deleriants

Resistance: WP

The caster triggers intense terror in the mind of the victim while suppressing the will of the victim's conscious mind to resist the emotions. The victim may test vs. WP to resist; if the test is successful, the spell has no effect. If the victim fails to resist, he is immediately overcome with Terror for the duration of the spell, just as if he had failed a Cool test to resist Terror (see WFRP, p 72). He makes all tests vs. Cool at a -20 penalty for the duration of the spell, and gains +1 Insanity points. At the end of the spell's duration, the Terror ends, and the spell has no further effect.

9. Freeze Mind

Discipline/Level: Battle Magick 3 Spell
Preparation: None
Magick Points: 4
Range: BMP yards
Duration: indefinite
Area of Effect: one subject
Reagents: Deleriants
Resistance: WP

The caster tricks the flow of thoughts and sensations in the mind of the subject, replaying over and over again a fraction of a second of experience. The subject stops in his tracks, unaware of the passage of time or events around him. His mind ignores all sensations during the spell, even acute pain and discomfort. The subject may test vs. WP to resist the spell's effects. If the test is successful, the spell has no further effect. If the test fails, the subject's mind is frozen in the moment, and his muscles become rigid, holding the body in its current position as if paralyzed. Once affected by the spell, the subject remains frozen in mind and position until his muscles and mind become exhausted and he collapses. Test against Toughness x 5 at the end of each hour after the spell takes effect. If the subject fails, he collapses, and the spell's effect is broken, leaving the victim prone, but once again in possession of his mind and body. If the test passes, the subject remains frozen. The victim affected by this spell is a STATIC target for melee attacks (see WFRP, p. 116).

Notes: Ironically, the Tougher the subject, the longer he resists collapsing -- and the longer he is paralyzed by the spell. Another method of interrupting the effects of this spell is rendering the subject unconscious, either by physical blows, or, more prudently, with a DeepSleep spell. When the victim regains control of his body and mind, he is unaware of the intervening events and passage of time, just as if time had stopped for him during the spell's duration.

10. Greater Circle

Discipline/Level: Battle Magick 3 Ritual
Preparation: 2d6+6 rounds for circle; +3 rounds per spell or ritual runes inscribed
Magick points: 6 (+ 4MP per each 24-hour period of extended duration)
Range: NA
Duration: 24 hours (extendible)
Area of Effect: area 4x4 yds. square, 3 yards high
Ingredients: Void Salts*
Resistance: NA

This thaumaturgic form erects a structure of void energies into which a caster places magickal effects. The magickal effects are then held in the energy matrix until the area is entered by a being with a spirit, whose entrance triggers a discharge of the magick effect. Circles may be inscribed with runes of certain spells and rituals. The caster may charge the circle with such spells and rituals as he knows, and the circle will retain the spell effects, discharging them only when a being enters the circle's area of effect. The circle's duration may be extended 24 hours per each extra 4 MP cast into the form when it is activated. The form pattern and runes of a Greater Circle may be erased by the caster after the form is activated. The duration of a Greater Circle with erased form pattern and runes is a maximum of 4 hours, but it is not detectable by visual search. Not all spell and ritual effects can be stored in a thaumatugic circle. See the list of permitted spells and rituals in "Spell Commentaries" below. (See Chapter 2c: Forms and Summonings, page ??, for a detailed discussion of the thaumaturgic circle.)

[Editors: Could place a table of all spells and rituals usable with thaumaturgic forms in the Chapter 2c section. Don't want the list here; bad reading and reference!]

11. Precipitate Plasm Bridge

Discipline/Level: Battle Magick 3 Ritual
Preparation: 1d6+3 rounds
Magick Points: 6

Range: touch of caster's focus
Duration: 1d6+6 minutes
Area of Effect: 12 yard x 6 yard area
Reagents: 4 measures each Void Salts and Earth
sublimates
Resistance: None

A section of the boundary between the Material Realm and the Void is separated from its matrix and temporarily manifested in the Material Realm. The substance of the boundary manifests as a coherent sheet of adhesive, fibrous, semi-solid material called plasm. The surface and structure of the plasm is stabilized and reinforced by elemental earth, producing a smooth, non-adhesive, durable surface suitable for use as a temporary bridge. A one-foot-thick sheet of reinforced plasm up to 36 yards long and up to 12 yards wide expands from a point at the tip of the caster's focus. The caster may orient the sheet at any angle relative to his position. The sheet of reinforced plasm remains suspended where it is placed until the magick effect ends. Since the sheet of reinforced plasm may be oriented at any angle relative to the caster, and since the sheet remains suspended in place without external support, it may be improvised for use as a barrier, a wall, a ramp, etc. In the round immediately preceding the reabsorption of the plasm back into the Void (ie, the disappearance of the sheet), the plasm vibrates and becomes transparent -- the only warning one receives of the plasm's impending disappearance. When placed on a thaumaturgic form, the effect conforms to fit the form pattern (rather than forming at the caster's command). If Lesser or Greater Squares are linked (ie, touching), the effect may conform to other squares to the limits of its area of effect. The substance of a sheet of reinforced plasm is similar in texture and durability to seasoned oak (Toughness 8, Damage 30), but of a bright green color with a luminous sheen. Even when punctured, the surface closes up afterward in 1d6 rounds. The sheet itself cannot be moved by physical force; it is firmly rooted in the Void. While forming, a sheet will not displace solid or living matter, but will displace fire, water, or air. A sheet will not form around an obstacle; it stops expanding from the caster when it encounters a solid obstacle. [[illustration?]]

12. Speak in Mind

Discipline/Level: Battle Magick 3 Spell
Preparation: None
Magick Points: 3
Range: Caster
Duration: 1d6+3 rounds
Area of Effect: BMP yards
Reagents: Deleriants (1/20 dose)
Resistance: WP

The caster forms thoughts and projects them through his Spirit into the mind of another being. The being's mind processes the thoughts as if they were its own, though the mind recognizes the thoughts as having been introduced from another source, as if someone were speaking directly into the being's mind, phrased in the being's own language and imagery, in a voice similar to the being's own voice. Each round the caster may form thoughts and project them into the mind of a single being in range. A new being may be chosen in each succeeding round. The caster's projected thoughts are limited to phrases which may be stated verbally in six seconds. The target being instinctively translates the transmitted thoughts into terms he can best understand. Concepts beyond his comprehension are translated as incomprehensible jibberish. This spell is effective only with beings which have speech. Animals and other speechless beings perceive the projected thoughts as incoherent noise. The GM may judge how comprehensible projected thoughts are to their receivers. For example, "Give up! You're surrounded," projected into the mind of a goblin will translate exactly, but "Hey, that's cruel and dishonorable!" is likely to be misunderstood by a goblin as praise and admiration.

13. Voidlink Message

Discipline/Level: Battle Magick 3 Ritual
Preparation: 1d6+3 rounds

Magick Points: 6
Range: Indefinite
Duration: 1d6+3 turns
Area of Effect: chosen focus of caster
Reagents: Void Salts
Resistance: None

Two or more focuses are treated with Void Salts. Then, when the Voidlink Message ritual is completed, a pinhole through the Void links the focuses. Words spoken in the presence of the focus held by the caster may be heard at the location of the other Void-Salt-treated focuses. Similar to Voidsend Message, a Petty spell, but of longer duration. For the duration of the magick effect, messages spoken at any of the caster's Void-Salt-treated focuses may be heard at the same volume at the location of other Void-Salt-treated focuses. The range is theoretically infinite, though in practice instabilities in the Void medium limit the range to 1d100 miles.

14. Winddeflection

Discipline/Level: Battle Magick 3 Spell
Preparation: None
Magick Points: 4
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: the subject
Reagents: Air Sublimates
Resistance: None

Air nodes are summoned and commanded to deflect aerial objects away from the caster. Deflects all minor missiles (arrows, crossbows, thrown weapons) OR one major missile (ballista bolt, giant-propelled boulder, etc.) from the caster per round. The caster must elect whether to deflect all minor missiles OR one major missile at the beginning of each round. This spell does not provide any protection against magical missiles like Fireballs, Lightning, or enchanted arrows. This spell offers no protection to companions nearby, since the air nodes are compelled to divert the missiles away from the subject only. Cannot be used to direct missiles toward another target.

15. Precipitate Fiery Plasm

Discipline/Level: Battle Magick 3 Spell
Preparation: none
Magick Points: 6
Range: touch of caster's focus
Duration: 1d6+3 rounds
Area of Effect: 6 yard x 4 yard area
Reagents: 2 measures each Void Salts and Fire sublimates
Resistance: None

A section of the boundary between the Material Realm and the Void is separated from its matrix and temporarily manifested in the Material Realm. The substance of the boundary manifests as a coherent sheet of adhesive, fibrous, semi-solid material called plasm. The surface and structure of the plasm is cloaked by elemental Fire, producing a burning barrier. A one-foot-thick thick sheet of fiery plasm up to 6 yards long and up to 4 yards wide expands from a point at the tip of the caster's focus. The caster may orient the sheet at any angle relative to his position. The sheet of fiery plasm remains suspended where it is placed until the magick effect ends. Any being or material coming in contact with the surface of the plasm receives 1d4 damage points at Strength 3, with 1d4 additional points of damage if the material is flammable. A being may attempt to move through the fiery plasm sheet at standard rate if he tests vs. STR x 5; if he fails, he is trapped at the point of first contact for the remainder of the round. In subsequent rounds he must tests vs. STR x 5 to move through or to withdraw from the fiery plasm sheet. Each round that he is in contact with the

fiery plasm sheet he takes damage as described above. The sheet of fiery plasm may be oriented at any angle relative to the caster, and remains suspended in place without external support. In the round immediately preceding the reabsorption of the fiery plasm back into the Void (ie, the disappearance of the sheet), the fiery plasm vibrates and becomes transparent -- the only warning one receives of the fiery plasm's impending disappearance. When placed on a thaumaturgic form, the effect conforms to fit the form pattern (rather than forming at the caster's command). If Lesser or Greater Squares are linked (ie, touching), the effect may conform to other squares to the limits of its area of effect. The substance of a sheet of fiery plasm is similar to wads of freshly-chewed bubble gum reinforced by numerous strands of elastic dental floss and coated with burning oil. The surface is extremely sticky, adhering to anything that comes into contact with it. A fiery plasm sheet obscures vision, and blocks arrows, bolts, sling stones, and other small missiles. The sheet itself cannot be moved by physical force; it is firmly rooted in the Void. The substance can be parted or pressed through by vigorous actions, but it closes up immediately afterward. While forming, a sheet will not displace solid or living matter, but will displace fire, water, or air. Fiery plasm cannot be extinguished by normal means; if submerged in water, the fiery plasm causes no damage, but continues to burn. A sheet will not form around an obstacle; it stops expanding from the caster when it encounters a solid obstacle. [illo?]

16. Aethyrblast

Discipline/ Level: Battle Magick 3 Spell
Preparation: None
Magick Points: 8
Range: BMP yds.
Duration: Instantaneous
Area of Effect: all subjects within range
Reagents: Deleriants (1 dose)
Resistance: WP

All subjects within range test WP to resist. If test is failed, the subject's spirit is stunned for 1d3 rounds, and may take no action but parrying or fleeing for that round. Hand-to-hand opponents of aethyr-shocked subject may leave combat without fleeing IF notified of spell effects in time AND IF the subject fails to resist. Undead and magickal beings (ie, daemons, elementals) are not affected. Normal creatures and man-sized intelligent beings are affected. Monstrous creatures and giant-sized humanoids are affected, but receive a +40 bonus to their WP test to resist.

Note: All subjects within range, INCLUDING companions and allies of the caster, are affected. The caster may not choose to avoid affecting any creature within range.

WARNING: Risk of Casting Injury!

17. Voidflare

Discipline/Level: Battle Magick 3 Spell
Preparation: None
Magick Points: 8
Range: focus
Duration: instantaneous
Area of Effect: victim touched by focus
Reagents: Void Salts
Resistance: None

The caster channels a momentary pinhole from the Void through the voidmembrane to the tip of his focus. Mundane matter touched by this pinhole is violently disordered. Any object, surface, or being contacted by the focus receives 2d6+6 points of damage, regardless of armor, but reduced by Toughness. Any target within 2 yards is touched automatically. The target may not parry, but may dodge; a successful dodge reduces damage by 1d6 points. Man-sized targets are thrown 1d3 yards by the blast and stunned for one round, during which they may take no other action than parry. Giant-sized targets are pushed back 1 yard. The caster himself also receives 1d6 points of damage, regardless of armor, but reduced by Toughness, from the aethyrial backblast of this spell. The forces released by this spell may damage the

caster's focus. Each time the spell is used, roll 1d6; on a roll of 6, the focus is destroyed, and may not be used for further castings.

Note: A successful attack against the caster does NOT interrupt this spell. This is a unique exception to the rules in Chapter 2a, Terms and Rules, "Casting a Spell or Ritual." The caster may still voluntarily interrupt the spell.

WARNING: Risk of Casting Injury!

Level 4 Spells:

1. Block Emotion

Discipline/Level: Battle Magick 4 Spell

Preparation: None

Magick Points: 2

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one subject

Reagents: Deleriants

Resistance: WP

The caster places a temporary block in the subject's mind, preventing psychological reactions like fear, terror, hate, panic, stupidity, etc. from affecting the subject's thoughts and behaviors. The subject may test vs. WP to resist. If successful, the spell has no effect. If resistance fails, or if the subject does not resist, the affected subject is immune to all psychological tests for the duration of the spell effect.

2. Drain Spirit

Discipline/Level: Battle Magick 4 Spell

Preparation: none

Magick Points: 12

Range: BMP yards

Duration: Instantaneous

Area of Effect: One subject

Reagents: Aethyr Salts*

Resistance: WP

The caster causes a convulsive discharge of the victim's magickal energy reservoir into the surrounding aethyr. The victim may test vs. WP to resist. If successful, the spell has no effect. If the victim fails to resist, his MP are immediately reduced to zero. Undead animated by spirits cease to be animated (ie, skeletons, zombies, mummies, etc., collapse; if the body was magickally sustained, it may decompose in a matter of seconds). Aethyrial undead, elementals, and daemons are not destroyed, but robbed of their magickal power, they cannot manifest in the Material Realm, nor affect the Material Realm in any way. In game terms, they disappear, while their Spiritual essences are drawn into the Void. To beings which sense magick, either successfully as a skill, or through a magical spell or ability, the aethyrial discharge is a spectacular visual display -- a blinding flash of coruscating brilliance. Otherwise, there are no observable effects in the mundane world. The victim is aware of the draining as a sensation similar to having the breath knocked out of one. Spellcasters, owners of magical artifacts, and other beings familiar with voluntary discharge of magickal energy through spells, rituals, and activation of magickal artifacts will recognize that their magickal reservoir (their MP) have been drained; other beings unfamiliar with voluntary creation of magickal effects may not understand that their MP have been drained. This spell is most effective against spellcasters, but is also notably effective against non-spellcasters armed with magickal artifacts. Robbed of their MP, non-spellcasters cannot activate their magical artifacts.

WARNING: Risk of Casting Injury!

3. Fortify Flesh

Discipline/Level: Battle Magick 4 Ritual
Preparation: 1d6+3 rounds
Magick Points: variable
Range: touch with focus
Duration: 1 hour
Area of Effect: one subject
Reagents: ogre generative organs*, herbal condensers, aethyr salts*
Resistance: WP

The subject's flesh is temporarily altered to imitate ogre flesh. The greater the quantity of magickal energy used to reinforce the altered ogre-like flesh, the more durable it becomes. The ritual adds 1 extra wound point for each MP spent for the duration of the ritual effect. Maximum increase: Wound points may not exceed twice the subject's basic wound score.

WARNING: Chance of Harmful Side Effects! When spell is cast, test vs. Toughness x 10. If failed, suffer Toxic effects (1d6 wounds disregarding Toughness and armor).

4. Greater Square

Disc/Level: Battle Magick 4 Ritual
Preparation: 2d6+6 rounds for square; +3 rounds per spell or ritual runes inscribed
Magick points: 6 (+ 4MP per each 24-hour period of extended duration)
Range: NA
Duration: 24 hours (extendible)
Area of Effect: area 4x4 yds. square, 3 yards high
Ingredients: Void Salts*
Resistance: NA

The caster erects a structure of void energies, into which he places magickal effects from certain spells and rituals. The magickal effects are then held in the matrix of void energies until the matrix's surface is touched by a being with a spirit. The touch of the being triggers a discharge of the magick effect. If the caster's focus lies across the surface of one or more of the sides of the square, those sides of the square are inactive, and may be crossed without triggering the magick effect. When the focus is removed, the sides of the square become active again. The square's duration may be extended 24 hours per each extra 4 MP cast into the form when it is activated. The form pattern and runes of a Greater Square may be erased by the caster after the form is activated. The duration of a Greater Square with erased form pattern and runes is a maximum of 4 hours, but it is not detectable by visual search. Not all spell and ritual effects can be stored in a thaumatugic square. See the list of permitted spells and rituals on page ?? . [[assemble from notes and draft]](See Chapter 2c: "Forms and Summonings," page ??, for a detailed discussion of the thaumaturgic square.)

5. Greater Triangle Ritual

Discipline/Level: Battle Magick 4 Ritual
Preparation: 2d6+6 rounds for triangle; +3 rounds per spell or ritual runes inscribed
Magick points: 6 (+ 4MP per each 24-hour period of extended duration)
Range: NA
Duration: 24 hours (extendible)
Area of Effect: area 4x4 yds. square, 3 yards high
Ingredients: Void Salts*
Resistance: NA

This thaumaturgic form erects a structure of void energies, into which the caster places reversed castings of spells and rituals. The reversed spell and ritual effects are then held in the matrix of void energies until the area of effect is contacted by a corresponding magickal effect. The entrance of the corresponding effect triggers a discharge of the reverse magick effect, which cancels the incoming magickal effect. Each reversed casting charged into a triangle will cancel the effects of one casting. Reversed castings will only cancel the effects of the standard casting of their own spell or ritual (ie, a reverse casting of DeepSleep will cancel a casting of DeepSleep, but not a casting of any other spell or ritual). When a reversed casting cancels the effects of an incoming spell or ritual, it is expended from the triangle. The triangle's duration may be extended 24 hours per each extra 4 MP cast into the form when it is activated. The form pattern and runes of a Greater Triangle may be erased by the caster after the form is activated. The duration of a Greater Triangle with erased form pattern and runes is a maximum of 4 hours, but it is not detectable by visual search. Not all spell and ritual effects can be stored in a thaumaturgic triangle. See the list of permitted spells and rituals on page ?? See Chapter 2c, "Thaumaturgic Forms," page ??, for a detailed discussion of the Thaumaturgic Triangle.

Note: When a spell effect contacts a thaumaturgic triangle and triggers a reverse effect, the spell effect is completely cancelled -- not just in the area of the triangle.

6. Ignite Vaporbloom

Discipline/Level: Battle Magick 4 Spell

Preparation: None

Magick Points: 10

Range: BMP yards

Duration: instantaneous

Area of Effect: 6 yd. radius sphere

Reagents: air and fire sublimates*

Resistance: None

Air and fire nodes are summoned into two tiny, compact clouds. Each is imprinted with active compounds, then dispatched to a target, where they combine and explode in a violent fireball. The tiny clouds form at the caster's focus and travel instantly to the chosen target, where they combine and explode, expanding instantaneously to a 6 yard radius sphere. Target restrictions apply in the same way as for normal missile fire. Victims within the volume of the fireball receive 1d6 wounds at Strength 6 and 2d4 additional wounds on flammable targets. Armor does not reduce damage; Toughness does reduce damage. Creatures test to resist fear of fire and/or magick if appropriate. Victims may attempt to dodge the full effects. If an Initiative test is passed, the victim may move 1d3 yds. If this carries the victim out of the fireball, then the victim takes only half damage.

7. Null Aethyr

Discipline/Level: Battle Magick 4 Ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: focus

Duration: 1d6+6 minutes

Area of Effect: 4 yd. radius sphere

Reagents: aethyr salts*, void salts*

Resistance: None

The aethyr within the magical effect is excited, causing it to discharge its energy, which is diffused through the void barrier into the Void. For the duration of the effect, all aethyrial energy in range is drained, precluding its use in producing magickal effects. Within the affected volume, all current spell or ritual magickal effects are interrupted and all magickal effects of enchanted artifacts are suppressed for the duration of the ritual. All magickal spells or rituals in the area of effect are interrupted, ending their duration. No new spell or magickal effect can be cast within the area of effect for the duration, and any spell or ritual effects entering the area are also interrupted and terminated. All active enchanted artifacts are deactivated when present

within the area of effect. No artifact may be activated while within the area of effect. Magickal and aethyrial beings within range at the beginning of the ritual are immediately displaced to the edge of the area affected by the ritual. Magickal and aethyrial beings can not enter the affected area. Spirits (the aethyrial bodies of living, undead, and magical beings) are reflexively compressed within the limits of the physical body while within the area of affect. Magickal artifacts are not permanently affected by this ritual, though their functions are temporarily suppressed. Spell and ritual effects, however, are permanently terminated, and do not resume after the ritual effects have ended. Aethyrial beings can not enter the area of affect. Thus, numerous spell effects dependent on conjured beings are repelled by the ritual, including fireballs (fire and air nodes), vaporblooms (water and air nodes), etc. No spell or ritual effects are known to dispell magickal effects, other than reversing the spell or ritual to be dispelled. Theorists propose that no such spell or ritual effects are possible. This ritual does not dispell magickal effects; rather, it denies them the source of magickal energy necessary to maintain their effects by shunting that energy into the void.

8. Regeneration

Discipline/Level: Battle Magick 4 Ritual
Preparation: 1d6+3 rounds
Magick Points: 10
Range: touch with focus
Duration: 1d6+3 rounds
Area of Effect: one subject
Reagents: troll generative organs*, aethyr salts*
Resistance: None

A compound of troll generative organs and aethyr salts is administered to an injured subject, then activated by this ritual. The active ingredients in the potion cause the subject's flesh to regenerate like a troll while the caster monitors and guides the healing action through contact between the aethyr salts and the caster's Spirit. The ritual heals all of the subject's wounds and removes all effects of critical hits tables, including amputation. This takes 1d6+3 rounds, during which all injuries heal, broken bones knit, and limbs are regrown. The caster must concentrate on this effect during the preparation and duration of the spell, and may take no other action during this period. This ritual is effective for any single living being which has wound points. It will not restore wounds or repair damage to skeletons, zombies, or other Undead. It will not restore wounds above a creature's characteristic score. It will not affect dead bodies (bodies, that is, from which the Spirit has escaped). It will remove any effects of poisons, toxins, or delirants, but does not cure disease -- though it will restore any wounds lost to disease.

Note: This is a fun ritual to watch. The subject's body is surrounded by an aethyrial glow. The caster directs the healing by pointing the focus and concentrating his mind on the injury to be healed. The visual effect of wounds healing and lost limbs regrowing in seconds is a real show stopper. [[colorful description here?]]

WARNING: Chance of Harmful Side Effects! When spell is cast, test vs. Toughness x 10. If failed, suffer Shock effects (subject stunned, receives 1 Insanity Point, falls into deep autistic trance for 1d6 hours).

9. SpiritWalk

Discipline/Level: Battle Magick 4 Ritual
Preparation: 1d6+3 rounds
Magick Points: 8 (6 per extension)
Range: Caster
Duration: 1d6+6 minutes (extendible)
Area of Effect: Caster
Reagents: Aethyr Salts*
Resistance: None

The caster places his body functions on automatic, separates his Spirit from his body, and cruises around like an aethyrial being. The ritual maintains the body in a deep trance, sustains the integrity of the Spirit so that it remains self-aware, provides the Spirit with mobility, and permits the Spirit to rejoin with the body on its return. The body remains at the site of the ritual within the ceremonial boundaries. Bereft of its Spirit, the body is extremely vulnerable. It is attacked physically as prone, and it may not test to resist any magical,

psychological, physical, or other ability tests. The independent Spirit is not magically linked to the body, and has no special way of knowing if the body is attacked or interfered with. The Spirit of the caster is manifested as an insubstantial, invisible form otherwise identical to the naked body of the caster. This form may move about normally as if it had a body. (For example, it has the same characteristics as the original character.) Only magical or enchanted objects may accompany the caster's spirit. In fact, only the aethyrial natures of these magical or enchanted objects accompany the caster; the real objects remain with the caster's body. No other equipment or substances may accompany the caster. For example, an independent Spirit may be accompanied by his focus and an enchanted talisman, but may not be accompanied by the ingredients or paraphernalia necessary for spell and ritual castings. (Note that this severely limits the caster's ability to cast spells, and prohibits the casting of rituals, while manifested as an independent spirit.) To perform any activity not possible for a normal body, but possible for an aethyrial being, the caster must first pass a WP test to overcome the psychological resistance to performing impossible actions. For example, the caster may fly or pass through solid objects if he passes a WP test. Failure of the test means the caster cannot force his body to follow his imagination; the task seems impossible. While an independent Spirit, the caster may not interact with the Material Realm except through magical means. The caster may, however, interact normally with aethyrial and magical beings. (For example, the caster might grapple with a ghost.)

Clairvoyance: In conjunction with Voidlink Message, this ritual permits a form of clairvoyance. The caster's Spirit enters the void through the aperture created by the spell, and uses the magical Voidlink Message connection between the caster's focuses as lifelines. The big problem with this clairvoyance is navigation in the Void. The route of the Spirit to a linked focus is infallible and instantaneous (that is, takes one round). Other routes require cautious void navigation. The duration of the Void travel is limited to the duration of the Voidlink Message effect. The Spirit can travel 100 miles in the Material Realm per round. Over familiar routes, there is only a 1% risk of getting lost. A familiar route is a route which has been traveled over 10 times by the caster while in the real world (or as otherwise defined at the GM's discretion). Over known but unfamiliar routes, there is a 10% risk of getting lost. A known route is one which has been traveled fewer than 10 times by the caster in the real world, or which the caster has never traveled, but for which he has detailed information about the route through maps or detailed directions. Over unknown routes, there is a 50% risk of getting lost. An unknown route is one that has never been traveled by the caster, and for which the caster has no reliable maps or directions. For each round that a caster is lost, he may test INT to recover his way. A caster who is still lost when the Voidlink Message or Spiritwalk effects expire becomes a ghost (a permanently independent spirit), and his body dies. At the GM's discretion, a caster can practice and familiarize himself with an unfamiliar route in out-of-session play.

10. Strengthen Mind

Discipline/Level: Battle Magick 4 Ritual

Preparation: 1d6+3 rounds

Magick Points: 4

Range: caster

Duration: 1d6+3 hours

Area of Effect: caster

Reagents: air, fire, water, earth herbal condensers and 1 dose deleriant

Resistance: none

A compound of normally toxic psychotropic deleriants and herbal condensers is prepared and ingested. The caster alters the effects of these substances on his mind as the compound is metabolized, producing a temporary increase in the intensity and efficiency of the mind's functions. The caster may increase the value of no more than one of the following profile characteristics by a maximum of +10: Ld, Int, Cl, or WP. The characteristic chosen may not be raised above 100. Casting a subsequent Strengthen Mind spell cancels the effect of a previously cast Strengthen Mind spell.

Notes: The ingredients vary according to the characteristic to be affected; thus, casters should carry four separate mixtures of reagents for the deleriant potions. Unless used with this ritual, the compounds themselves are powerful toxins and deleriants, equivalent to twin doses each of a race-specific toxin AND the Black Lotus deleriant.

WARNING: Chance of Harmful Side Effects! When spell is cast, test vs. Toughness x 10. If failed, suffer Toxic effects (1d6 wounds disregarding Toughness and armor).

11. VoidTravel

Discipline/Level: Battle Magick 4 Ritual
Preparation: 1d6+3
Magick Points: 10
Range: Caster
Duration: instantaneous
Area of Effect: caster
Reagents: void salts* (1 measure per focus treated)
Resistance: None

The caster opens a portal to the void. A navigational link between two of the caster's foccuses -- one in his possession, the other at this intended destination -- is created. The caster steps into the void, travels instantaneously along the established link to the focus at the intended destination, where another void portal has been opened. The caster steps through the second void portal at the location of the second focus that has been treated with void salts as prescribed by the ritual. The void portals instantly close after the instantaneous transit of the caster from one location to the other. This instantaneous travel effect is called teleportation."The void portal assumes the proportions of the being who steps into it. If a being other than the ritual caster steps into the void portal, the being is instantly lost in the void (unless it has some means of moving and navigating in the void), and the void portal closes, ending the spell effect. There are no limitations on the gear that may be carried by the caster, other than the caster's ability to carry the weight and bulk. Any living being carried by the caster also arrives with the caster at the intended location. Any living being in contact with, but not carried, by the caster as he steps through the portal has a 50% chance of arriving at the intended location. If such a being fails to arrive with the caster, he is presumed to have become lost in the void, or to have been eaten by a daemon, or to have been dropped into another dimension by accident.

Box Text for Color: Teleport Research

"Look. You guys hot to get an effective mass teleport ritual from the Academy have to realize the limitations we're working under.

"It's not like we could send orcs through to test these rituals. You got to send 4th level sorcerors. Lose just one, and we got a Guild incident on our hands.

"And we already tried sending a lower rank wizard through with a 4th Ranker's focus. A portal opened at the other location, sure enough, but no spellcaster showed up. Listed as Missing in Action.

"Once one foreigner -- wizard from Cathay, far as we can tell -- showed up at someone else's void-salt treated focus. Nobody knows why. Guy was burnt to crisp. Could be similiarities in rune styles. As usual, our imp informants claim responsibility, but nobody believes them anyway.

"Once a caster showed up tucked under the arm of a daemon -- six years after the caster disappeared. Nice daemon had found the guy floating around, and brought him home as a favor -- for a fat fee, of course, but quite reasonable under the circumstances."

12. Convulse Aethyr

Discipline/Level: Battle Magick 4 Spell
Preparation: none
Magick Points: 6
Range: focus
Duration: 1d6+3 rounds
Area of Effect: caster
Reagents: aethyr salts*
Resistance: None

The aethyr within the area of effect is excited, causing it to discharge magickal energy. The magickal energy is channeled through the focus into the spirit of the caster. Caster gains 1d6 MP at the beginning of this and subsequent rounds for duration. Caster must keep focus in hand; energy is conducted from surroundings through focus into spirit. CMP may not be raised above BMP with this spell. Because of local disturbance in aethyr, all spells and rituals cast within 4 yd. radius sphere of the caster's focus have a risk of Casting Injury. Includes spells and rituals cast by caster or any other sorcerer; divine spells and spells from artifacts or

scrolls are not affected. The area of effect is visible as dimly glowing, iridescent, smokelike vortices of aethyric energy roiling around the tip of the focus, extending out as whirling tendrils and arms, as the arms from a spiral galaxy, out to the perimeter of the area of effect.

WARNING: Risk of Casting Injury!

13. DreadWave

Discipline/ Level: Battle Magick 4 Spell

Preparation: None

Magick Points: 10

Range: BMP yds.

Duration: Instantaneous

Area of Effect: all subjects within range

Reagents: Deleriants (1 dose)

Resistance: WP

All subjects within range test vs. WP-30 to resist. If test is failed, each subject flees from the caster at cautious rate for 1d3 rounds, and may take no other actions during those rounds. Hand-to-hand opponents of fleeing subjects may strike one "free" blow as described in WFRP, Combat, "Fleeing," Undead and magickal beings (ie, daemons, elementals) are not affected. Normal creatures and man-sized intelligent beings are affected. Monstrous creatures and giant-sized humanoids are affected, but receive a +40 bonus to their WP test to resist.

Note: All subjects within range, INCLUDING companions and allies of the caster, are affected. The caster may not choose to avoid affecting any creature within range.

WARNING: Risk of Casting Injury!

Elemental Spells

Level 1 Spells :

1. Assault of Stone

Discipline/Level: Elemental 1 Spell

Preparation: none

Magick Points: 3

Range: BMP yards

Duration: Instantaneous

Area of Effect: 2 yard radius circle

Reagents: earth sublimates*

Resistance: None

Rationale: Earth elemental nodes hurl themselves from the ground at the caster's feet, into the air, and down upon the area indicated by the caster.

Magick Effects: Beings and structures within the area of effect receive 1d6 wounds at Strength 4 on a randomly determined body location. Armor protects as normal. This is a magic missile attack, causing damage like missile weapons. Target restrictions apply in the same way as for normal missile fire. Each victim of Assault of Stones may attempt to dodge the hail of stones by testing against initiative. If successful, the victim's wound damage is reduced by one-half.

Background:

Notes: If no earth or stone is within range, the elemental missiles may actually composed of dead wood or other non-living solid materials nearby. If no non-living solid materials are nearby (eg, if the caster is floating in a pond), the MP points are lost, but there is no Assault of Stones. Attempts to use this spell to hurl armored opponents into the air with this spell have been unsuccessful.

Variants:

2. Blinding Light

Discipline/Level: Elemental 1 Spell
Preparation: none
Magick Points: 1
Range: BMP yards
Duration: Instantaneous
Area of Effect: 2 yd. radius circle
Reagents: air sublimates*
Resistance: none

Rationale: Air nodes release a sudden blinding flash of light in an area determined by the caster.
Magick Effects: All creatures within the area of effect are blinded for one round, and may take no action for that round other than dodging or fleeing. Creatures recover automatically in the following round.
Background:
Notes: Dodging or fleeing creatures may need to test vs. Init to avoid stumbling while moving and blinded, with penalties if on difficult ground or in cramped quarters. Creatures which anticipate the Blinding Light attack, and which have closed their eyes in the previous round, and kept them closed during the round attacked by Blinding Light, are not affected by the spell.
Variants:

3. Breathe Under Water

Discipline/Level: Elemental 1 Spell
Preparation: None
Magick Points: 1 per hour
Range: BMP yards
Duration: 1 hour per MP spent
Area of Effect: 1 creature
Reagents: air and water sublimates*
Resistance: None

Rationale: Air and water elemental nodes enter the mouth and lungs of the subject, sealing the mouth and nostrils. Subject's receives sufficient air without breathing, permitting activity underwater or in poisonous air for the spell's duration.
Magick Effects: Subject is provided with necessary oxygen without breathing for the duration of the spell. Permits normal activity underwater and in poisonous atmospheres, even in a vacuum. Subject is not affected by airborne poisons. Subject may not speak, eat, drink, or smell during spell effect, since mouth and nostrils are sealed by elemental nodes. If subject does speak, eat, drink, or smell during spell, spell effect ends immediately.
Background:
Notes: This spell confers no special abilities in the subject to perform effectively under water. In fact, those not familiar with the experience must test vs. Cool or panic when first submerged in the water, and thereafter if confronted with threatening or unfamiliar circumstances. Creatures that practice with this spell may gain +10 bonuses to their Cool tests for each successful or unsuccessful use of the spell if they pass an INT test to learn from their experiences. Use of skills and abilities underwater receive substantial penalties according to circumstances. For example, a -30 penalty to WS underwater might be reasonable, while a -70 penalty to BS, or a prohibition against missile weapons, might be appropriate according to circumstances. Note that creatures with the Swim skill receive a +20 bonus in the water, which may reduce the total penalties considerably.
Variants: A variant which fills the victim's mouth and lungs with a poisonous atmosphere is thought to have been suppressed by the Magickschulen Elementary of Dusseldorf.

4. Burrow

Discipline/Level: Elemental 1 Spell
Preparation: none
Magick Points: 3
Range: touch with focus
Duration: 1d6+3 rounds
Area of Effect: 1 sq. ft. per round
Reagents: earth sublimates*
Resistance: None

Rationale: Earth nodes are conjured and directed by caster to excavate earth or stone.
Magick Effects: Earth nodes excavate 1 cubic foot of earth or stone per round for the duration of the spell. Earth and stone are displaced, not destroyed. Excavations made in stable earth or stone remain after spell effect. Excavations made in unstable earth or stone (ie, sand, mud, crumbly soil, etc.) may collapse under their own weight when spell effect ends.
Background: Possibly derived from ancient Dwarven stonemagicks, though pitifully slow and inefficient by comparison, if Imperial Dwarven cities are any evidence.
Notes: Uneconomical for construction, since an army of laborers are foot-for-foot cheaper than hiring elemental sorcerors. Not effective in tunneling through wood or other non-living solids, but does tunnel through metals.
Variants: See Tunnel Through Stone, Level 4.

5. Hand of Fire

Discipline/Level: Battle Magick 1
Preparation: 1d6+3 rounds
Magick Points: 2
Range: caster
Duration: 1 hour
Area of Effect: hand or hand-held weapon
Reagents: fire sublimate*
Resistance: none

Rationale: Binds a fire elemental node to the caster's hand, or a weapon held in the caster's hand. Does not damage the hand or hand-held object, but burns all else it contacts as normal fire.
Magick Effects: Hand or hand-held weapon burns with a magical fire. Light is equivalent to a candle's light. Attacks made with hand or hand-held weapons are at +1 Strength, with an additional 1d4 damage to flammable targets, and are effective against creatures affected only by magical weapons. If cast upon a hand-held object, the magical effect is ended if contact between the caster's hand and the hand-held object is broken.
Background:
Notes:
Variants:

6. Magic Light

Discipline/Level: Elemental 1 ritual
Preparation: 1d6+3 rounds
Magick Points: 1
Range: caster
Duration: 1 hour
Area of Effect: hand or hand-held object
Reagents: air sublimates*
Resistance: none

Rationale: Air nodes release a constant, steady light from the area of the caster's hand or a hand-held object.

Magick Effects: A light equivalent to a lantern's light is produced on the caster's hand or hand-held object. The light may be shrouded by placing a cover (glove, sheath, etc.) over the hand or hand-held object. If cast upon a hand-held object, the magical effect is ended if contact between the caster's hand and the hand-held object is broken.

Background:

Notes:

Variants:

7. Muffle Sound

Discipline/Level: Elemental 1 ritual

Preparation: none

Magick Points: 6

Range: caster

Duration: 1 hour

Area of Effect: 6 yd. diameter sphere

Reagents: air sublimates*

Resistance: None

Rationale: Air nodes muffle sounds and reflect them toward the caster within the area of effect.

Magick Effects: Sounds within the sphere of effect cannot be heard by beings outside the sphere of effect. Beings within the sphere of effect can hear one another, though at a greatly reduced volume. Caster hears all sounds clearly at an amplified volume within area of effect.

Background:

Notes: Sounds are actually not completely muffled to outside observers, but are reduced a hundredfold. Thus a lion roaring within the sphere of effect might be heard as a gentle hum outside. Nonetheless, the effect is sufficient to mask dialog, footsteps, and other activities when moving stealthily. The casting of spells and rituals is unaffected by this ritual effect, since the caster's spoken words are not actually eliminated -- only greatly reduced in volume.

Variants:

8. Summon Least Elemental

Discipline/Level: Elemental 1 Ritual

Preparation: 1d6+3 rounds

Magick Points: 3

Range: BMP yards (to control)

Duration: 2d6+6 minutes

Area of Effect: one least elemental

Reagents: Elemental Sublimate* (as per domain)

Resistance: none

Rationale: A Least Elemental Sprite of one of the four Elemental Domains (Earth, Air, Fire, Water) is summoned from the aethyr and manifested as a substantial form.

Magick Effects: A least elemental is summoned from the aethyr, and may be commanded to service. If controlled by the caster, the Least Elemental is bound to serve the caster for the duration of the ritual effect. Summon Least Elemental is at a +40 to WP for Control Tests. The response of the least elemental to each command is determined by Service Tests against the least elemental's Faithful and Vengeful traits. If not controlled, the least elemental is unrestrained, and may return to the aethyr, or attack the caster or wreak havoc for the duration of the ritual. The elemental source of the least elemental must be at least 1 cubic yard in volume, or the elemental cannot be summoned. Absence of the necessary volume of elemental material results in loss of MP expended for the ritual but the failure of the ritual. See Chapter 2c: Forms and Summonings, page ??, and Chapter ??: Elemental Beings, page ??, for detailed discussions of elemental summonings, Control Tests, Service Tests, and descriptions and abilities of elementals. The ritual requires appropriate sublimates to the summoned elemental's Domain (ie, earth sublimate to summon geonomes).

Background: Ancient, origin obscure, possibly Druidic.

Notes: The GM may require additional tests against the elemental's INT to determine if the caster's commands have been understood.

Variants:

9. WaterWalk

Discipline/Level: Elemental 1 ritual
Preparation: 1d6+3 rounds
Magick Points: 1
Range: BMP yards
Duration: 1 hour
Area of Effect: one subject
Reagents: water sublimates*
Resistance: None

Rationale: The caster summons a horde of water elemental nodes to bear the subject (or subjects). The caster commands and coordinates the movement of the nodes instinctively through a mental link between his Spirit and the nodes, so water-node-borne subjects must remain within caster's range of control.

Magick Effects: The subject is borne along the surface of water (or similar fluids) at a rate of 8 yards per round. The subject may carry up to half his normal, non-penalty encumbrance while borne along the water surface (see Armor and Encumbrance, WFRP, page 75). Attempts to carry more often end in disaster. The subject must take a risk test to perform any action or skill (attack, fire a missile weapon, cast a spell, etc.) while borne by water nodes. Failure indicates that the subject falls into the water, and the spell effect is ended.

Background: Known to the Wood Elves and Sea Elves for millenia. Only practiced among modern Old World human elementalists in the past fifty years.

Notes: Straight-line or gentle curve maneuvers are fairly simple. Fancy maneuvers require skill and agility, and the GM may assess one or more Initiative tests, according to the complexity of the proposed maneuver.

Variants:

Other Elemental 1 Spells and Rituals

(For spell and ritual descriptions, see listed reference.)

Fireball spell (Battle 1, page ??)

Toxicbloom spell (Battle 1, page ??)

WildWind spell (Battle 1, page ??)

Winddeflection spell (Battle 3, page ??)

Flight Minor spell (Battle 1, page ??)

Lesser Square ritual (Battle 1, page ??)

Lesser Triangle ritual (Battle 1, page ??)

Level 2 Spells:

1. Distract Elemental

Discipline/Level: Elemental 1 Spell
Preparation: none
Magick Points: 3
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: one elemental being per level
Reagents: elemental sublimate* (as per elemental domain)
Resistance: WP

Rationale: The caster attempts to distract and confuse an elemental by disrupting and and disordering the aethyrial field from which the elemental draws the magickal energy to support its manifested form.

Magick Effects: As many as one elemental being per caster level may be affected. Each elemental being may test vs. WP to resist the effects of the spell. A successful test means the spell has no effect on that being. A failed test means the being is affected by the spell. Affected beings are incapable of movement, attacks, spellcasting, speech, or any other action for the duration of the spell, and count as prone targets if attacked. The spell requires appropriate sublimates to the affected elemental's Domain (ie, earth sublimates to distract geonomes).

Background:

Notes: Elementals may not be banished to the Void, like daemons, since they are manifestations of the Aethyrial Domain of our own Material Realm. Further, they may not be Held, like daemons, since they draw their magickal power from the aethyr of this plane. However, their ability to draw on that magickal power may be disrupted by sorcerous interference. If the elemental is successfully distracted, it is temporarily unable to sustain its manifestation with power from the aethyr, and therefore helpless.

Variants:

2. Extinguish Fire

Discipline/Level: Elemental 2 Spell

Preparation: none

Magick Points: 3

Range: BMP yards

Duration: instantaneous

Area of Effect: 2 yd. radius sphere

Reagents: air and water sublimates*

Resistance: None

Rationale: Air and water nodes are directed to smother fires in the area of effect.

Magick Effects: All normal fires within the area of effect are immediately extinguished. Magickal fires are unaffected.

Background:

Notes: While primarily devised to extinguish destructive fires, this spell is also effective in extinguishing torches, lanterns, lamps, and other lighting sources.

Variants:

3. Favorable Winds

Discipline/Level: Elemental 2 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: caster

Duration: 1 hour

Area of Effect: 4 yd. diameter sphere

Reagents: air sublimates*

Resistance: None

Rationale: Air nodes divert local wind patterns to create a wind flow around the caster according to his directions.

Magick Effects: The caster has limited control over the wind within the area of the effect. If there is no wind, he can cause a modest but steady breeze. If there is a light or moderate wind, he can make the wind steady and somewhat stronger or weaker. If there is a strong wind, he can moderate it. In any case, he can control the direction of the wind in the area of effect.

Background:

Notes: Only the air in the area is affected; outside the area of effect, the wind may be blowing in any direction at any strength. The ritual is primarily of use to sailors of small sailboats, though it can be used to abate the effects of storm winds, or to counter the effects of Conjure Wind and other similar spells.

Variants:

4. FireFlare

Discipline/Level: Elemental 2 Spell

Preparation: none

Magick Points: 4

Range: BMP yards

Duration: instantaneous

Area of Effect: 1 yd. diameter sphere

Reagents: fire sublimates

Resistance: None

Rationale: Caster conjures fire nodes to converge in a compact area, causing them to ignite and burn flammable materials in a very intense, high-temperature fire.

Magick Effects: All flammable materials within the area of effect instantly burst into flames, causing 1d6+10 wounds of damage to the materials. If a creature is naturally flammable (ie, covered with hair), or wearing flammable garments (including leather), the creature also takes 1d6+10 wounds of damage. The flammable material (and flammable creature, or creature wearing a flammable garment) will continue to burn in succeeding rounds, taking 2d4 damage each round, until the fire is extinguished. (See Fire, WFRP, page 80, for further details on wounds from fire.)

Background:

Notes: This is a sort of super fireball. It is not subject to the targeting limitations of the fireball, nor can the target dodge to reduce damage. The GM must determine what is flammable, according to circumstances. A being's hair or garments, when soaked with water, are not flammable. Flammable materials enclosed in non-flammable containers, or covered in non-flammable material (ie, metal armor), are not ignited by this spell.

Variants:

5. Reproduce Sound

Discipline/Level: Elemental 2 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: Special

Duration: special

Area of Effect: special

Reagents: air sublimates

Resistance: none

Rationale: Air nodes are taught to reproduce a series of sounds.

Magick Effects: This ritual produces one of two types of effect:

1. A single sound may be produced for one round at an greatly amplified volume. Creatures subject to stupidity and creatures of Intelligence 3 or less must test vs. fear as though attacked by something they fear. Creatures of Intelligence 4 or greater are stunned for one round, and may do nothing other than parry for that round. The nodes will remember the sound for a maximum of 1d6+3 hours, and can be directed to produce the sound on a command by the caster, on hearing a given keyword or noise, or at a specific time.
2. A series of sounds may be reproduced at a normal volume. The series of sounds may be speech, music, or any noises. The sounds must be produced during the ritual, so the nodes can learn the sounds. The nodes can learn a sequence of sounds up to 10 rounds in length. The nodes will remember the sequence of sounds for a maximum of 1d6+3 hours, and can be directed to produce those sounds on a command by the caster, on hearing a given keyword, or at a specific time.

Background:

Notes: The first effect is commonly used as an alarm against intruders, providing both a nasty shock for the intruder and a warning alarm for the the caster. The second effect is often used to leave messages for friends and companions, who know the keyword the elementalists leaves for his magickal messages. It can also be used to produce sounds to misdirect attackers or pursuers. Consider this spell to be the equivalent of a magickal tape recorder. It can only reproduce what it hears, and only as it hears it. It cannot disguise a

voice, or create sounds. A clever caster may be able to mimic sounds; if the player does a good job producing a sound, give his character credit for it. Nodes are pretty dumb. They cannot be trained to recognize creatures or persons or objects, so they can't be trained to produce the sounds upon the arrival of specific creatures, persons, or objects.

Variants:

6. Resist Cold

Discipline/Level: Elemental 2 ritual

Preparation: 1d6+3 round

Magick Points: 3

Range: touch with focus

Duration: 1 hour per level

Area of Effect: one subject

Reagents: fire sublimates

Resistance: none

Rationale: Fire nodes form a protective surface on the subject's body.

Magick Effects: The subject's body is covered with a flickering blue-flamed magical fire. The subject is immune to normal and magickal cold damage for the duration of the spell. The fire nodes are restrained from igniting the subject's garments and possessions. The fire nodes are almost effectively restrained from igniting the subject's garments and possessions; however, there is a 10% chance that at some time during each hour the nodes will get impish and try to set the caster's garments on fire. (GM: Determine time of incident at random.) The caster generally gets some warning (ie, his clothing begins to smoulder), and need only pass a WP test to get the fire nodes back under control.

Background:

Notes:

Variants:

7. Resist Fire

Discipline/Level: Elemental 2 ritual

Preparation: 1d6+3 round

Magick Points: 3

Range: touch with focus

Duration: 1 hour per level

Area of Effect: one subject

Reagents: water sublimates*

Resistance: none

Rationale: Water nodes form a protective surface on the subject, his garments, his burdens, and hand-held possessions.

Magick Effects: The subject and his immediate possessions are immune to normal and magickal fire damage for the duration of the spell.

Background:

Notes:

Variants:

8. Smother

Discipline/Level: Elemental 2 Spell

Preparation: none

Magick Points: 2

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one victim

Reagents: air and water sublimates*
Resistance: none

Rationale: Air and water nodes enter the victim's lungs and prevent him from breathing.

Magick Effects: When affected by a Smother spell, the victim must test vs. Cool or be affected by Fear (WFRP, page 68). While smothering, victims cannot speak or cry out, but can make noise or raise alarms by other means. Smothering characters lose 1 wound per round. Creatures reduced to 0 wounds fall unconscious, and lose no more wound points, but for the remainder of the duration of the effect a 1d100 is rolled; a 91-00 indicates the creature has died of suffocation. Unconscious victims remain unconscious for 3d6+6 rounds after the effect has ended.

Background:

Notes: This is not typically a killing attack, unless a series of Smother spells are cast at a single creature. Elementalists generally prefer this spell to killing attacks in self-defense, especially for disabling dangerous wild creatures.

Variants:

9. Summon Lesser Elemental

Discipline/Level: Elemental 2 ritual
Preparation: 1d6+3 rounds
Magick Points: 5
Range: BMP yards (to control)
Duration: 2d6+6 minutes
Area of Effect: one lesser elemental
Reagents: Elemental Sublimates*
Resistance: none

Rationale: A Lesser Elemental Sprite of one of the four Elemental Domains (Earth, Air, Fire, Water) is summoned from the aethyr and manifested as a substantial form.

Magick Effects: A Lesser Elemental is summoned from the aethyr, and may be commanded to service. If controlled by the caster, the Lesser Elemental is bound to serve the caster for the duration of the ritual effect. Summon Least Elemental is at a +30 to WP for Control Tests. The response of the Lesser Elemental to each command is determined by Service Tests against the Lesser Elemental's Faithful and Vengeful traits. If not controlled, the Lesser Elemental is unrestrained, and may return to the aethyr, or attack the caster or wreak havoc for the duration of the ritual. If directed to move or attack beyond BMP yards, test each round vs. the caster's WP. If successful, the Lesser Elemental remains under the caster's control. If failed, the Lesser Elemental instantly disappears. The elemental source of the Lesser Elemental must be at least 1 cubic yard in volume, or the elemental cannot be summoned. Absence of the necessary volume of elemental material results in loss of MP expended for the ritual but the failure of the ritual. The ritual requires appropriate sublimates to the summoned elemental's Domain (ie, earth sublimates to summon geonomes). See Chapter 2c: Forms and Summonings, page ??, and Chapter ??: Elemental Beings, page ??, for detailed discussions of elemental summonings, Control Tests, Service Tests, and descriptions and abilities of elementals.

Background: Ancient, origin obscure, possibly Druidic.

Notes: The GM may require additional tests against the elemental's INT to determine if the caster's commands have been understood. Only one Lesser Elemental per caster level may be summoned and in the service of an elementalists at any one time.

Variants:

10. WaterWard

Discipline/Level: Elemental 2 Spell
Preparation: none
Magick Points: 4
Range: caster
Duration: 1d6+3 rounds
Area of Effect: 4 yd. diameter sphere

Reagents: air and water sublimates*
Resistance: none

Rationale: Air and water nodes form a sphere of air around the caster while directing water away from the sphere.

Magick Effects: A sphere of air is formed around the caster. This sphere moves with the caster at its center. Rain, mist, fog, snow, hail, and other forms of precipitation (natural or magical) are prevented from entering the sphere. Pools, streams, rivers, and other bodies of water withdraw from the caster to the dimensions of the sphere, thus enabling the caster (and companions) to walk across the dry bottoms of shallow bodies of water.

Background:

Notes:

Variants:

Other Elemental 2 Spells and Rituals

(For spell and ritual descriptions, see listed reference.)

Flight Major (Battle 2, page ??)

Lungfirebloom (Battle 2, page ??)

Lightning (Battle 2, page ??)

Mystic Mist (Battle 2, page ??): An Elementalist may also produce with this spell, at the caster's option, a steady rainfall in the area of effect for the duration of the spell. Each round the rain will reduce fire damage by 2d4 points, thereby possibly extinguishing the fire. (See Putting Fires Out, WFRP, page 80.) Flaming magical weapons are deactivated for the spell duration, and gunpowder weapons become waterlogged and unable to fire until dried out.

Shatter Elemental Bonds (Battle 2, page ??)

Greater Pentagram (Battle 2, page ??)

Level 3 Spells :

1. Banish Lesser Elemental

Discipline/Level: Elemental 3 Spell

Preparation: none

Magick Points: 10

Range: BMP yards

Duration: instantaneous

Area of Effect: one lesser elemental

Reagents: elemental sublimates*

Resistance: WP

Rationale: The caster attempts to prevent a lesser elemental from bleeding off the aethyrial field from which it derives the magickal energy to support its manifested form. If successful, the elemental's manifestation collapses, and the being is temporarily unable to manifest in the Material Realm for an extended period.

Magick Effects: This spell affects elemental nodes, least elementals, and lesser elementals. The elemental being may test vs. WP to resist the effects of the spell. A successful test means the spell has no effect on that being. A failed test means the being is affected by the spell. An affected elemental being immediately loses its manifested form (ie, disappears) and temporarily ceases to recognize itself as a being (ie, becomes unconscious). The being remains in this disordered state for 1d6+3 days. The spell requires appropriate sublimates to the affected elemental's Domain (ie, earth sublimates to banish geonomes).

Background:

Notes: The great virtue of this spell is that the affected elemental typically suffers amnesia concerning the events leading to his disordering. Thus the elemental is less fearful that the being, or other beings of its domain, might bear a grudge against the elemental for rough or disrespectful treatment. (An elemental being has only his INT divided by 10 as a percentage to remember the identity of the elemental who disordered him.)

Variants:

2. Crumble Stone

Discipline/Level: Elemental 3 Spell

Preparation: none

Magick Points: 9

Range: touch with focus

Duration: 2d6+6 rounds

Area of Effect: special

Reagents: aqua fortis*

Resistance: None

Rationale: Earth nodes distribute aqua fortis through stone, causing its bonds to dissolve, and the stone to crumble.

Magick Effects: Causes 1d6+3 points of damage per round to stone or stone structures at the point touched by the caster's focus. This damage is NOT reduced by the structure's Toughness. The affected stone turns to sand. This spell has no effect on organic substances (living beings, wood, etc.) or on metal.

Background:

Notes: A major feature of this spell is that it crumbles the stone almost silently. Thus a structure may be seriously undermined without alerting persons nearby. Of course, when the structure is breached (ie, when its damage value is exceeded), the structure will collapse noisily. The risk to the elementalists during collapse of stone formations or structures warrants great prudence in the application of this spell. Unlike the careful and deliberate Burrow and Tunnel rituals, this fast-and-dirty spell is useful only for destroying stone walls and similar structures. It is useless for tunneling or construction, since it leaves the affected stone in an unstable state, and liable to catastrophic collapse without warning.

Variants:

3. Dust Storm

Discipline/Level: Elemental 3 spell

Preparation: none

Magick Points: 5

Range: BMP yards

Duration: 2d6+6 rounds

Area of Effect: radius 6 yds.

Reagents: air and earth sublimates*

Resistance: none

Rationale: Earth nodes provide fragments of material from environment. Air nodes take these fragments and whirl them around in a miniature tornado.

Magick Effects: The Dust Storm forms immediately within range, and may be moved by the caster in subsequent rounds at a rate of 12 yds. per round. The Dust Storm will not move beyond BMP yards from the caster. The caster may move at a Cautious pace during subsequent rounds while controlling the Dust Storm's path. Any creature within the area of effect, or passed over by the Dust Storm during movement, receives 1d6 wounds to the head at a Strength of 2, with usual modifiers for Toughness and head protection. Any creature within the area of effect is also blinded, and incapable of any action but movement in a random direction (roll 1d6) at 1/4 normal rate. Creatures which are only passed over (that is, not in the area of effect of the storm when its movement is finished) are not affected by blindness. Creatures may neither make Magic tests nor dodge to avoid effects of this spell.

Background:

Notes:

Variants:

3. Elemental Manifestation

Discipline/Level: Elemental 3 ritual
Preparation: 1d6+3 rounds
Magick Points: 15
Range: caster
Duration: 2d6+6 minutes
Area of Effect: caster only
Reagents: air, earth, water, fire sublimates*
Resistance: none

Rationale: The caster sub-divides his elemental substance into four elemental manifestations, one each for earth, air, fire, and water. He may animate any one of these manifestations at a time, while the other three manifestations remain inert.

Magick Effects: The caster's body is divided into four elemental manifestations, one each for earth, air, fire, and water. The caster's Spirit may inhabit any one of those beings. The other three beings remain inert at the casting point. The caster may transfer his Spirit to another of his elemental manifestations, so long as all four manifestations are together at the casting point. The four sub-divisions of the caster's body manifest in the form of Lesser Elementals. While animating one of these forms, the caster is limited to the abilities and profile of that form, with the exception of Int and WP, which remain the same as the caster's. At the end of the ritual's duration, the caster's Spirit and all four forms of the caster's body MUST be present to reform as the caster, or the caster's body suffers great harm. If the Spirit is within BMP of the casting point at the end of the duration, the Spirit returns to the casting point to re-inhabit the other parts of the body. If not, the Spirit is lost, becoming a ghost. The body dies, as does the caster. If one form of the body is not present when the body reforms, the body is recomposed from whatever elements are in the environment. The caster immediately loses one-tenth of the value of each characteristic, rounded up. If more than one form is missing when the body is reformed, the caster's body fails to recombine properly. The caster immediately loses one-half of the value of each characteristic, rounded up.

Background:

Notes: Essentially a Shapechange into elemental form. Transformation of body is relatively easy. Tools, clothing, magical devices, etc. cannot be transformed. (Note that elementals are not tools users, nor do they have a real notion of property or possessions, other than as manifestations of their own substance. That is, they understand me and not me, but not not me, but mine nonetheless.) While in elemental form, a caster may perform a wide range of magickal feats. For example, as an air elemental, he can fly, and may move invisibly. As a water elemental, he can flow through narrow spaces. As a fire elemental, he can cause fearsome damage. As an earth elemental, he can pass through solid objects.

[[This spell replaces the Become Ethereal spell, reproducing many of its effects, though with greater limitations, and without the troubling paradox of being able to make a caster's possessions ethereal, but not being able to make any other objects ethereal.]]

A sorcerer may be affected by a Banish Elemental Being spell while in elemental form. His Spirit abandons the single form he inhabits and immediately returns to the other three forms, which reform with the Spirit as described above.

Variants:

5. FireBreath

Discipline/Level: Elemental 3 Spell
Preparation: none
Magick Points: 10
Range: caster
Duration: 2d6+6 rounds
Area of Effect: cone 24 yds. long, 4 yd. base [[template??]]
Reagents: preserved dragon saliva compound* (or fugacious fire*)
Resistance: none

Rationale: Caster drinks dragon saliva. This saliva combines with the caster's saliva. The breath of the caster ignites on contact with the caster's focus, producing a gout of gaseous flame like a dragon's breath.

Magick Effects: Caster can breathe fire three times during duration of the spell. Area of effect is a cone, the narrow tip beginning at the caster and extending 24 yds., with a base 4 yds. wide. All targets within this area are automatically hit and suffer 2d4 wound with a Strength of 4. Flammable targets take extra damage (see

WFRP, Fire, page 80). Victims who make a successful Initiative test (that is, successfully react to dodge or cover up vulnerable areas) take only half damage

Background:

Notes:

Variants:

6. FlameWall

Discipline/Level: Elemental 3 Spell

Preparation: none

Magick Points: 12

Range: special

Duration: special

Area of Effect: special

Reagents: preserved firedrake saliva compound* (or fugacious fire*)

Resistance: none

Rationale: The compound is spread on a surface in an even, unbroken line. The caster then magically ignites the compound, which burns with unnatural intensity, even in the absence of flammable materials.

Magick Effects: One potion will form a line 6 yds. long. Before the spell is cast, the caster must walk along, pouring the compound in a line of any configuration, so long as the line remains unbroken. More than one compound may be laid to make longer lines. The caster then touches the line with his focus, igniting the line. The line burns intensely in an area 2 yards wide, and as long as the potion has been laid, for 1d6+3 rounds, or, if on a flammable surface, for 2d6+6 rounds. Any creature within the line of fire, or attempting to cross it, suffers 2d4 wounds at Strength 4. Flammable targets take additional damage (see WFRP, Setting Fire to Things, p. 80). The intense flames reach high enough to affect any creatures flying within 10 yards of the burning surface.

Background:

Notes:

Variants:

7. Floatstone

Discipline/Level: Elemental 3 ritual

Preparation: 1d6+3 rounds

Magick Points: 10

Range: touch with focus

Duration: 1d6+3 rounds

Area of Effect: 1 cubic foot per round

Reagents: fire, earth, water, and air sublimates*

Resistance:

Rationale: Fire, water, and earth nodes melt and dissolve small volumes of stone, and air nodes fill altered stone with tiny air bubbles. Finished product is light enough to float, weighs no more than wood, but is stronger than wood, and can be cast in earth or stone molds while still molten.

Magick Effects: Caster can produce 1 cubic foot per round of floatstone. Commonly produced in 1 foot cubic blocks, or 6x1x2 planks. More complex forms may be improvised by digging molds in the earth. Molten floatstone cools in 10 rounds.

Background:

Notes: Still experimental. Planks may be bound together with rope to improvise a raft. Can also be used to improvise shelters, bridges, doors, and other structures. Currently too expensive for widespread use, but may have valuable commercial applications.

Variants:

8. Quicksand

Discipline/Level: Elemental 3 Spell
Preparation: none
Magick Points: 9
Range: BMP yards
Duration: 1 hour
Area of Effect: 6 yard radius area
Reagents: water and earth sublimates
Resistance: none

Rationale: Water and earth nodes churn up soil, creating a quicksand.

Magick Effects: Caster can create quicksand in soil or earth, but not in stone (natural bedrock, pavement, etc.). All creatures within area of effect must pass an immediate Initiative test. Success permits movement through the area at 1/4 of normal rate. Failure means the creatures are trapped in the quicksand. Each creature must test vs. Cool. Failure means creature panicks, and sinks beneath surface and will suffocate in 1d6+3 rounds unless rescued. Success means creature remains Cool, and floats on surface of quicksand. Escape from quicksand requires a Strength of 3 or more AND a secure mooring to move 1 yard per round.

Background:

Notes: This spell is effective in delaying attackers or blocking movement at choke points. It is also effective in creating sitting ducks for missile and spell abuse when cast directly beneath attacking opponents.

Variants:

9. Summon Greater Elemental

Discipline/Level: Elemental 3 ritual
Preparation: 1d6+3 rounds
Magick Points: 10
Range: BMP yards (to control)
Duration: 2d6+6 rounds
Area of Effect: one Greater Elemental
Reagents: Elemental Essences* (as per elemental domain)
Resistance: none

Rationale: A Greater Elemental Sprite of one of the four Elemental Domains (Earth, Air, Fire, Water) is summoned from the aethyr and manifested as a substantial form.

Magick Effects: A Greater Elemental is summoned from the aethyr, and may be commanded to service. If controlled by the caster, the Greater Elemental is bound to serve the caster for the duration of the ritual effect. Summon Greater Elemental is at a +10 to WP for Control Tests. The response of the Greater Elemental to each command is determined by Service Tests against the Greater Elemental's Faithful and Vengeful traits. If not controlled, the Greater Elemental is unrestrained, and may return to the aethyr, or attack the caster or wreak havoc for the duration of the ritual. If directed to move or attack beyond BMP yards, test each round vs. the caster's WP. If successful, the Greater Elemental remains under the caster's control. If failed, the Greater Elemental instantly disappears. The elemental source of the Greater Elemental must be at least 1 cubic yard in volume, or the elemental cannot be summoned. Absence of the necessary volume of elemental material results in loss of MP expended for the ritual but the failure of the ritual. The ritual requires appropriate essences to the summoned elemental's Domain (ie, earth essence to summon geonomes). See Chapter 2c: Forms and Summonings, page ??, and Chapter ??: Elemental Beings, page ??, for detailed discussions of elemental summonings, Control Tests, Service Tests, and descriptions and abilities of elementals.

Background: Ancient, origin obscure, possibly Druidic.

Notes: The GM may require additional tests against the elemental's INT to determine if the caster's commands have been understood. Only one Greater Elemental per caster level may be summoned and in the service of an elementalists at any one time.

Variants:

Other Elemental 3 Spells and Rituals
(For spell and ritual descriptions, see listed reference.)
Corrosionbloom (Battle 3, page ??)
Darken Reflection (Battle 3, page ??)
Enchant Lesser Weapon (Battle, page ??)

Enchant Lesser Armor (Battle, page ??)
Greater Circle (Battle 3, page ??)

Level 4 Spells :

1. Banish Elemental Powers

Discipline/Level: Elemental 4 Spell
Preparation: none
Magick Points: 20
Range: BMP yards
Duration: instantaneous
Area of Effect: 6 yard radius sphere
Reagents: elemental essences and spirits* (as per elemental domain)
Resistance: WP

Rationale: The caster attempts to prevent elemental beings within the affected area from drawing on the aethyrial field from which they derive magickal energy to support their manifested forms. Any elemental beings unsuccessful in resisting the spell's effects disappear into the aethyr, and are temporarily unable to manifest in the Material Realm for an extended period.

Magick Effects: This spell affects elemental nodes, least, lesser, and greater elementals, and wisentlich. All elemental beings within the area of effect may test vs. WP to resist the effects of the spell. A successful test means the spell has no effect on that being. A failed test means the being is affected by the spell. An affected elemental being immediately loses its manifested form (ie, disappears) and returns to the Aethyrial Domain, where it temporarily ceases to recognize itself as a being (ie, becomes unconscious). The being remains in this disordered state for 1d6+3 days.

Background:

Notes: When cast against elementals with high WP scores, like Greater Elementals and Wisentlich, casters must usually expend extra MP to have a chance of affecting these beings. Likewise, these beings often dedicate MP to strengthening their resistance. See Chapter 2a: Terms Rules, "Modifying Magickal Resistance Tests," page ???. Affected elementals typically suffer amnesia concerning the events leading to their disordering. An elemental being has only his Intelligence divided by 10 as a percentage to remember the identity of the elemental mage who disordered him.

Variants:

2. Bind Elemental Servant ritual

Discipline/Level: Elemental 4 ritual
Preparation: 1d6+3 rounds
Magick Points: 20
Range: special
Duration: 1 day
Area of Effect: 1 Least Elemental
Reagents: elemental essences and spirits* (as per elemental domain)
Resistance: None

Rationale: This ritual permits a Least Elemental summoned by a Summon Least Elemental ritual to be bound to serve the caster for one day. With this spell, the caster claims the authority of a Wisentlich of the elemental's domain, and the Least Elemental may not refuse this service.

Magick Effects: An elemental servant summoned while this ritual is in effect is bound to the service of the caster for one day. During that day the servant follows the caster's commands as though the caster were its elemental master. The response of the Least Elemental to each command is determined by Service Tests against the Least Elemental's Faithful and Vengeful traits. If directed to move or attack, or to perform any other service, beyond BMP yards, the Least Elemental automatically remains under the caster's control. (Note: This is the only Summon Elemental ritual effect which permits a caster to control an elemental

beyond BMP yards without passing a WP test to control the elemental.) A maximum of 1 elemental servant per elemental domain may be bound to the service of an elemental mage at any one time.

Background:

Notes: To use this spell, a caster must first have summoned a Wisentlich of the appropriate elemental domain and obtained permission and authority to bind an elemental servant in the Wisentlich's name. That is, the caster must have summoned and successfully Controlled the Wisentlich, thereby earning the right to request this service. Once granted, permission and authority continue until formally withdrawn by the Wisentlich -- an event typically following only the most offensive of abuses of the elemental servant. A caster who uses this spell without the authority of a Wisentlich of the proper elemental domain must roll 1d100 against the following table:

01-50: The Wisentlich does not notice this arrogant intrusion upon his sovereignty, and no other being calls it to his notice. The caster has gotten away with it this time.

51-90: The Wisentlich does not notice the affront immediately, but a subordinate elemental being reports the event to the Master. The GM makes a note to have a Wisentlich pop in on the caster sometime for a nasty heart-to-heart chat.

91-00: The summoned Least Elemental protests immediately to his Wisentlich. The Wisentlich appears instead of the Least Elemental and cordially chastizes the caster within an inch of his life -- or beyond.

Variants:

3. Command Lesser Elementals spell

Discipline/Level: Elemental 4 spell

Preparation: none

Magick Points: 10

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: 1d3+1 lesser elemental

Reagents: elemental essences and spirits* (as per elemental domain)

Resistance: None

Rationale: A group of lesser elementals are summoned from the aethyr and commanded to service. With this spell, the caster claims the authority of a Wisentlich of the elemental's domain, and the lesser elementals may not refuse this service.

Magick Effects: 1d3+1 lesser elementals of a single elemental domain appear immediately and follow the caster's commands. The response of the lesser elementals to each command is determined by Service Tests against each lesser elemental's Faithful and Vengeful traits. If a lesser elemental is directed to move or attack beyond BMP yards, test each round vs. the caster's WP. If successful, the elemental remains under the caster's control. If failed, the elemental instantly disappears. The ritual requires appropriate essences to the summoned elementals' Domain (ie, earth essence to command geomorphs). As a result of casting several of these spells in sequence, a caster may command several different groups of lesser elementals of different domains at one time without penalty.

Background:

Notes: This is unique in that it permits summoning of elementals as a spell, rather than as a ritual. To use this spell, a caster must first have summoned a Wisentlich of the appropriate elemental domain and obtained permission and authority to command lesser elementals in the Wisentlich's name. That is, the caster must have summoned and successfully Controlled the Wisentlich, thereby earning the right to request this service. Once granted, permission and authority continue until formally withdrawn by the Wisentlich -- an event typically following only the most offensive of abuses of the summoned elementals. A caster who uses this spell without the authority of a Wisentlich of the proper elemental domain must roll 1d100 against the following table:

01-50: The Wisentlich does not notice this arrogant intrusion upon his sovereignty, and no other being calls it to his notice. The caster has gotten away with it this time.

51-90: The Wisentlich does not notice the affront immediately, but a lesser elemental being reports the event to the Master. The GM makes a note to have a Wisentlich pop up on the caster sometime for a nasty heart-to-heart chat.

91-00: The summoned Least Elementals protest immediately to their Wisentlich. The Wisentlich appears instead of the lesser elementals and cordially chastizes the caster within an inch of his life -- or beyond.

Variants:

4. Earthquake

Discipline/Level: Elemental 4 Spell
Preparation: none
Magick Points: 16
Range: BMP yards
Duration: instantaneous
Area of Effect: 24 x 24 yd. area
Reagents: earth sublimates*
Resistance: none

Rationale: Earth nodes cause a minor earthquake in the area indicated by the caster.

Magick Effects: 2d6+6 damage at Strength 10 is taken by all structures within the affected area. Toughness does NOT reduce damage. All creatures within the affected area are knocked prone immediately and incapable of any action for 1d4 rounds. Creatures inside a collapsing structure receive 1d6 hits at Strength 3. Creatures inside a collapsing tunnel or underground structure take 2d6+6 hits at Strength 6.

Background:

Notes: No reason this can't be used to collapse tunnels and dungeons. See "Destroying Buildings," WFRP, page 77 with the following additional notes on Toughness and Damage values:

Earth tunnels: Toughness 7, Damage 10-30

Reinforced tunnels (timber and stone): Toughness 8, Damage 40

Bedrock tunnels: Toughness 10, Damage 60

Variants:

5. Hellstorm

Discipline/Level: Elemental 4 spell
Preparation: None
Magick Points: 20
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: 10 yds. radius cylinder 3 yd. tall
Reagents: earth, air, fire, water elemental sublimates*
Resistance: None

Rationale: Air, water, earth, and fire nodes are summoned into a compact elemental stormcloud -- a whirling cyclonic cylinder like a squat mini-tornado -- which batters, drenches, and burns all in its path.

Magick Effects: Victims and structures within the storm receive 1d4 hits (1d6 wounds each) at Strength 5 (for victims, in randomly determined body locations) each round they remain in the area of effect. Armor and Toughness reduce wounds normally. In the area of effect, all normal fires are extinguished immediately, and none may be kindled. Furthermore, all melee combat and missile fire, including magickal missile fire, becomes impossible. Visibility is reduced to 1 foot. Movement rates are normal, with a risk tests each round for standard and run rates. Victims who fail a risk test take damage normally, and fall prone, and must pass a Dex test to stand and move in the next round.

Background: Ancient, a Dark Elven variant of the High Elven Vaporbloom family of spell effects. Notes: This spell combines an area destructive effect with screening and disruption of melee and missile combat. In confined areas it is especially deadly in attack and defense. Modest structures (huts, fences, walls, doors, etc.) are often destroyed, and repeated applications may be effective against more durable structures. However, damage per round per victim or structure varies greatly according to chance; this unpredictability of effect is the major weakness of the spell. A lucky opponent might conceivably run right through a hellstorm in one or two rounds, taking only minor damage. In addition to the damage specified for victims and structures, GMs may also improvise details of disorder and damage to the surroundings according to circumstances.

Variants: A moveable Hellstorm costs 25 MP, and moves 1d10 yds. in a direction indicated by the caster each round. For game purposes, the position of the storm after its movement is considered the area of effect; the path of the moving storm is not considered the area of effect.

6. Summon Great Wave

Discipline/Level: Elemental 4 Spell
Preparation: none
Magick Points: 16
Range: special
Duration: 1d6+3 rounds
Area of Effect: special
Reagents: water essences*
Resistance: none

Rationale: A host of water nodes are summoned to create and guide a series of massive waves to crest and crash against a target selected by the caster.

Magick Effects: Each round a great wave 3 yards tall, 3 yards thick at the base, and 10 yards wide is summoned from a body of water. The body of water must be at least large enough to provide the water for the great waves. The great waves may travel a maximum of 1000 yards over open water, but once they reach land, they can travel a maximum of 24 yds. All creatures or structures struck by a great wave take 1d6+3 damage at Strength 6.

Background:

Notes: The GM may limit the number of great waves a body of water can produce according to its size. For example, few man-made pools or fountains will provide enough water for even one great wave.

Variants:

7. Summon Wisentlich

Discipline/Level: Elemental 4 ritual
Preparation: 1d6+3 rounds
Magick Points: 15
Range: BMP yards (to control)
Duration: 2d6+6 rounds
Area of Effect: one Wisentlich
Reagents: Elemental Essences* (as per elemental domain)
Resistance: none

Rationale: A Wisentlich of one of the four Elemental Domains (Earth, Air, Fire, Water) is summoned from the aethyr and manifested as a substantial form.

Magick Effects: A Wisentlich is summoned from the aethyr, and may be petitioned for a favor. If controlled by the caster, the Wisentlich may grant the caster a favor. Summon Wisentlich is at a -50 to WP for Control Tests. The response of the Wisentlich to each petition is determined by Service Tests against the Wisentlich's Faithful and Vengeful traits. If not controlled, the Wisentlich is unrestrained, and may return to the aethyr, or attack the caster or wreak havoc for the duration of the ritual. The elemental source of the Wisentlich must be at least 1 cubic yard in volume, or the elemental cannot be summoned. Absence of the necessary volume of elemental material results in loss of MP expended for the ritual but the failure of the ritual. The ritual requires appropriate essences to the summoned elemental's Domain (ie, earth essence to summon geonomes). See Chapter 2c: Forms and Summonings, page ??, and Chapter ??: Elemental Beings, page ??, for detailed discussions of elemental summonings, Control Tests, Service Tests, and descriptions and abilities of elementals.

Background: Ancient, origin obscure, possibly Druidic.

Notes: Two Elemental Fourth Level castings -- Bind Elemental Servant and Command Least Elementals -- require the previous summoning of a Wisentlich, and the obtaining of permission and authority to use those castings. Failure to obtain that permission and authority in advance may result in punitive actions of the Wisentlich. Only casters with very high BMP scores can summon and control a Wisentlich without substantial risk of a failure to control, and a consequent risk of extermination at the hands of the Wisentlich. Less fortunately-endowed casters must take their chances, and rely on tough skin and skilled assistance in defending themselves from uncontrolled Wisentlich. For example, a second Level Four Elementalist could hang around with a Banish Elemental Power spell handy, keeping plenty of MP in reserve to spend to overcome the Wisentlich's magick resistance. Only one Wisentlich per caster level may be summoned and in the service of an elementalist at any one time.

Variants:

8. Tunnel Through Stone

Discipline/Level: Elemental 4 ritual

Preparation: 1d6+3 rounds

Magick Points: 18

Range: special

Duration: 2d6+6 minutes

Area of Effect: special

Reagents: earth sublimates*

Resistance: none

Rationale: The caster commands earth nodes to excavate a tunnel through earth, and to support the walls, floor, and roof of that tunnel for the duration of the spell.

Magick Effects: For the duration of the ritual, the caster may move through sand, mud, soil, earth, or stone at a Cautious pace, leaving behind him a tunnel 2 x 2 yds. in size. The tunnel thus created is magickally-supported. While magickally supported, this tunnel does NOT cause damage to structures, nor cause them to collapse. However, when the magickal support ceases after the ritual effect ends, the tunnel will collapse, if it is in unstable material like mud or sand or loose earth or soil, and structures that have been tunneled through by this spell must test vs. 10 x Toughness as a percentage to avoid collapse (unless the caster INTENDED that the structure collapse afterwards, in which case collapse is automatic).

Background:

Notes:

Variants:

Other Elemental 4 Spells and Rituals

(For spell and ritual descriptions, see listed reference.)

Ignite Vaporbloom (Battle 4, page ??)

Null Aethyr (Battle 4, page ??)

Greater Triangle (Battle 4, page ??)

Greater Square (Battle 4, page ??)

Illusion Spells

GM Notes for Judging Illusions [[To rules miscellany]]

Blindness and total darkness: WS is at a -25 penalty. BS is at BS divided by 10.

Testing to detect manifested illusions: Characters who suspect they are viewing an illusion may use one of the following three testing procedures. A successful test means the character is convinced that he is viewing an illusion. A failed test means the character cannot find any evidence that he is viewing an illusion; he still may be skeptical, and may act accordingly. Suggested modifiers for each of the three different tests are given in many of the illusion spell and ritual descriptions.

Visual Test: Visual observation only. The character looks for visual faults or implausible details that reveal the presence of an illusion.

Remote Physical Test: The character successfully hits the suspected illusion with a missile attack (ie, throws a rock, or shoots an arrow). Plausibly simulating the interaction of an external object and a manifested illusion is extremely difficult, even for the finest illusionist; such a test greatly increases the chance that an observer will detect the illusion.

Touch Test: Touching a suspected illusion almost always reveals its illusory nature, except with illusions of the highest mastery level (ie, Manifest Phantasm).

Illusions in Melee: Characters and creatures who suspect they are in melee with an illusion may always employ a Visual Test to discern an illusion. A character must make a successful BS test as an attack (eg, a

throw weapon attack) to employ a Remote Physical Test for illusion while in melee. A character must make a successful WS test as an attack to employ a Touch Test for illusion while in melee.

Characters and creatures who do not suspect they are in melee with an illusion -- typically dopey NPC cannon fodder, but occasionally PCs upon whom the GM has successfully pulled a fast one -- do not make Visual tests. They may be permitted a Remote Physical Test IF they successfully score a BS attack AND IF they successfully make an INT test to notice that something was fishy about the way the missile behaved when it struck the target. They may be permitted a Touch Test IF they successfully score a WS attack AND IF they successfully make an INT test to notice that something was fishy about the way the target reacted and the way the attack felt when it landed.

GM Bonuses and Penalties to Tests to Discern Illusions: At your discretion, tests to discern illusions may be modified according to complexity of illusion, circumstances and setting, and rehearsal by the caster. To discourage undignified pleading and rule-lawyering, avoid applying such modifiers in combat situations.

Level 1 Spells:

1. Darkscreen

Discipline/Level: Illusion 1 Spell

Preparation: none

Magick Points: 3

Range: within BMP yards of caster

Duration: 1d6+3 rounds

Area of Effect: 4-yard-by-2-yard screen

Reagents: air sublimates*, lampblack

Resistance: none

Rationale: Air nodes form a thin, rigid, sheet-like opaque frame made opaque by particles of lampblack in suspension. The nodes forming this opaque screen move at the caster's command.

Magick Effects: This magickal black screen obscures vision from both sides. The four-yard-wide, two-yard-high opaque screen may be moved instantaneously within the caster's control range at the beginning of each round (ie, no part of the screen may extend farther than the caster's BMP). WS and BS are halved for melee and missile attacks and parries by characters on opposite sides of the screen. Casting magic missiles at targets obscured by this screen requires a successful BS test.

A caster may not maintain more than one of the following spells at the same time:

Darkscreen, Colorscreen, Lightscreen. Subsequent casting of one of these spells immediately interrupts the previously cast spell.

Background:

Notes: The BS test for casting magic missiles through a Darkscreen reflects the caster's chance to guess the location of his target.

Variants: Colorscreen and Lightscreen (Illusion 2). Colorscreen is identical to Darkscreen, except that the screen is a chaotic swirl of colors, and requires an expensive pallet of powdery pigmented glass glazes. At this mastery level, colors and forms of the colors are not controllable by the caster. Colorscreen is often used as a backdrop to enhance dramatic, musical, and visual performances.

2. Divert Attention

Discipline/Level: Illusion 1 Spell

Preparation: none

Magick Points: 2

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: one victim

Reagents: deleriants (1/20 dose)

Resistance: See Magick Effects

Rationale: The caster projects an impulse into a victim's mind, directing the victim's attention in a desired direction.

Magick Effects: This spell draws the victim's attention in the direction chosen by the caster. Automatically effective for one round, and victim is unaware of tampering. If maintained for more than one round, the victim tests vs. WP to resist each round. If the test is successful, he realizes the unnatural compulsion, and instinctively searches for the source of tampering. A being affected by this spell receives a -20 penalty to WS and BS for the duration of the spell effect.

Background:

Notes: This is typically used to mislead a victim -- to draw attention away from something the caster desires to conceal (ie, an intruder attempting to sneak across a sentry's field of vision). In this sense, it is a sort of invisibility spell; one, however, which affects only one victim at a time, and which unfortunately is easily sensed by the victim, and which may eventually draw attention to the very thing the caster is trying to conceal. However, it can also be used as a sort of silent telepathic message to a companion, drawing the companion's attention to a possible threat or important detail (eg, an ambusher behind a curtain, or a figure fingering a ring) without alerting observers to the passing of the message. In melee or missile combat, the victim is distracted from observing his target, and is consequently less accurate in his attacks.

Variants:

3. Disrupt Image

Discipline/Level: Illusion 1 Spell

Preparation: none

Magick Points: 2

Range: BMP yds.

Duration: instantaneous

Area of Effect: one illusion magick effect

Reagents: air sublimates*

Resistance: none

Rationale: Air nodes are conjured and directed to disrupt other air nodes being used to produce a manifested image.

Magick Effects: This spell interrupts the effects of the following manifested illusion spells: Darkscreen, Mask, Camouflage, Lightscreen, Improvised Image, Rehearsed Image, Improvised Eidolon, Rehearsed Eidolon, Manifest Humanoid Appearance, Manifest Monstrous Appearance, Manifest Phantasm. If the caster has recognized the presence of the effects of one or more of these spells through a visual, remote physical, or touch test, he may specify which spell he wishes disrupted. Otherwise, the spell disrupts any single spell within range, selected at random.

Background:

Notes: As a defense against this spell, illusionists may cast multiple versions of the cheaper Improvised Illusion spell as decoys to protect their more sophisticated illusions from disruption. Note that illusions projected into the mind of a subject cannot be disrupted unless by a subject's successful test vs. WP to resist or a Null Aethyr ritual.

Variants:

4. Hallucination

Discipline/Level: Illusion 1 Spell

Preparation: none

Magick Points: 1

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: one subject

Reagents: deleriants (1/10 dose)

Resistance: WP

Rationale: An image is evoked at random from the mind of the subject. The subject sees nothing but that image, and is effectively blinded, for the duration of the spell

Magick Effects: The subject is blinded by a random image from his own mind. The subject may test vs. WP to resist the spell's effect only once, in the first round. A successful test means the spell has no further effect. A failed test means the subject is blinded by the hallucination for the full 1d6+3 rounds of the spell.

Background:

Notes: Though less reliable than Blinding Light, and affecting only a single victim, Hallucination has the potential of a longer duration -- a critical value in a melee with numerous opponents. Opposing spellcasters and missile experts are good targets for this spell. Creatures of low intelligence or less intelligent humanoids unfamiliar with magick may be frightened by such unnatural and bewildering phenomena. At the GM's discretion, the subject may be required to make a Fear test.

Variants:

5. Mask

Box Stats

Discipline/Level: Illusion 1 Ritual

Preparation: 1d6+3

Magick Points: 6

Range: caster

Duration: 1d6+3 rounds

Area of Effect: caster's face

Reagents: air sublimates*, pigmented glazes

Resistance: See Magick Effects

Rationale: Air nodes form a mask over the caster's face, upon which the caster manifests the likeness of another humanoid. The caster directs the nodes to shape and order pigmented glaze particles to simulate the colors and textures of the humanoid to be imitated.

Magick Effects: The caster creates a colored, textured magickal mask over his own facial features. The mask may present the appearance of any known or imagined humanoid being. Lips, eyes, and other facial features of the mask move in response to the movements of the caster's facial features. Since the mask is rehearsed during preparation, the illusion is relatively detailed and persuasive. Maintaining the mask during the ritual's duration does not require caster supervision; other actions may be taken without interrupting the magickal effect. Visual test for faults: Int-20. Remote physical test: Int.

Touch test: Automatic. Penalty for representing an imagined being or a specific individual the caster has never seen: +30 to the viewer's visual test for faults.

Background:

Notes: Since this spell only creates a facial mask, other features of a humanoid's head (hair, horns, etc.) must be created with physical trappings, or concealed with cloaks, helms, hats, etc.

Variants: This is a simple, restricted version of the more complicated Rehearsed Image ritual (Illusion 2).

6. Muddle Mind

Discipline/Level: Illusion 1 Spell

Preparation: None

Magick Points: 4

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one victim

Reagents: deleriants* (1/20 dose)

Resistance: WP

Rationale: The caster places a temporary block between the victim's conscious mind and his body, permitting the subconscious mind to direct the body's activities. Thus the victim's more primitive, animalistic impulses are indulged.

Magick Effects: The victim continues to think clearly, but cannot speak or control his body with his thoughts. His body cheerfully does whatever it would like to do if its mind weren't always telling it what to do. If undisturbed and unchallenged, the victim will loaf, sit and chew on his tunic, chase butterflies, or try to get a date with anything of the opposite sex. If challenged, or physically threatened or attacked, the victim ferociously attacks the challenger, regardless of the challenger's identity or the circumstances.

Background: Traceable to Old Slann; identical to spell still used by primitive Slann of Lustria. Extremely ancient, very popular with High Elven, Dark Elven, and all their successors.

Notes: Equally effective for avoiding direct confrontation and for reducing the odds in small unit fights. Its use by thieves, bandits, and raiders is so widespread that precautions against it are routine in urban areas and in military situations. The most commonly purchased defensive charm is the Resist Muddle Mind lesser talisman. Even primitive humanoids are generally aware of the vulnerability of isolated guards or scouts to this spell.

Variants:

7. Read Sound

Discipline/Level: Illusion 1 Spell

Preparation: none

Magick Points: 2

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: one subject

Reagents: deleriants (1/10 dose)

Resistance: none

Rationale: The caster monitors the aural impressions of the subject as though the caster were hearing through the subject's ears.

Magick Effect: The caster hears what the subject hears. The caster has no control over how carefully the subject is listening. If the subject is not paying attention to the sounds he hears, the caster may not hear them (unless they are louder than other sounds in the listener's environment). The subject is not aware of the caster's monitoring of the subject's hearing.

Background:

Notes:

Variants:

Other Illusion 1 Spells and Rituals

(For spell and ritual descriptions, see listed reference.)

Command Victim (Battle 1, page ??)

Excite Enmity [Hostility?] (Battle 1, page ??)

Harmonize Minds (Battle 1, page ??)

Pain Mind (Battle 1, page ??)

Lesser Square ritual (Battle 1, page ??)

Lesser Triangle ritual (Battle 1, page ??)

Level 2 Spells :

1. Hypnotic Command ritual

Discipline/Level: Illusion 2

Preparation: 1d6+3 rounds

Magick Points: 6

Range: BMP yds.

Duration: 1d6 hours
Area of Effect: one subject
Reagents: deleriants* (full dose)
Resistance: WP

Rationale: The caster implants a command in the unconscious mind of the the subject. For the duration of the ritual's effect, the subject unconsciously but intently attempts to follow the command.

Magick Effects: The caster gives the subject a ten-syllable command. The subject tests vs. WP to resist the compulsion to obey the command. If successful, the ritual has no further effect, though the subject has resisted the compulsion unconsciously, and is unaware of the mental intrusion. If the test fails, the ritual takes effect, and the subject unconsciously attempts to follow the command for the duration of the magick effect.

Background:

Notes: Because the ritual and its trappings are fairly obtrusive, casting a Hypnotic Command stealthily is very difficult. It is most easily practiced on victims which have been rendered unconscious or unaware by some other means (eg, Deepsleep or Dimwit spells, combats stuns, etc.). Sleeping victims are also easy marks, as are prisoners, unsuspecting guests, and characters in adjoining rooms. If the Hypnotic Command is to perform some action that the subject normally would never do without serious consideration (ie, kill himself, burn down an orphanage, kiss a dwarf, pay too much for lodgings, etc.), the subject is entitled to a new WP test each time he tries to follow the command. In some cases the subject might deserve a WP test each round, if the command is particularly offensive or dangerous, or if the action is repetitive.

Variant: Variants with longer duration are known, but require exotic substances (known to herbalists or alchemists, but scarce and expensive) which render the subject's mind more susceptible. (GM Note: That is, usually these substances are only available to NPC villains.)

2. Improvised Image

Discipline/Level: Illusion 2 spell
Preparation: none
Magick Points: 3
Range: BMP yds.
Duration: 1d6+3 rounds
Area of Effect: 4-yard-by-2-yard frame
Reagents: air sublimates*, pigmented glazes, air herbal condensers
Resistance: See Magick Effects

Rationale: Air nodes form a thin, rigid, sheet-like opaque frame which radiates light through patterns of pigmented glazes suspended in the nodes, producing the colors and forms of a visual image. Herbal condensers provide limited odor effects, while air node produce limited sound effects.

Magick Effects: A full-color animated image analogous to a motion picture is manifested on a magickal frame 4x2 yds in area. The frame may not be moved during the spell. Sounds and odors may be produced, but the fidelity of these sensations is poor. This spell may be cast in two ways: as a supervised illusion, and as a programmed illusion. The caster may supervise the image during the effect's duration, altering visual, aural, and scent details at will. To supervise the improvised image, the caster must supervise the illusion without interruption for the duration of the effect. During that period he may take no other actions, and if interrupted, his supervision of the illusion ends immediately, though the illusion continues for the rest of the effect duration, displaying whatever images, sounds, and scents it was displaying when the caster was interrupted. The caster may alternatively choose to program the visual, aural, and scent details of the illusion as he casts it. The caster need not supervise the illusion, and may perform other actions without interrupting the illusion effects. The illusion itself will alter according to the programmed instructions of caster for the duration of the effect. The player must describe the visual, aural, and scent details he wishes programmed into the illusion when the spell is cast; thereafter, the GM interprets the player's instructions in judging the round-by-round presentation of the illusion. Improvised on short notice, an Improvised Image is less detailed and persuasive than a Rehearsed Image. Visual Test: INT. Remote Physical Test: Int+20. Touch Test: Automatic. If programmed: +20 bonus to all INT tests. A successful test reveals the image as illusory, but does not permit the viewer to see through the opaque frame. WS and BS are halved for melee and missile attacks and parries by characters on opposite sides of the image. Casting magic missiles at targets obscured by this image requires a successful BS test. The caster, or any other object or being, may pass through the image without interrupting the spell.

Background:

Notes: Since this spell does not reliably fool most intelligent observers, it is primarily used when urgency or economy prohibits the casting of the more satisfactory Rehearsed Image ritual. Fortunately, even if the image fails to fool an observer, it provides some screening protection from melee and missile attacks, and distracts and delays those who test to discern the illusion.

Variants:

3. Lightscreen

Discipline/Level: Illusion 2 spell

Preparation: none

Magick Points: 3

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: 4yd. x 2 yd. screen

Reagents: air essences*

Resistance: none

Rationale: Air nodes form a thin, rigid, sheet-like transparent frame which radiates light. The nodes forming this radiant screen move at the caster's command.

Magick Effects: This magickal glowing screen is transparent to observers on the caster's side of the screen, while opaque to observers on the opposite side of the screen. The screen illuminates as a lantern (ie, a 15 yard radius illuminated, with structural details visible as vague forms at up to 45 yds.). The four-yard-wide, two-yard-high glowing screen may be moved instantaneously within the caster's control range at the beginning of each round. WS and BS are halved for melee and missiles attacks and parries by characters facing the opaque side of the screen; characters on the caster's side of the screen suffer no penalties to WS or BS. Casting magic missiles at targets obscured by this screen requires a successful BS test. A caster may perform no other action than movement at a Cautious pace while maintaining this spell effect. If interrupted, the spell effect ends. A caster may not maintain more than one of the following spells at the same time: Darkscreen, Lightscreen. Subsequent casting of one of these spells immediately interrupts the previously cast spell.

Background:

Notes: Like one-way glass from caster's point of view. Originally designed as lighting and backdrop for outdoor entertainment, the Lightscreen spell has great potential in support of melee and missile troops, though the War College has failed to devise a more simple, unsupervised version for War Wizards.

Variants:

4. ManForm

Discipline/Level: Illusion 2 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: self

Duration: 2d6+6 minutes

Area of Effect: caster

Reagents: air sublimates*, pigmented glazes

Resistance: none

Rationale: Air nodes form a mask covering the caster's entire body, including clothing and a modest volume of trapping, armor, or weapons. Upon this mask the caster manifests the appearance of any known or imagined humanoid being. Once formed, this illusory appearance may move with the caster, concealing the caster's true appearance, or it may be directed as a mobile illusion within control range of the caster.

Magick Effects: The caster clothes his form in an illusion of a humanoid being. The ManForm must have the same basic body proportions as the caster. When retained upon the caster's person, the ManForm moves automatically in response to the movements of the caster's body, appendages, and trappings, and the image moves accordingly. The caster may move at a cautious rate and speak normally without penalty. Movement at a faster rate, tests against WS or BS, casting a spell or ritual, using an alchemical compound or magickal

artifact, or other similar actions permit a +20 bonus to tests vs. the illusion. However, since the image may be rehearsed during preparation, and the ManForm's limbs, torso, head, and trappings are moved smoothly and efficiently, the image is relatively persuasive. Visual Test for Faults: Int-20. Remote Physical Test: Int-10. Touch test: Int. A ManForm may be directed to move away from the caster as an independent illusion, but if it moves beyond BMP yards from the caster, the magick effect ends immediately. While supervising the movement of a ManForm away from the caster's body, the caster may not move nor perform any other action. When moving independently from the caster, ManForms are more difficult to move smoothly, and so are less persuasive than when moving with the caster. Visual Test for Faults: INT. Remote Physical Test: INT+20. Touch test: Automatic.

Background:

Notes: This is essentially a full-body version of the Mask ritual (Illusionist 1). The illusion covers normal clothing, small weapons, and other hand-held trapping with ease. Bulky clothing (winter furs and cloaks) and larger trappings (greatswords, shields, backpacks, pikes) are more difficult to mask. Make a Risk test for each article of bulky clothing and each larger trapping; if the test fails, that clothing or trapping is inadequately concealed in the illusion, and its true nature is immediately obvious to any observer. Controlling more than one ManForm at a time is extremely difficult. For each additional ManForm controlled each round, make one test vs. INT. A failed test means one randomly-selected ManForm is seriously flawed for the duration of the effect, with a +20 bonus to a INT tests to discern illusions. With tabletop displays, a ManForm is represented by an additional figure on the display. Note, however, that the ManForm is insubstantial, and that, for example, missiles weapons may be fired through the illusory figure.

Variants:

5. Read Mind

Discipline/Level: Illusion 2 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: one subject

Reagents: deleriants (1/10 dose)

Resistance: WP

Rationale: Caster contacts the subject's mind and suggests a topic. The subject unconsciously summons up thoughts, impressions, and emotions concerning that topic, which the caster monitors as they cross the subject's mind.

Magick Effects: Each round the subject calls to mind a thought, impression, or emotion concerning the topic suggested by the caster. Typically the response is to bring to mind the most obvious thought, impression, or emotion associated with the suggested topic. The response is usually in the form of a short sentence or an image which may include sound, smell, taste, and touch. If the subject passes a WP test, he is unconsciously resistant to the caster's suggestion. The subject does not realize his mind has been contacted, but the ritual effect fails.

Background:

Notes: Casting a Read Mind spell stealthily is somewhat difficult. It is most easily practiced on victims which have been rendered unconscious or unaware by some other means (eg, Deepsleep or Dimwit spells, combats stuns, etc.). Sleeping victims are also easy marks, as are prisoners, unsuspecting guests, and characters in adjoining rooms.

Variants:

6. Read Vision

Discipline/Level: Illusion 2 spell

Preparation: none

Magick Points: 2

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: one subject

Reagents: deleriants* (1/10 dose)
Resistance: none

Rationale: The caster monitors the visual impressions of the subject as though the caster were seeing through the subject's eyes.

Magick Effect: The caster sees what the subject sees. The caster has no control over what the subject looks at. The subject is not aware of the caster's monitoring of the subject's vision.

Background:

Notes: Casting a Read Vision spell stealthily can be difficult. However, if the caster is concealed from the subject, or if the subject is distracted, chances are excellent that the caster will not be detected.

Variants:

7. Rehearsed Image

Discipline/Level: Illusion 2 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: 4-yard-by-2-yard frame

Reagents: air sublimates*, pigmented glazes, air herbal condensers

Resistance: See Magick Effects

Rationale: Air nodes form a thin, rigid, sheet-like opaque frame which radiates light through patterns of pigmented glazes suspended in the nodes, producing the colors and forms of a visual image. Herbal condensers provide limited odor effects, while air node produce limited sound effects.

Magick Effects: Identical to the Improvised Image spell (see above), except the longer preparation of this effect gives it greater detail and persuasiveness, so that observers are less likely to recognize the image as an illusion. Visual Test: INT-20. Remote Physical Test: Int. Touch Test: Automatic. If programmed: +20 bonus to all INT tests. A successful test reveals the image as illusory, but does not permit the viewer to see through the opaque frame. WS and BS are halved for melee and missile attacks and parries by characters on opposite sides of the image. Casting magic missiles at targets obscured by this image requires a successful BS test. The caster, or any other object or being, may pass through the image without interrupting the spell.

Background:

Notes: The quality of this illusion makes it especially effective against unintelligent beasts and dim-witted humanoids and monsters when they remain at a distance.

Variants:

8. Suggestion

Discipline/Level: Illusion 2 Ritual

Preparation: 1d6+3

Magick Points: 4

Range: BMP yards

Duration: Indefinite

Area of Effect: one subject

Reagents: deleriants (1/20 dose)

Resistance: WP/hour

Rationale: The caster introduces to the subject's mind one idea about a recent event, experience, or piece of information. The idea may be true, false, or misleading. The subject's mind is then compelled to accept the idea as an idea of his own.

Magick Effects: An idea expressed by the caster in ten words or fewer is planted in the subject's mind, and accepted by the subject as accurate and genuine. Each hour (or more frequently, at the GM's discretion) the subject tests vs. WP to resist the magick effect. If successful, the subject realizes the implanted idea is not his own, and is no longer magickally misled.

Background: Ancient High Elven. Though the magick effect itself is reliable and well-understood, the personal beliefs and mental abilities of the victims vary widely, and the implanted ideas vary in complexity and plausibility, so the duration and results are somewhat unpredictable.

Notes: Under magickal compulsion, the subject's mind tries to shape the introduced idea so it appears to fit with the subject's other ideas and personal beliefs. The more appropriate the introduced idea to the subject's own ideas and personal beliefs, the more likely is the subject to accept it as genuinely his own. A WP test per hour is the minimum; the GM may judge that more frequent tests are appropriate, particularly if the implanted idea is challenged by experience or by cross-examination by others. For example, if an orc is given the idea that his boar-boyz-buddies is gone home, contrary evidence (like running into his buddies) or contrary testimony (an orc leader of another unit tells him that none of the boyz is gone home), the victim may be entitled to an immediate WP test. Exceptionally plausible ideas that fit neatly with the victim's personal beliefs, or exceptionally implausible ideas that don't fit at all with victim's personal beliefs, may require that the GM assess modifiers to each WP test. For example, an orc is told that he has single-handedly wiped out the PC party he was sent to find. Orcs is great! and the orc WANTS to think he's a hero, so the WP test might be at -10 or -20 penalty. On the other hand, a smart PC wizard is told by a nasty villain wizard that his buddies have abandoned him. The smart PC wizard knows his buddies have been with him for years, and would never abandon him, and futhermore, the smart PC wizard is smart enough to distrust odd ideas that might have been slipped into his mind magickally, so a +10 or +20 bonus to the WP test might be appropriate.

Variants:

9. Wary Mind

Discipline/Level: Illusion 2 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: self

Duration: 1d6 hours

Area of Effect: caster

Reagents: deleriants (1/20 dose)

Resistance: none

Rationale: The caster composes his mind so as to be aware of any intrusion from the mind of another being. Upon becoming aware of the intrusion, the caster automatically shuts off access to his mind.

Magick Effects: Confers a bonus of +20 to any test vs. WP against any spell or ritual effect that permits a resistance test. While this ritual effect is active, the caster may not cast any spells or rituals, nor may he maintain or supervise the effects of any previously cast spell or ritual (eg, he may not control a summoned elemental). Casting a spell or ritual, or using a magickal artifact or alchemical compound, immediately interrupts this ritual's effect.

Background:

Notes: The defensive posture of the mind created by this ritual effect is incompatible with a spellcaster's production and control of magick effects. The caster must first voluntarily interrupt the Wary Mind effect before he can produce and control any other magick effect. Therefore, this effect can provide some protection against ambushes or stealthy magic attacks, but is of little use in a confrontation. The +20 bonus for WP tests to resist magick effects is in addition to a +20 bonus for a successful use of the Magick Resistance skill.

Variants:

Other Illusion 2 Spells and Rituals

(For spell and ritual descriptions, see listed reference.)

DimWit (Battle 2, page ??): For Illusionists, Magic Point cost is 1, not 3.

Excite Panic (Battle 2, page ??)

Sap Will (Battle 2, page ??): For Illusionists, Magic Point cost is 2, not 4.

Darken Reflection (Battle 3, page ??)

Greater Pentagram ritual (Battle 2, page ??)

Level 3 Spells :

1. Dream Sending

Discipline/Level: Illusion 3 ritual
Preparation: 1d6+3 rounds
Magick Points: 6
Range: BMP yds.
Duration: 2d6+6 rounds
Area of Effect: one subject within range
Reagents: deleriants (1 dose)
Resistance: WP

Rationale: The caster prepares a dream sequence illusion in his own mind, then enters into the mind of the subject and implants that dream sequence within the subject's imagination.

Magick Effects: If the subject is asleep during the spell effect, the subject has the dream immediately. If the subject is awake, the subject has the dream the next time he falls asleep. The dream actually only last for 2d6+6 rounds, but from the subject's perspective, the duration of the dream may seem much longer. The subject may unconsciously attempt to resist the dream sending. Test vs. WP to resist. A successful test means the subject remains asleep and dreaming, but is aware that he's having a dream. The subject may then choose to wake up and interrupt the dream, or continue to observe the dream in a conscious manner. A failed test means the subject remembers the dream after he awakes, and is convinced that the dream is his own, and that it has some deep significance.

Background:

Notes: In combination with the Voidsend Mind ritual, the dream may be sent to a subject within range of a caster's remote focus, which might easily be hidden in the subject's sleeping quarters. At the gamemaster's option, if the dream sending is nightmarish and horrific, he may give the subject an Insanity Point unless the subject makes a Cool test to resist. Repeated nightmares have diminished effect, however. A subject should receive no more than a maximum of 6 Insanity Points as a direct result of Dream Sendings. Other possible effects of dreams will vary according to the subject and the circumstances, and must be judged by the GM at his discretion. For example:

In a dream, the subject is attacked by an assassin. If a dagger is close to hand, the subject may suffer from a self-inflicted wound unless he makes a WP test.

The subject receives a series of bogus divine visions. The subject must test vs. WP or become deeply disturbed and obsessed by these visions. The subject may or may not be convinced that these divine visions are genuine, but if he does not believe them genuine, he may suspect some malign force within himself producing the visions.

The subject receives a series of dreams featuring horrible atrocities performed by dwarves. Each time he receives such a dream, he tests vs. WP or gains 1 point of Dwarf Obsession. When he accumulates 10 points of Dwarf Obsession, he gains a Hatred of dwarves.

Against ignorant or unsophisticated subjects, or mentally-unstable subjects, this magick effect should be a dangerous and effective weapon. Against experienced spellcasters, adventurers, and other tough-minded characters, this should be less effective, with bonuses to tests to resist. Note that someone who suspects himself a target of dream sendings can protect himself -- and convince himself that the sendings are sorcerous attacks -- by isolating himself from possible contact with sorcerors, and by Detect Magick searches of his sleeping quarters for remote focuses.

Variants:

2. Improvised Eidolon

Discipline/Level: Illusion 3 spell
Preparation: none
Magick Points: 6
Range: BMP yds.
Duration: 1d6+3 rounds
Area of Effect: 4-yard-by-2-yard-by-2-yard image field
Reagents: air sublimates* (4 measures), water, earth sublimates*, pigmented glazes, air herbal condensers

Resistance: See Magick Effects

Rationale: Air nodes form a three-dimensional image field called an eidolon which radiates light through patterns of pigmented glazes suspended in the nodes, producing the colors and forms of a 3-D visual image. Herbal condensers and earth and water sublimates provide limited odor and tactile effects, while air node produce limited sound effects.

Magick Effects: A full-color, animated three-dimensional eidolon analogous to a motion hologram is manifested in a magickal image field 4x2x2 yards in volume. The image field may not be moved during the spell, but the details of the image represented may be altered during the spell to create the illusion of movement. Sounds, odors, and tactile impressions may be produced, but the fidelity of these sensations is poor. This spell may be cast in two ways: as a supervised illusion, and as a programmed illusion. The caster may supervise the Improvised Eidolon during the effect's duration, altering visual, aural, scent, and tactile details at will. To supervise the Improvised Eidolon, the caster must supervise the illusion without interruption for the duration of the effect. During that period he may take no other actions, and if interrupted, his supervision of the Improvised Eidolon ends immediately, though the illusion continues for the rest of the effect duration, displaying whatever images, sounds, scents, and tactile effects it was displaying when the caster was interrupted. The caster may alternatively choose to program the visual, aural, and scent details of the Improvised Eidolon as he casts it. The caster need not supervise the illusion, and may perform other actions without interrupting the illusion effects. The Improvised Eidolon itself will alter according to the programmed instructions of caster for the duration of the effect. The player must describe the visual, aural, scent, and tactile effect details he wishes programmed into the Improvised Eidolon when the spell is cast; thereafter, the GM interprets the player's instructions in judging the round-by-round presentation of the illusion. Whether supervised or programmed, an Improvised Eidolon may be made transparent or opaque -- that is, observers may see the background through a transparent Eidolon, but will only see the represented illusion in an opaque Eidolon. An opaque Eidolon blocks line-of-sight, but Visual Tests to discern illusion in an Eidolon are made at a +20 bonus. The image is improvised on short notice, and the caster usually cannot see the eidolon as the subject might see it, so the image is less detailed and persuasive than a Rehearsed Eidolon. Visual Test: INT. Remote Physical Test: INT+10. Touch Test: Automatic. If programmed: +20 bonus to all INT tests. A successful test reveals the image as illusory. Unless the caster specifically supervises or programs the Improvised Eidolon to be opaque, the illusion is transparent except where objects and structures are represented in the image. BS is halved for missile attacks by characters firing into, through, or beyond the image. WS is halved for melee attacks and parries by characters within the image. Casting magic missiles at targets obscured by this image requires a successful BS test. The caster, or any other object or being, may pass through the image without interrupting the spell.

Background:

Notes: One or two normal-sized humanoid figures standing side by side, or 1 large non-humanoid creature, may be represented in a 4x2x2 yard image field on a tabletop display. Of course, more humanoids could conceivably cram into a volume that large, but rarely would humanoids do so voluntarily.

Variants:

3. Manifest False Aethyr

Discipline/Level: Illusion 3 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: caster

Duration: 2d6+6 minutes

Area of Effect: caster

Reagents: aethyr salts*, deleriants (1/20 dose)

Resistance: none

Rationale: The caster manipulates the aethyrial forms and energies of his mind so as to create an aethyrial illusion of a magickal effect or a spirit. Creatures that can perceive the Aethyrial Domain, as with the Sense Magick skill, and Detect Magick spell, may perceive false but persuasive impressions of magickal phenomena, or may fail to perceive real magickal phenomena concealed by aethyrial illusions.

Magick Effects: The caster creates false aethyrial images detectable to beings which sense or detect magick. These aethyrial illusions are detectable only to those who sense or detect magick. Aethyrial illusions cannot be discerned from authentic aethyrial phenomena except by the effects they produce. For example, there is no way to discern between a sword with an illusory aethyrial effect and a magickal sword

except by testing the sword to see if it produces a magickal effect. This spell can make a non-magickal artifact appear to be a magickal artifact, or can make a magickal artifact appear to be a non-magickal artifact. This spell can also mask the presence of a spell, ritual, or other magickal effect upon a being or object, or can make a being or object appear to be under the influence of a spell, ritual, or other magickal effect. Aethyrial effects cannot be distinguished from one another by observation except by their effects. Just as one type of magickal artifact cannot be distinguished from another by Sense Magick or Detect Magick, so aethyrial phenomena and aethyrial illusions cannot be distinguished from one another by Sense Magick or Detect Magick.

Background:

Notes: Magick effects are discernable in the aethyr by their form (ie, the shape of a sword, a ring, a thaumaturgic form, etc.) but not by the nature of their magick effect or enchantment. A victim of the Ensorcel Mind ritual looks just the same as a victim of the DimWit spell when perceived in the Aethyrial Domain by a Sense Magic skill or Detect Magick Spell. A gift for subtle bluffing is useful for effective use of this spell. To some gullible observers, appearing to be wearing magickal armor, carrying a magickal sword, and wearing a couple dozen magickal baubles may be perfectly plausible; to other more skeptical observers, such magickal riches are likely to be perceived as bluff, particularly when an Illusionist is known to be involved. A more effective use of the spell might be in concealing the presence or location of spell and ritual effects, magickal artifacts, and alchemical compounds. See Mask Aethyr below. Mask Aethyr is most useful in a direct conflict against other magick-sensing or detecting opponents. Manifest False Aethyr is most effective for bluffing or stealth against curious, skeptical, or hostile magick-sensing or detecting observers.

Variants:

4. Mask Aethyr

Discipline/Level: Illusion 3 spell

Preparation: none

Magick Points: 3

Range: caster

Duration: 1d6+3 rounds

Area of Effect: BMP yds. radius sphere

Reagents: aethyr salts*

Resistance: none

Rationale: Caster creates turbulence in the aethyrial structure of his mind. This turbulence interferes with perception of aethyrial forms and essences within range of the caster's mind.

Magick Effects: This spell obscures perception of aethyrial forms (spirits) or energies (magick effects) within range of the caster's mind. To beings which can perceive the aethyr, either through the skill Detect Magick, through spells, rituals, or magickal artifacts (ie, Detect Magick, Perceive Spirit) or through natural abilities (elementals, daemons, wraiths, and other magickal beings), the volume of the caster's mind is perceived as an opaque, impenetrable sphere of chaotic magickal energies, waxing and waning at random. Within the area of effect, no source of magickal energy can be distinguished, nor can any judgements about the nature of the magickal energy be made. This spell also blocks perception of the aethyr in line-of-sight beyond an observer. Within the volume of the effect, all perception of aethyrial and magickal phenomena is blocked, and the volume is like a solid object blocking perception to an outside observer.

Background:

Notes: This is the equivalent of dumping aethyrial chaff into magickal radar. Magickal vision is impossible for those within the volume of effect, and magickal vision through the volume of effect is impossible. See Manifest False Aethyr above. Mask Aethyr is most useful in a direct conflict against other magick-sensing or detecting opponents. Manifest False Aethyr is most effective for bluffing or stealth against curious, skeptical, or hostile magick-sensing or detecting observers.

Variants:

5. PainWave

Discipline/Level: Illusion 3 spell

Preparation: none

Magick Points: 8

Range: self
Duration: Instantaneous
Area of Effect: BMP radius sphere
Reagents: deleriants, aethyr salts*
Resistance: WP

Rationale: The caster broadcasts an impression of agonizing pain that instantaneously sweeps in a wave out from the caster in an expanding circle to the limits of the caster's range. Those unable to withstand the shock are temporarily overcome with pain.

Magick Effect: All humanoids within range of the caster are be affected as with the Battle 1st Level spell PainMind. All humanoids may test vs. WP to avoid the effects of the spell. Humanoids who do nothing during the round the spell is cast but brace to resist the pain may also test vs. Cool to avoid the effects of the spell.

Background:

Notes: Humanoids who are forewarned of the coming PainWave by a friendly caster, or who anticipate a PainWave attack, can brace themselves for the shock, and though they do not avoid the pain, they have a chance to master the pain and avoid being stunned. Non-humanoids creatures are not affected, because their minds are too dissimilar to humanoid minds.

Variants:

6. Projected Illusion

Discipline/Level: Illusion 3 ritual
Preparation: 1d6+3 rounds
Magick Points: 8
Range: BMP yds.
Duration: 1d6+3 rounds
Area of Effect: one subject
Reagents: deleriants (1 dose)
Resistance: WP

Rationale: The caster establishes a link with the subject's mind (similar to the Read Vision ritual). Then the caster gradually alters elements in the subject's perceptions to produce a plausible illusion in the subject's mind. Since the caster enlists the subject's other senses as well as vision to reinforce the illusion, the image is very persuasive.

Magick Effects: The subject tests vs. WP to resist the magick effect. If successful, the subject subconsciously resists the effects of the ritual but is not conscious of the mental intrusion. If the test fails, the subject is affect by the ritual. Each round the caster may alter the subject's perception of one element of his surroundings. The element to be altered and the alteration to be made are stated as a simple sentence (eg, The door appears to open, The prisoner appears to move into the cell, etc.). The caster must monitor the subject's perceptions throughout the duration of the ritual, and cannot perform any other action without interrupting the spell effects. If the altered element is judged by the GM to be plausible to the subject, the subject receives no further test vs. WP to resist. (The notebook that Dieter stole appears to still be lying on the desk.) If the altered element is judged by the GM to be somewhat implausible, the subject receives an immediate test vs. WP to resist. (A daemon appears in the lower branches of the oak tree. An orc appears suddenly from behind the wardrobe and attacks you.) If the altered element is judged by the GM to be completely implausible, the subject receives an immediate test vs. WP to resist, with appropriate GM modifiers, or an automatically successful test to resist, at the GM's option. (A dozen orcs appear suddenly from within the wardrobe and attack you. The mage gestures, and the city outside the window falls upward into the sky.)

Background:

Notes: In a world where sorcerors, divine spellcasters, aethyrial beings, and gods are commonplace knowledge, many events that would otherwise seem implausible might be interpreted as plausible if a magickal agency were involved. Projected images have no affect whatsoever on the real world. However, since a project image includes the sense of touch, including pain from imagined injuries, a subject may think himself physically affected as by a real event. Further, since injuries in combat are especially plausible in many circumstances, the subject is unlikely to receive a test vs. WP to resist. For example, a subject may be told that an arrow strikes him. At the caster's option, he may choose to have the subject feels as though he were slightly wounded, seriously wounded, or even as affected by the Critical Hit Effects table. For the

duration of the spell effect, the subject is more or less likely to believe he has indeed suffered an injury. Of course, if the illusionary injury is implausible according to the circumstances (The snotling drives his dagger through your shield and plate mail, delivering a critical hit to your chest.), the subject deserves a test vs. WP to resist the illusion. Judging the effects of this ritual require the improvisational genius and good graces of both the GM and the player. In general, the more simple and subtle the projected illusion, the more likely it is to be persuasive, while the more gross and dramatic the illusion, the less likely the subject will be persuaded. Really stupid, ignorant, and superstitious subjects are easily flummoxed, while sophisticated, experienced sorcerors, adventurers, and tough-minded skeptics are going to be tough to fool. If this means the PCs can abuse dopey NPCs at will, while NPC villains have a hard time suckering PCs, so be it.

Variants:

7. Rehearsed Eidolon

Discipline/Level: Illusion 3 ritual

Preparation: 1d6+3 rounds

Magick Points: 9

Range: BMP yds.

Duration: 2d6+6 rounds

Area of Effect: 4-yard-by-2-yard-by-2-yard image field

Reagents: air sublimates* (4 measures), water, earth sublimates*, pigmented glazes, air herbal condensers, deleriants

Resistance: See Magick Effects

Rationale: Air nodes form a three-dimensional image field called an eidolon which radiates light through patterns of pigmented glazes suspended in the nodes, producing the colors and forms of a 3-D visual image. Herbal condensers and earth and water sublimates provide detailed odor and tactile effects, while air node produce detailed sound effects.

Magick Effects: Identical to the Improvised Eidolon (see above), except for the following improvements: 1. the caster rehearses the Eidolon before presenting it, producing sounds, odors, and tactile impressions of superior fidelity, 2. the illusion's duration is greater, and 3. the Eidolon may be moved without restriction each round, so long as it is not moved beyond the caster's BMP yards range. This spell may only be cast as a supervised illusion. The caster may alter visual, aural, scent, and tactile details at will. To supervise the Rehearsed Eidolon, the caster must supervise the illusion without interruption for the duration of the effect. During that period he may take no other actions, and if interrupted, his supervision of the Rehearsed Eidolon ends immediately, though the illusion continues for the rest of the effect duration, displaying whatever images, sounds, scents, and tactile effects it was displaying when the caster was interrupted. A Rehearsed Eidolon may be made transparent or opaque -- that is, observers may see the background through a transparent Eidolon, but will only see the represented illusion in an opaque Eidolon. An opaque Eidolon blocks line-of-sight, but Visual Tests to discern illusion in an Eidolon are made at a +20 bonus. The illusion is rehearsed and detailed, so the image is exceptionally detailed and persuasive. Visual test for faults: Int-30. Remote physical test: Int-10. Touch test: Int. A successful test reveals the image as illusory. Unless the caster specifically supervises or programs the Rehearsed Eidolon to be opaque, the illusion is transparent except where objects and structures are represented in the image. BS is halved for missile attacks by characters firing into, through, or beyond the image. WS is halved for melee attacks and parries by characters within the image. Casting magic missiles at targets obscured by this image requires a successful BS test. The caster may not move during the spell, but any other object or being may pass through the image without interrupting the spell.

Background:

Notes: One or two normal-sized humanoid figures standing side by side, or 1 large non-humanoid creature, may be represented in a 4x2x2 yard image field on a tabletop display. Of course, more humanoids could conceivably cram into a volume that large, but rarely would humanoids do so voluntarily.

Variants:

Other Illusion 3 Spells and Rituals

(For spell and ritual descriptions, see listed reference.)

Ensorcel Mind (Battle 3, page ??)

Excite Terror (Battle 3, page ??)

Enchant Lesser Weapon (Battle 3, page ??)
Enchant Lesser Armor (Battle 3, page ??)
Freeze Mind (Battle 3, page ??)
Speak in Mind (Battle 3, page ??)
Greater Circle (Battle 3, page ??)

Level 4 Spells :

1. ManPuppet

Discipline/Level: Illusion 4
Preparation: 1d6+3 rounds
Magick Points: 10
Range: BMP yds.
Duration: 2d6+6 rounds
Area of Effect: one subject
Reagents: deleriants (1 dose), aethyr salts*
Resistance: See Magick Effects

Rationale: The caster takes over control of a humanoid subject's mind. For the duration of the ritual's effect, the subject's mind and body follow directions from the caster's mind.

Magick Effects: The humanoid subject becomes a puppet under the caster's control. The caster must maintain control throughout the spell's duration, and can perform no other action without interrupting the spell effects. The subject is immediately aware that his mind has been taken over by an outside force, but he does not know the nature or identity of the controlling force. The subject may test to resist in the second round after the spell takes effect. The subject's chance to resist is the subject's WP score minus the caster's WP score, or 05, whichever is greater. A successful test to resist means the spell has no further effect. A failed test means the spell takes effect normally.

Background:

Notes: The caster sees through the subject's eyes, and is aware of the subject's surroundings through the subject's senses. Unfortunately, this means the caster is unaware of events in his own surroundings, and is helpless against an attack. If the caster receives any strong stimulus to his own senses (a sharp blow, a painful burn, a loud shout in an ear, etc.), the caster must test vs. WP or be startled out of concentration, thus interrupting the spell effect.

Variant: Variants with longer duration are known, but require exotic Reagents (known to herbalists or alchemists, but scarce and expensive) which render the subject's mind more susceptible. (GM Note: That is, usually these substances are only available to NPC villains.)

2. MonsterForm

Discipline/Level: Illusion 4 ritual
Preparation: 1d6+3 rounds
Magick Points: 12
Range: self
Duration: 2d6+6 minutes
Area of Effect: caster
Reagents: air sublimates* (8 measures), water, earth, & fire sublimates* (2 measures each), pigmented glazes, air herbal condensers, deleriants
Resistance: none

Rationale: Air nodes form a mask following the general outlines of the caster's own body. Upon this mask the caster manifests the appearance of any known or imagined monstrous being. Once formed, this illusory appearance may move with the caster, concealing the caster's true appearance, or it may directed as a mobile illusion within control range of the caster. The illusion includes detailed sound, odor, and tactile effects.

Magick Effects: The caster clothes his form in an illusion of a monstrous being. The MonsterForm must have the same basic body proportions as the caster. When retained upon the caster's person, the MonsterForm moves automatically in response to the movements of the caster's body, appendages, and trappings, and the image moves accordingly. If the monster represented has non-humanoid limbs, appendages, wings, tails, extra heads, etc., the caster must control their appearance and movements directly. The caster may move, speak, and perform actions normally without penalty. The image may be rehearsed during preparation, sound, odor, and tactile effects are included, and the MonsterForm's appendages are moved smoothly and efficiently, so the image is very persuasive. Visual Test for Faults: Int-30. Remote Physical Test: Int-20. Touch test: Int-10. A MonsterForm may be directed to move away from the caster as an independent illusion, but if it moves beyond BMP yards from the caster, the magick effect ends immediately. While supervising the movement of a MonsterForm away from the caster's body, the caster may not move nor perform any other action. When moving independently from the caster, MonsterForms are more difficult to move smoothly, and so are less persuasive than when moving with the caster. Visual Test for Faults: INT. Remote Physical Test: INT+20. Touch test: Automatic.

Background:

Notes: Dragons, daemons, elementals, giants, and other large creatures may be mimicked with this ritual. Creatures larger than 10 feet in any dimension are difficult to present, with bonuses to tests to discern illusions at the GM's discretion. Magickal abilities of monsters are not represented with this ritual, though clever casters may be able to use various spells to mimick magickal abilities -- for example, the use of a Fireball spell to mimick a dragon's breath, and a Flight Minor spell to produce the dragon's flight. Controlling more than one MonsterForm at a time is extremely difficult. For each additional MonsterForm controlled each round, make one test vs. INT. A failed test means one randomly-selected MonsterForm is seriously flawed for the duration of the effect, with a +20 bonus to a INT tests to discern illusions. With tabletop displays, a MonsterForm is represented by a suitable figure on the display. Note, however, that the MonsterForm is insubstantial, and that, for example, missiles weapons may be fired through the illusory figure.

Variants:

3. Phantasm

Discipline/Level: Illusion 4

Preparation: 1d6+3 rounds

Magick Points: 12

Range: BMP yds.

Duration: 2d6+6 minutes

Area of Effect: illusion of one animate being

Reagents: air water, earth, & fire sublimates* (2 measures each), pigmented glazes, air herbal condensers, deleriants

Resistance: none

Rationale: Various elemental nodes form a substantial framework. Upon this framework the caster forms the illusion of a substantial humanoid being which can speak, move, and manipulate objects.

Magick Effects: A temporary three-dimensional, substantial illusion of a humanoid being is created. This illusion must be supervised and directed by the caster for the duration of the spell; no other actions may be performed. The spell is interrupted if the caster is disturbed. The illusion itself can perform most physical actions that the imitated humanoid could perform, except that it cannot exercise any skills or abilities that the caster himself does not possess, and actions are limited by the characteristics and abilities of the caster, not the being represented. (That is, a phantasm of Conan the Barbarian would be able to wield a sword, but only at the WS of the caster creating the phantasm of Conan.) The phantasm cannot cast spells or employ magickal devices, though it can manipulate and use mundane trappings. The phantasm employs the energies of the elemental nodes to perform actions. The phantasm itself does not have the body structure of the imitated being; to the touch, the phantasm feels normal, but if cut open, the phantasm's interior appears as a damp, grey, clay-like substance. Visually and tactilely the phantasm is very detailed and persuasive. Visual test for faults: Int-60. Remote physical test: Int-60. Touch test: Int-40.

Background:

Notes: Those tests which may reveal flaws in many other less sophisticated illusions are not very effective against a phantasm. Two events may reveal a phantasm as an illusion : 1. a wound or injury that reveals that the being is not of flesh and blood, and 2. the failure of the phantasm to perform an action that the real being could perform (ie, a phantasm of a spellcaster cannot cast a spell; a phantasm of a warrior known to

use a 2-handed axe cannot use the 2-handed axe if the illusionist creating the phantasm doesn't know how to use the 2-handed axe).

Variants:

4. Projected Illusion Sequence

Discipline/Level: Illusion 4 spell

Preparation: none

Magick Points: 6

Range: BMP yds.

Duration: 1d6+3 rounds

Area of Effect: one subject

Reagents: deleriants (1 dose)

Resistance: WP

Rationale: The caster establishes a link with the subject's mind (similar to the Read Vision ritual), then projects a sequence of altered elements in the subject's perceptions to produce a plausible illusion in the subject's mind. Since the caster enlists the subject's other senses as well as vision to reinforce the illusion, the image is very persuasive.

Magick Effects: The subject tests vs. WP to resist the magick effect. If successful, the subject subconsciously resists the effects of the spell but is not conscious of the mental intrusion. If the test fails, the spell takes effect. In the successive rounds of the spell's effect, a series of elements are altered in the subject's perception. When the spell is cast, the caster specifies which elements are to be altered, how they are to be altered, and in what sequence. The player must list the elements to be altered in each round, with a brief description of how they are to be altered (see Notes below for an example). Once the spell is cast, the caster need no longer supervise the spell, and may perform other actions without penalty. Otherwise, this spell's effects are identical to those of the Project Illusion ritual (Illusionist 3). See that description for details.

Background:

Notes: This spell will permit a caster to project illusions upon a number of subjects in successive rounds, or to project a programmed sequence of illusory events upon a victim, leaving the caster free for other actions. When the spell is cast, the player should note down the sequence of illusions the subject experiences, or describe the sequence of illusions to the GM. The more detailed the notes and description, the more satisfying the illusion, but remember: this is a spell that is cast in a few seconds, and only a limited amount of detail should be possible. Either notes or description should take no longer than one or two minutes, or the GM may judge that the spell is delayed until a following round.

Here's an example of notes on the sequence of illusions:

Round 1, the side door opens

Round 2, two armored Dark Elves revealed by the opening door fire their bows at our evil enemies, missing their targets (of course, since they're illusory arrows)

Round 3, a Dark Elf Lord with a glowing runesword appears in the door as the two armored Dark Elves withdraw, and behind the Dark Elf Lord is a Necromancer pointing his staff and mumbling

Round 4, a wall of darkness forms in front of our enemies, and a shrill keening sound like a soul in torment washes over our enemies

Rounds 5-8, same as round 4.

Variants:

5. SleepWave

Discipline/Level: Illusion 4 spell

Preparation: none

Magick Points: 6

Range: self

Duration: 1d6 hours

Area of Effect: BMP radius sphere

Reagents: deleriants (3 doses), aethyr salts*

Resistance: none/WP

Rationale: The caster broadcasts a FarSleep compulsion that instantaneously sweeps in a wave out from the caster in an expanding circle to the limits of the caster's range. Those unable to withstand the FarSleep compulsion are overcome with drowsiness, then fall into a magickal sleep.

Magick Effect: All man-sized humanoids within BMP yards range of the caster are affected as with the Battle 1st Level spell FarSleep. Man-sized humanoids who do nothing during the round the spell is cast but concentrate on resisting the Far Sleep compulsion may test vs. Cool to avoid the effects of the spell. Those who fail this Cool test are affected by the spell as follows. For three rounds affected subjects are drowsy, but awake. All Initiative, WS, BS, skill, characteristic, and standard tests receive a -40 penalty. At the end of the third round of effect, the subject may test vs. WP to resist at the GM's discretion (see Notes). If test is passed, no further effect. If test is failed, subject falls into a deep, magickal sleep, and cannot be roused by normal means (eg, shaking, loud noises, etc.). Subject awakens if he receives a wound (or if violently affected in some other manner, at GM discretion).

Background: Modern adaptation of Ancient High Elven spell.

Notes: See Notes for DeepSleep Petty spell. Subjects who are forewarned of the coming SleepWave by a friendly caster, or who anticipate a SleepWave attack, can brace themselves against the FarSleep compulsion, and have a chance to avoid its effects. Non-humanoids creatures are not affected, because their minds are too dissimilar to humanoid minds.

Variants:

6. Voidsend Mind

[Better check this against the complete list of spells for unanticipated interactions!]

Discipline/Level: Illusion 4 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: self

Duration: 2d6+6 rounds

Area of Effect: BMP radius sphere

Reagents:

Resistance:

Rationale: The caster projects his spirit along a link between a hand-held focus and a remote focus. The caster's spirit then focuses itself into the hand-held focus and through a magick connection through the void to the remote focus. At the focus the caster's spirit extends from the remote focus into the surroundings as though the caster were present at the remote focus.

Magick Effects: The caster may use the Sense Magick skill or spells like Detect Magick and Perceive Spirit with a range of BMP yds. from the remote focus; these spells may be used to locate other beings. Once other beings are located in this fashion, spells and rituals can be cast at the location of this remote focus as if the caster were present at the remote focus. This spell DOES NOT permit the caster to view the location of the remote focus with normal senses (sight, hearing, touch, etc.). The caster's spirit, not the caster's body, is present at the remote focus. The caster must use Sense Magic, Detect Magick, Perceive Spirit, or other similar spells to perceive the remote location. Note that the caster's spirit cannot be in two places at once. When the spirit moves at the location of the remote focus, any magickal effects dependent on the caster's supervision or magickal energy are immediately interrupted and ended.

Background:

Notes: To activate the magickal effect, the caster performs the ritual, then touches his focus to his forehead. The caster at this point becomes unaware of events at the location of his body and at the location of the remote focus. The caster may continue using his body and mind to cast spells and rituals, though they will take effect as though the caster was present at the remote location with the remote focus in his hand. The caster may use the Sense Magick skill or Detect Magick or Perceive Spirit spells to view the aethyr at the remote location. Mental spells and rituals which affect a single subject require that the subject be perceived by skill, spell, or ritual, so without using a Perceive Spirit, beings at the remote location cannot be perceived as subjects. However, spells and rituals that affect an area (eg, SleepWave, PainWave) may be cast to affect all beings within the spell or ritual's range from the remote focus, regardless of whether the caster has viewed the aethyr of the remote location.

Variants:

Other Illusion 4 Spells and Rituals

(For spell and ritual descriptions, see listed reference.)

Block Emotion spell (Battle 4, page ??)

Drain Spirit spell (Battle 4, page ??)

Null Aethyr ritual (Battle 4, page ??)

Spirit Walk ritual (Battle 4, page ??)

Greater Square (Battle 4, page ??)

Greater Triangle (Battle 4, page ??)

Daemon Spells

Level 1 Spells :

1. Banish Lesser Daemon

Discipline/Level: Daemon 1st Level spell

Preparation: none

Magick Points: 3

Range: BMP yards

Duration: instantaneous

Area of Effect: one daemon

Reagents: void salts*

Resistance: WP

Rationale: The caster destabilizes the void boundary adjacent to the target daemon. Unless the daemon resists successfully, it is drawn through the void boundary into the void, where it is instantly drawn back to its own shadowrealm.

Magick Effects: A single lesser daemon, daemon creature, daemon steed, or imp may be affected. The target may test WP to resist. If successful, the spell has no effect. If the test is failed, the target vanishes from the Material Realm and is returned instantly to its own shadowrealm.

Background: Ancient. High Elven.

Notes: This spell does not require the subject to make an Instability test. The magick effect is similar, but is specifically tailored to ejecting a daemon through the void barrier from the Material Realm, and is under the control of the caster. Thus, suppress instability does not protect a daemon from this spell's effects.

Variants: See banish daemon horde and banish greater daemon.

2. Daemonfire

Discipline/Level: Daemon 1st Level spell

Preparation: none

Magick Points: 3

Range: BMP yards

Duration: instantaneous

Area of Effect: one daemon

Reagents: void salts*

Resistance: None

Rationale: An invisible globe of chaotic aethyrial energy is conjured and disordered by contamination with the void salts. This globe is instantaneously cast at the daemon as a direct attack upon the daemon's aethyrial substance.

Magick Effects: One daemonfire globe per round may be cast at a daemon target specified by the caster and within range. A daemonfire globe causes a daemonic being 2 hits, each at Strength 3 in a randomly determined body location, disregarding armor, but reduced by Toughness. Daemonfire globes are magic missiles. Victims may attempt to dodge the attack by testing against Initiative. If successful, the daemon

takes only half damage. Daemonfire harms ONLY daemonic beings. Other beings are not affected. Daemonfire globes are not blocked by material substance, nor do they cause any harm to material substance.

Background: The lost Dark Elven manuscript containing this spell and the similar spell, daemonwrack, allegedly contained an account of the purchase of these spells from a greater daemon. Several obscure magickal principles are unique to these two spells, having been found nowhere else in daemonic lore.

Notes: This spell may be fired into a melee with no fear of injuring non-daemonic allies, and is especially effective against daemons in cover, in forests, or other crowded settings. It is also a method of testing whether a being is really a daemon in disguise. (However, the daemon may make a Toughness test to avoid betraying the pain he feels, thus maintaining the imposture.)

Variants:

3. Hold Daemon

Discipline/Level: Daemon 1st Level spell

Preparation: none

Magick Points: 6

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: 4 yard radius sphere

Reagents: void salts*

Resistance: WP

Rationale: The void boundaries are temporarily distorted, trapping daemonic beings in folds between the void and real world, briefly paralyzing their substantial manifestations in the Material Realm.

Magick Effects: A single greater daemon, or up to 1d6 lesser daemons, daemon creatures, daemon steeds, or imps within the area of effect are held immobilized and rendered powerless for the duration of the effect. If more than one daemon is within the area of effect, the caster chooses which shall be affected. Each daemon tests vs. WP to resist. If successful, the spell has no further effect. If the test is failed, daemons are unable to take any action for the duration of the spell. Affected daemons are incapable of movement, spellcasting, speech, or any other action, and count as prone targets if attacked.

Background: Ancient, High Elven.

Notes: Warning: Clever daemons not affected by the spell may feign immobility, then slaughter attackers which close to melee with a supposedly helpless daemon.

Variants: The historical failure of attempts to develop versions with extended durations suggest that the current limitations are inherent in the physical nature of void boundary.

4. Summon Imp Ritual

Discipline/Level: Daemonic 1st Level Ritual

Preparation: 1d6+3 rounds

Magick Points: 7

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one imp

Reagents: void salts*, 2 measures fresh caster's blood

Resistance: None

Rationale: An imp is summoned from the Void and manifested in substantial form.

Magick Effects: One imp is summoned from a shadowrealm. If a specific imp is identified by use name, it may be specifically summoned; otherwise, use the "Imp Creation Table," page ??, to determine the profile and abilities of the summoned imp. If controlled by the caster, the imp is bound to serve the caster for the duration of the ritual effect, and may be commanded to perform tasks at the caster's request. Summon imp is at a +60 to WP for Control tests. The response of the imp to each command is determined by Service tests against the imp's Faithful and Vengeful trait scores. If not controlled, the imp is unrestrained, and may return to the Void, or attack the caster and wreak havoc for the duration of the ritual. See Chapter 2c: Forms and Summonings, page ??, and Chapter ???: Daemonic Entities, page ??, for detailed discussions of

daemon summonings, Control tests, Service tests, and abilities ofimps. The ritual requires 2 measures of fresh blood from the caster. The caster subtracts 3 Wounds from his Wounds score when he begins the preparations for the ritual casting. These Wounds may be recovered normally.

Background: Ancient, obscure, possibly of Old Slann origin.

Notes: See Chapter ??: Daemonic Entities for staging tips and examples.

Variants:

5. Summon Steed

Discipline/Level: Daemon 1st Level ritual

Preparation: 1d6+3 rounds

Magick Points: 10

Range: BMP yards

Duration: 1 hour per level

Area of Effect: one daemon steed

Reagents: void salts*, 3 measures fresh caster's blood

Resistance: None

Rationale: A daemonic steed is summoned from the Void and manifested in substantial form.

Magick Effects: One daemon steed is summoned from a shadowrealm. If a specific type of daemon steed is identified, it may be specifically summoned; otherwise, use the "Daemon Steed Creation Table," page ??, to determine the profile and abilities of the summoned daemon steed. If controlled by the caster, the daemon steed is bound to serve the caster for the duration of the ritual effect, and may be commanded to perform tasks at the caster's request. Summon daemon steed is at a +40 to WP for Control tests. The response of the daemon steed to each command is determined by Service tests against the daemon steed's Faithful and Vengeful trait scores. If not controlled, the daemon steed is unrestrained, and may return to the Void, or attack the caster and wreak havoc for the duration of the ritual. See Chapter 2c: Forms and Summonings, page ??, and Chapter ??: Daemonic Entities, page ??, for detailed discussions of daemon summonings, Control tests, Service tests, and abilities of daemon steeds. The ritual requires 3 measures of fresh blood from the caster. The caster subtracts 3 Wounds from his Wounds score when he begins the preparations for the ritual casting. These Wounds may be recovered normally.

Background: Ancient, obscure, possibly of Old Slann origin.

Notes: See Chapter ??: Daemonic Entities for staging tips and examples. Examples of specific types of daemon steeds include: Juggernauts, Steeds of Slaneesh, and [[what else??]] (see Slaves to Darkness and The Lost and the Damned.)

Variants:

Other Daemon 1 Spells and Rituals

(For spell and ritual descriptions, see listed references.)

Command (Battle 1, page ??)

Spiritshield (Battle 1, page ??)

Muddle Mind (Illusionist 1, page ??)

PainMind (Battle 1, page ??)

Lesser Square (Battle 1, page ??)

Lesser Triangle (Battle 1, page ??)

Level 2 Spells :

1. Banish Daemon Horde

Discipline/Level: Daemonic 3rd Level Spell

Preparation: none

Magick Points: 10

Range: caster
Duration: instantaneous
Area of Effect: BMP yards radius sphere
Reagents: 2 measures void salts*
Resistance: WP

Rationale: The caster destabilizes the nearby void boundary. Unless daemons resist successfully, they are drawn through the void boundary into the Void, where they instantly are instantly drawn back to their own shadowrealms.

Magick Effects: A maximum of $2d6+3$ imps, daemon steeds, daemon creatures, and lesser daemons may be affected. Roll to determine the number of daemons that may be affected. If more than one daemon is within the area of effect, the caster chooses which shall be affected. Each chosen daemon may individually test vs. WP to resist. The spell has no effect on daemons that successfully test to resist. If a chosen daemon target fails to resist, it vanishes from the Material Realm and is returned instantly to its own dreamworld.

Background: Ancient. High Elven.

Notes: This spell does not cause instability. The magick effect is similar, but is specifically tailored to ejecting daemons from the Material Realm, and is under the control of the caster. Thus, suppress instability does not protect a daemon from this spell's effects.

Variants: See banish lesser daemon and banish greater daemon.

2. Extend Service

Discipline/Level: Daemon 2nd Level ritual
Preparation: $1d6+3$ rounds
Magick Points: 6
Range: BMP yards
Duration: 1 hour per measure of fresh caster blood
Area of Effect: 1 imp, daemon steed, or daemon creature
Reagents: one or more measures of fresh caster blood
Resistance: None

Rationale: In return for gifts of fresh blood of the caster, an imp, daemon steed, or daemon creature already summoned and controlled agrees to serve its summoner for an extended period.

Magick Effects: Once an imp, daemon steed, or daemon creature has been summoned and successfully Controlled, this ritual may be used to extend the duration of the daemon being's presence in the Material Realm as the servant of the caster. For each measure of fresh caster's blood offered to the daemon being, the daemon being agrees to remain in the Material Realm and continue to serve the caster, and to perform tasks at the caster's request. The response of the daemon being to each command is determined by Service tests against the daemon being's Faithful and Vengeful trait scores. The ritual requires 1 measure of fresh blood from the caster for each hour the service is extended. The caster subtracts 1 Wound from his Wound score per each measure of fresh blood offered when he begins the preparations for the ritual casting. These Wounds may be recovered normally.

Background: Ancient. Dark Elven.

Notes: A caster cannot reduce his wounds score below 0 with this ritual.

Variants:

3. Fiendish Horde

Discipline/Level: Daemon 2nd Level spell
Preparation: none
Magick Points: 10
Range: BMP yards
Duration: $1d6+3$ rounds
Area of Effect: $1d6$ daemon creatures
Reagents: void salts*, 1 measure fresh caster blood
Resistance: None

Rationale: The caster opens a temporary portal through the void barrier to the Void. The scent of fresh caster's blood lures a group of daemon creatures through the portal into the Material Realm. The daemon creatures savagely attack the first living creatures they encounter for the duration of the spell effect.

Magick Effects: Roll 1d6 to determine the number of daemon creatures that appear. The variety of daemon creature to appear is not under the caster's control. Use the "Daemon Creature Creation Table," page ??, to determine the profile and abilities of the summoned daemon creatures. The daemon creatures arrive as a closely-packed group within BMP yards of the caster. The caster may choose where the group arrives, and the direction they are facing when they arrive. They will immediately move to attack the nearest living creatures visible to the front or the side. If no living creatures are visible to the front or sides, they will turn and move to attack living creatures visible to their rear. If no living creatures are visible, they will move at random seeking out creatures to attack. The ritual requires 1 measure of fresh blood from the caster. The caster subtracts 1 Wound from his Wound score when he casts the spell. These Wounds may be recovered normally.

Background: Ancient. Dark Elven.

Notes: This is not a summoning ritual: the caster does not test to Control the daemon creatures. The caster has no control over the daemon creatures, other than the placement of the portal through which they enter the Material Realm. Given that the daemon creatures are not controlled, the short duration of the spell is as much a virtue as a limitation. However, a caster standing within a pentagram is protected from the daemon creatures he has summoned. The daemon creatures appear through the temporary portal instantly, and the portal immediately closes behind them. At the end of the spell duration, the magickal energy sustaining the daemon creatures in the Material Realm has been exhausted, and they disappear back into the Void through the void barrier. This spell and the daemon portal spell are the only Academy-approved sorcerous spells that permit daemons entry into the Material World without an attempt to control them. Chartered daemonologists are strongly warned against careless use of this spell, particularly when witnesses of critical political factions are present.

Examples of specific types of daemon creatures include: Fleshhounds, Fiends, Horrors, and [[what else??]] (see Slaves to Darkness and The Lost and the Damned.) Dim-witted but ferocious bodyguards -- like Rotweilers from the Dog Pounds of Hell.

Variants:

4. Summon Daemonic Energy

Discipline/Level: Daemonic 2nd Level spell

Preparation: none

Magick Points: 3

Range: self

Duration: instantaneous

Area of Effect: the caster

Reagents: void salts*, 1 measure fresh caster's blood

Resistance: None

Rationale: The caster draws a host of non-sentient, primitive daemonic life forms from the Void, then drains them of magick power to recharge his own magickal reservoirs.

Magick Effects: The caster tests vs. WP. If successful, the caster draws the daemonic energy into his own Spirit, gaining immediately 4d6 MP. The caster's MP total may be raised to a maximum of his BMP with this spell. If the WP test is unsuccessful, the caster's Spirit is overwhelmed by the magickal energy, and the caster is shocked into a trance for 2d6 rounds. The caster may not be awakened from this trance by any means during the 2d6 rounds, and when the caster awakens, he has suffered an increase of 1 Insanity Point. The ritual requires 1 measure of fresh blood from the caster for each hour the service is extended. The caster subtracts 1 Wound from his Wound score when he begins the preparations for the ritual casting. These Wounds may be recovered normally.

Background: Ancient. Dark Elven.

Notes: The primitive life forms of the Void are without consciousness or volition, but nonetheless some encounters may represent unconscious forces of intense malevolence and unimaginable perversity. Acceptance of such forces into an undefended mind and spirit inevitably is an intolerable shock to a caster's delicate sensibilities.

Variants:

5. Summon Daemon Creature

Discipline/Level: Daemon 2nd Level ritual
Preparation: 1d6+3 rounds
Magick Points: 5
Range: BMP yards
Duration: 1d6+6 minutes
Area of Effect: one daemon creature
Reagents: void salts*, 3 measures caster's blood
Resistance: None

Rationale: A daemon creature is summoned from the Void and manifested in substantial form.
Magick Effects: One daemon creature is summoned from a shadowrealm. If a specific type of daemon creature is identified by name, it may be specifically summoned; otherwise, use the "Daemon Creature Creation Table," page ??, to determine the profile and abilities of the summoned daemon creature. If controlled by the caster, the daemon creature is bound to serve the caster for the duration of the ritual effect, and may be commanded to perform tasks at the caster's request. Summon daemon creature is at a +30 to WP for Control tests. The response of the daemon creature to each command is determined by Service tests against the daemon creature's Faithful and Vengeful trait scores. If not controlled, the daemon creature is unrestrained, and may return to the Void, or attack the caster and wreak havoc for the duration of the ritual. See Chapter 2c: Forms and Summonings, page ??, and Chapter ??: Daemonic Entities, page ??, for detailed discussions of daemon summonings, Control tests, Service tests, and abilities of daemon creatures. The ritual requires 3 measures of fresh blood from the caster. The caster subtracts 3 Wounds from his Wounds score when he begins the preparations for the ritual casting. These Wounds may be recovered normally.

Background: Ancient. Dark Elven.

Notes: Examples of specific types of daemon creatures include: Fleshhounds, Fiends, Horrors, and [[what else??]] (see Slaves to Darkness and The Lost and the Damned.)

Variants:

6. Suppress Instability

Discipline/Level: Daemonic 2nd Level Spell
Preparation: none
Magick Points: 3
Range: BMP yards
Duration: indefinite; maximum, 1 hour
Area of Effect: one daemonic being
Reagents: void salts*, aethyr salts*
Resistance: None

Rationale: Temporarily reinforces boundary between Material Realm and the Void, suppressing the tendency of the void boundary to pinhole or spike. Does not restrict summonations, which purposefully and precisely penetrate void boundaries.

Magick Effects: Daemonic beings affected by this spell are protected from the effects of one subsequent spontaneous or magickally-induced period of instability. The magickal effect's duration ends after the spell has protected against test for Instability. A daemonic being may be protected by no more than one of these spells at a time.

Background: Ancient. High Elven.

Notes: Daemonologists routinely protect bound daemons with this spell, since a bound daemon drawn back into the Void by instability is no longer bound to the service of his master. Bound daemons are known to purposely seek out conditions that cause instability in order to be free of their bonds. This spell also protects divine undead and other divine beings from instability.

Variants: A ritual version of longer duration for the protection of bound daemons from the random periods of instability has been rumored to exist among outlaw practitioners, though the Guild denies knowledge of such a ritual.

Other Daemon 2 Spells and Rituals

(For spell and ritual descriptions, see listed references.)

Cause Instability (Battle 3, page ??)

Chaos Wormhole (Battle 3, page ??)

Precipitate Plasm (Battle 2, page ??)

Shape Aethyrward (Battle 2, page ??)

Greater Pentagram (Battle 2, page ??)

Level 3 Spells :

1. Bind Daemon

Discipline/Level: Daemonic 3rd Level ritual

Preparation: 1d6+3 rounds

Magick Points: 10

Range: special

Duration: special

Area of Effect: 5 x 5 yard area

Reagents: 4 measures void salts*, 2 measures each elemental essence and spirit of earth, air, fire, water*

Resistance: None

Rationale: When cast in conjunction with a summoning ritual, this ritual permits the caster to bind the summoned daemon to a period of service of 101 days and nights. If the caster fails to control the daemon, the caster is bound to the service of the daemon for 101 days and nights.

Magick Effects: The caster casts this ritual immediately before casting a daemon summoning ritual. The caster tests to Control the summoned daemon as usual. If controlled by the caster, the daemon is bound to serve the caster for 101 days and nights, and may be commanded to perform tasks at the caster's request. As usual, the daemon's response to each command is determined by Service tests against the daemon's Faithful and Vengeful traits. The daemon remains in the Material Realm for this period at no further magickal cost to the caster. The caster must, however, provide sustenance for the daemon during its servitude -- a measure of fresh caster's blood per day. The daemon is, however, subject to instability as usual. Alternatively, the daemon may be allowed to return to his shadowrealm, from which he may be summoned with a summoning ritual; such a daemon is automatically Controlled when summoned. No more than one daemon may be bound to the service of a caster at any one time. If a second daemon is bound, the first daemon is instantly released from service, and immediately returns to its shadowrealm. If the daemon is not controlled by the caster, the caster is bound to serve the daemon for 101 days and nights, and may be commanded to perform tasks at the daemon's request. The daemon may remain in the Material Realm to enjoy the caster's period of servitude, or he may choose to return to his own shadowrealm, taking the caster with him to serve there. At the end of the 101 days and nights, the caster is returned to the Material World at the location of the original summons. The caster gains 2d6 Insanity points at this time.

Background: Ancient, obscure, possibly of Old Slann origin.

Notes: Sane daemonologists (ie, PC daemonologists) hesitate to risk binding lesser or greater daemons. Insane daemonologists (ie, NPC villains) have no such reservations.

Variants:

2. Daemonwrack

Discipline/Level: Daemonic 3rd Level spell

Preparation: none

Magick Points: 6

Range: BMP yards

Duration: instantaneous

Area of Effect: one daemon

Reagents: void salts*

Resistance: None

Rationale: An bolt of aethyrial energy is conjured and discharged at a daemonic being. This energy is exceptionally destructive of a daemon's substance, while completely harmless to beings and substance of the Material Realm.

Magick Effects: One daemonwrack bolt per round may be cast at a daemon target specified by the caster and within range. A daemonwrack bolt causes a daemonic being 4 hits (1d6 each) at Strength 5 on randomly determined body locations, disregarding armor, but reduced by Toughness. Daemonwrack bolts are magic missiles. Victims may attempt to dodge the attack by testing against Initiative. If successful, the daemon takes only half damage. Daemonwrack harms ONLY daemonic beings. Other beings are not affected. Daemonwrack bolts are not blocked by material substance, nor do they cause any harm to material substance.

Background: The lost Dark Elven manuscript containing this spell and the similar spell, cast daemonfire, allegedly contained an account of the purchase of these spells from a Greater Daemon. Several obscure magickal principles are unique to these spells, being found nowhere else in daemonic lore.

Notes: This spell may be fired into a melee with no fear of injuring non-daemonic allies, and is especially effective against daemons in cover, in forests, or other crowded settings. It is also a method of testing whether a being is really a daemon in disguise. (However, the daemon may make a Toughness test to avoid betraying the pain he feels, thus maintaining the imposture.)

Variants:

3. Destroy Spirit

Discipline/Level: Daemonic 3rd Level spell

Preparation: none

Magick Points: 12

Range: BMP yards

Duration: Special

Area of Effect: One victim

Reagents: void salts*

Resistance: WP

Rationale: The caster opens a void pinhole and causes a funnel of daemonic energy to thrust itself into the spirit of a victim. Unless the victim's spirit is strong enough to resist this attack, the victim's Spirit is gradually reduced and destroyed.

Magick Effects: The victim immediately tests vs. Terror. If successful, there are no further Terror effects. If failed, the victim is overcome with Terror, and immediately gains 1 Insanity Point. In addition, each round the victim must test vs. WP. If successful, the spell ends, and has no further effect. If the test fails, 1d6 of the victim's MP are drained. The draining continues in following rounds until the victim successfully tests vs. WP, or until the victim's current MP score is reduced to zero. If the victim's MP are reduced to zero by this spell, the victim's spirit is destroyed, and the victim is dead. Since the victim's spirit is destroyed, the victim is permanently and irreversibly dead. Undead animated by spirits cease to be animated (ie, skeletons, zombies, mummies, etc., collapse; if the body was magickally sustained, it may decompose in a matter of seconds). Aethyrial undead and daemons are not destroyed, but robbed of their magickal power, they cannot manifest in the mundane world, nor affect the mundane world in any way. In game terms, they disappear, while their spiritual essences are cast into the Void.

Background: Ancient, High Elven.

Notes: The victim is terrified by the indescribable sensation of his soul being destroyed. Even if overcome with terror, however, the victim's spirit continues to resist destruction each round as it tests vs. WP. This spell is particularly effective against non-spellcasters, who don't have many MP to start with.

Variants:

4. Spread Insanity

Discipline/Level: Daemonic 3rd Level spell

Preparation: none

Magick Points: 8

Range: caster
Duration: instantaneous
Area of Effect: BMP yards radius sphere
Reagents: deleriants (1 dose), void salts*
Resistance: WP

Rationale: The caster opens his mind to a shadowrealm and directly views the madness there. Through his spirit, he shares this glimpse of the shadowrealm with those within range who do not manage to resist the vision. Viewing a shadowrealm directly is a terrifying and unbearable shock for most mortal minds.

Magick Effects: Each living creature within range may test vs. WP to resist. The spell has no further effect on those who successfully test to resist. Creatures within range who fail to resist acquire 1 Insanity point, and must test against Cool. Victims failing the Cool test instantly flee from the caster and will not return for at least 10d6 game turns. The caster acquires 1 Insanity point each time he casts this spell. Daemons, elementals, divine undead, and divine beings are unaffected by this spell.

Background:

Notes: Only those who are somewhat deranged would consider using this spell. The demented appearance of one casting this spell is almost as horrifying as the insane sensations of the Void experienced by the victims. The caster's eyes protrude, the jaws open in a rictus of horror and delight, noises of unearthly incomprehensibility erupt from the caster's lips, and the body is frozen into a contortion of ecstasy.

Variants:

5. Summon Greater Power

Discipline/Level: Daemonic 3rd Level spell
Preparation: none
Magick Points: 6
Range: NA
Duration: 1d6+6 minutes
Area of Effect: caster
Reagents: void salts*, deleriants (1 dose), earth, air, fire, water sublimates*
Resistance: WP

Rationale: Caster draws daemonic energy from the void directly into his spirit. The caster's essential nature is temporarily changed into a half-mortal, half-daemonic form.

Magick Effects: The caster must test vs. WP. If the test is successful, all the caster's characteristics increase +1 or +10 as appropriate for the duration of the spell. This may take characteristics above the normal maximums. (The BMP score is not affected.) The caster cannot be harmed except with magickal attacks or truesilvered weapons. The caster causes Fear as a daemonic being. The caster immediately gains 2 Insanity Points. If the test is failed, the caster is overcome by the shock of the alteration of his essential nature. The caster gains no benefits from the spell. The caster's characteristics are reduced by -1 or -10, as appropriate, AND the caster is subject to Stupidity, for 1d6+6 minutes. The caster immediately gains 4 Insanity points.

Background:

Notes: Even though daemonologists with high WP scores can use this spell with some confidence, only those already insane are likely to cast it without desperate need.

Variants:

6. Summon Lesser Daemon

Discipline/Level: Daemonic 3rd Level spell
Preparation: none
Magick Points: 10
Range: BMP yards
Duration: 1d6+6 minutes
Area of Effect: one lesser daemon
Reagents: void salts*, 5 measures caster's blood
Resistance: None

Rationale: A lesser daemon is summoned from the Void and manifested in substantial form.

Magick Effects: One lesser daemon is summoned from a shadowrealm. If a specific type of lesser daemon is identified by name, it may be specifically summoned; otherwise, use the "Lesser Daemon Creation Table," page ??, to determine the profile and abilities of the summoned lesser daemon. If controlled by the caster, the lesser daemon is bound to serve the caster for the duration of the ritual effect, and may be commanded to perform tasks at the caster's request. Summon lesser daemon is at no bonus or penalty to WP for Control tests. The response of the lesser daemon to each command is determined by Service tests against the lesser daemon's Faithful and Vengeful trait scores. If not controlled, the lesser daemon is unrestrained, and may return to the Void, or attack the caster and wreak havoc for the duration of the ritual. See Chapter 2c: Forms and Summonings, page ??, and Chapter ??: Daemonic Entities, page ??, for detailed discussions of daemon summonings, Control tests, Service tests, and abilities of lesser daemons. The ritual requires 5 measures of fresh blood from the caster. The caster subtracts 5 Wounds from his Wounds score when he begins the preparations for the ritual casting. These Wounds may be recovered normally.

Background: Ancient. Dark Elven.

Notes: Examples of specific types of lesser daemons include: Bloodletters, Daemonettes, and [[what else??]] (see Slaves to Darkness and The Lost and the Damned.)

Variants:

7. Summon Sorcerous Aid

Discipline/Level: Daemonic 3rd Level ritual

Preparation: 1d6+3 rounds

Magick Points: 3

Range: BMP yards

Duration: instantaneous

Area of Effect: one lesser daemon

Reagents: void salts*, 2 measures of fresh caster's blood

Resistance: None

Rationale: A Lesser Daemon of known sorcerous spellcasting expertise is petitioned to provide the summoner with the casting of a single spell as a service.

Magick Effects: The caster summons the lesser daemon and requests the casting of a specific spell or ritual by name. The response of the daemon is determined by rolling 1d6 and consulting the following chart:

1-2: The daemon agrees to guide the caster in casting any spell or ritual of any discipline, provided it is at the summoner's mastery level or lower. If a spell or ritual of a higher mastery level is requested, the daemon declines, and peaceably returns to its own dreamworld.

3-4: The daemon agrees to guide the caster in casting any spell or ritual of any level of any discipline.

5-6: The daemon refuses to guide the caster in the casting of the requested spell or ritual. If the spell or ritual requested was above the summoner's mastery level, the daemon attacks the summoner; otherwise, the daemon returns peaceably to its own dreamworld.

If the daemon agrees to guide the caster in the casting of the spell or ritual, it does so immediately according to the caster's request, then returns to its dreamworld. (Note: the daemon will refuse to cast any spell or ritual which it believes will bring harm to itself.) The ritual requires 2 measures of fresh blood from the caster. The caster subtracts 2 Wounds from his Wounds score when he begins the preparations for the ritual casting. These Wounds may be recovered normally.

There are two previous requirements for the successful casting of this ritual:

1. The caster must have first summoned a lesser daemon, Controlled the lesser daemon, and requested as a service the use name of another lesser daemon with spellcasting expertise.

2. The caster must have summoned the lesser daemon with spellcasting expertise, Controlled that lesser daemon, then requested that that lesser daemon might offer spellcasting aid in the future for the agreed-upon payment (ie, the 2 measures of fresh caster's blood). (Such bargains are greatly to a lesser daemon's liking, and almost always faithfully served.)

Background: Ancient. High Elven.

Notes:

Variants: This ritual may serve as a model for other standard contracts for various types of daemon services. For example, a lesser daemon might cheerfully agree to waive a Control test when summoned to combat in

the Material Realm, so long as a satisfactory payment of fresh caster's blood, or any other substance or service desirable by the lesser daemon, is guaranteed.

Other Daemon 3 Spells and Rituals

(For spell and ritual descriptions, see listed references.)

Enchant Lesser Weapon (Battle 3, page ??)

Enchant Lesser Armor (Battle 3, page ??)

Precipitate Plasm Bridge (Battle 3, page ??)

Voidlink Message (Battle 3, page ??)

Greater Circle (Battle 3, page ??)

Level 4 Spells :

1. Banish Greater Daemon

Discipline/Level: Daemonic 4th Level Spell

Preparation: none

Magick Points: 25

Range: BMP yards

Duration: instantaneous

Area of Effect: one greater daemon

Reagents: 4 measures void salts*

Resistance: WP

Rationale: The caster destabilizes the nearby void boundary. Unless a greater daemon resists effectively, it is drawn through the void boundary into the void, from whence it is instantly transported back to its own dreamworld.

Magick Effects: A single greater daemon may be affected. The target may test WP to resist. If successful, the spell has no effect. If the test is failed, the target vanishes from the Material Realm and is returned instantly to its own shadowrealm.

Background: Ancient. High Elven.

Notes: This spell does not require the subject to make an Instability test. The magick effect is similar, but is specifically tailored to ejecting a greater daemon through the void barrier from the Material Realm, and is under the control of the caster. Thus, suppress instability does not protect a daemon from this spell's effects.

Variants: See banish daemon horde and banish lesser daemon.

2. Demonic Portal spell

Discipline/Level: Daemonic 4th Level Spell

Preparation: none

Magick Points: 20

Range: BMP yards

Duration: 2d6+6 rounds

Area of Effect: special

Reagents: 4 measures void salts*, 4 measures of fresh caster's blood

Resistance: none

Rationale: The caster opens a temporary portal through the void barrier to the Void. The scent of fresh caster's blood lures a greater daemon and his retinue through the portal into the Material Realm. The greater daemon and his minions are free to act as they please in the Material Realm for the duration of the spell effect.

Magick Effects: One greater daemon, 1d3 lesser daemons, and 1d6 daemon creatures enter through the portal. The variety of daemon beings to appear is not under the caster's control. Use the "Greater Daemon Creation Table," page ??, "Lesser Daemon Creation Table," page ??, and "Daemon Creature Creation Table," page ??, to determine the profiles and abilities of the summoned daemon creatures. The daemon

creatures arrive as a closely-packed group, with the greater daemon in the center of the group, within BMP yards of the caster. The caster may choose where the group arrives, and the direction they are facing when they arrive. The actions of the daemon creatures are unpredictable. Greater daemons are intelligent, subtle, and self-interested. Typically the greater daemon will order his retinue to attack or defend against any possible opponent in sight, while the greater daemon himself will search for the caster which summoned him. If the greater daemon is pleased by circumstances (ie, this visit to the Material Realms suits his plans, or fits his whimsy), the greater daemon may salute the caster and wreak havoc at his discretion (presumably the purpose for which a greater daemon might be summoned). If the greater daemon is displeased by circumstances (ie, the greater daemon finds itself in great danger, or has been distracted from a favorite private project in its shadowrealm), the greater daemon will probably seek out and attempt to destroy or possess the caster. The ritual requires 4 measures of fresh blood from the caster. The caster subtracts 4 Wounds from his Wound score when he casts the spell. These Wounds may be recovered normally.

Background:

Notes: This is not a summoning ritual: the caster does not test to Control the daemons. The caster has no control over the daemons, other than the placement of the portal through which they enter the Material Realm. Given that the daemons are not controlled, the short duration of the spell is as much a virtue as a limitation. However, a caster standing within a pentagram is protected from the daemons he has summoned. The daemon creatures appear through the temporary portal instantly, and the portal immediately closes behind them. At the end of the spell duration, the magickal energy sustaining the daemons in the Material Realm has been exhausted, and they disappear back into the Void through the void barrier. This spell and the fiendish horde spell are the only Academy-approved sorcerous spells that permit daemons entry into the Material World without an attempt to control them. Typically, this is a sure recipe for instant destruction and confusion. No lengthy ritual preparations for pentagrams or summonings are necessary. The chances of being attacked by the daemons which appear is not much greater than if the daemons were summoned normally -- and certainly a lot more of them show up at one time. The one drawback -- and it is a major one -- is that without a pentagram the caster has absolutely no control over the daemons, and absolutely no protection against their attacks. Still, most daemonologists at this level are completely insane anyway, and are likely to actually enjoy the thrill of personal risk as much as the thrill of watching unrestrained daemons at work slaughtering and destroying. Greater daemons also seem to recognize their own self interest in preserving the life of casters crazy enough to let them into the Material Realm without restraint. However, if the Greater Daemon bears a grudge toward the caster -- well, there's going to be a lot of Daemonologist hamburger in a jiffy.

Variants:

3. Summon Djinn

Discipline/Level: Daemonic 4th Level ritual

Preparation: 1d6+3 rounds

Magick Points: 25

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one Djinn

Reagents: void salts*, air, earth, fire, water essences and spirits*

Resistance: none

Rationale: The caster summons a djinn and requests the granting of a wish. If the djinn is impressed with the power, wisdom, and dignity of the summoner, he may grant the wish. Otherwise, he attacks the caster to punish him for his presumption, then returns to his own shadowrealm without benefiting the caster.

Magick Effects: A single djinn is summoned. See the description of Djinn, Daemonic Entities, page ???. Roll 1d6 secretly to determine the djinn's alignment. 1 - Good. 2 - Evil. 3 & 4 - Neutral. 5 - Law. 6 - Chaos. If Controlled by the caster, the djinn agrees to grant the caster a wish. Summon djinn is at a -25 to WP for Control tests. Good- and Law-aligned djinn will attempt to grant the wish, twisting its results to benefit the alignment they favor. Evil- and Chaos-aligned djinn will attempt to grant the wish, twisting it to fit their cruel and destructive impulses. Neutral-aligned djinn will attempt to grant the wish, interpreting the request as closely to the wording of the wish as possible. Djinn of all alignments interpret the wish as narrowly as possible, both to limit the amount of work they must do, and to discourage greedy mortals from calling upon them too frequently. If not Controlled by the caster, the djinn attacks the caster for the duration of the ritual to punish the caster for his presumption, then returns to his own shadowrealm.

Background: This spell is known from the ancient sorcerous practices of distant Araby. The djinn are great daemons which were once worshipped as gods by the primitive Arabian peoples, but which are now regarded only as daemons, and treated as such by sorcerors and divines. Summonation of djinn in the Old World is practiced with caution, since the manners and customs of the djinn are poorly understood by those of Old World cultures.

Notes: The simpler and more modest the wish, the more likely the wish will be granted in a fashion likely to please the caster. The more gross and greedy the wish, or the more disrespectful of fate, justice, time, and the natural order the request is, the more likely the wish will be granted in a fashion that will cause the caster to regret his wish. [Remember the tale of the Monkey's Paw.] If the WP tests fails, the djinn loudly admonishes the caster throughout the attack, advising him of his foolishness in summoning djinn with foolish requests and boorish manners. Regardless of their alignments, all djinn enjoy giving presumptuous mortals a good thwacking in payment for bothering them with their silly requests. If the mortal dies during the moral lesson, so much the better -- That'll teach the bothersome fool a lesson he'll NEVER forget. Djinn are not necessarily nasty folk -- they just don't appreciate mortal resentments against being murdered, since djinn themselves can't be murdered, and have no idea what it would be like to be killed.

Variants:

4. Summon Greater Demon

Discipline/Level: Daemonic 4th Level ritual

Preparation: 1d6+3 rounds

Magick Points: 25

Range: BMP yards

Duration: 1d6+6 rounds

Area of Effect: 1 Greater Daemon

Reagents: void salts*, 9 measures caster's blood

Resistance: None

Rationale: A greater daemon is summoned from the Void and manifested in substantial form.

Magick Effects: One greater daemon is summoned from a shadowrealm. If a specific type of greater daemon is identified by name, it may be specifically summoned; otherwise, use the "Greater Daemon Creation Table," page ??, to determine the profile and abilities of the summoned greater daemon. If controlled by the caster, the greater daemon is bound to serve the caster for the duration of the ritual effect, and may be commanded to perform tasks at the caster's request. Summon greater daemon is at a -50 penalty to WP for Control tests. The response of the greater daemon to each command is determined by Service tests against the greater daemon's Faithful and Vengeful trait scores. If not controlled, the greater daemon is unrestrained, and may return to the Void, or attack the caster and wreak havoc for the duration of the ritual. See Chapter 2c: Forms and Summonings, page ??, and Chapter ??: Daemonic Entities, page ??, for detailed discussions of daemon summonings, Control tests, Service tests, and abilities of greater daemons. The ritual requires 9 measures of fresh blood from the caster. The caster subtracts 9 Wounds from his Wounds score when he begins the preparations for the ritual casting. These Wounds may be recovered normally.

Background: Ancient. Dark Elven.

Notes: Examples of specific types of greater daemons include: Bloodthirsters, Keepers of Secrets, and [[what else??]] (see Slaves to Darkness and The Lost and the Damned.)

Variants:

5. Summon Total Power

Discipline/Level: Daemonic 4th Level Spell

Preparation: none

Magick Points: 20

Range: NA

Duration: 1d6+6 minutes

Area of Effect: caster

Reagents: 2 measures void salts*, deleriants (2 doses), 2 measures earth, air, fire, water sublimates*

Resistance: None

Rationale: Caster draws daemonic energy from the void directly into his spirit. The caster's essential nature is temporarily changed into a half-mortal, half-daemonic form.

Magick Effects: The caster must test vs. WP. If the test is successful, all the caster's characteristics increase +2 or +20 as appropriate for the duration of the spell. This may take characteristics above the normal maximums. In addition, the caster's current MP score is increased by 10d6 points. This may increase the caster's current MP score above his BMP score. (However, this spell cannot be successfully cast if the caster's current MP score is already above the character's BMP; power of such magnitude would fry the caster's brain like an egg.) The caster cannot be harmed except with magickal attacks or truesilvered weapons. The caster causes Fear as a daemonic being. The caster immediately gains 3 Insanity Points. If the test is failed, the caster is overcome by the shock of the alteration of his essential nature and the overwhelming surge of magickal power. The caster gains no benefits from the spell. The caster's characteristics are reduced by -2 or -20, as appropriate, AND the caster is subject to Stupidity, for 2d6+6 minutes. The caster immediately gains 1d6+3 Insanity points.

Background:

Notes: Even though daemonologists with high WP scores can use this spell with some confidence, only those already insane are likely to cast it without desperate need.

Variants:

6. Welcome Possession

Discipline/Level: Daemonic 4th Level spell

Preparation: none

Magick Points: 10

Range: caster

Duration: 24 hours

Area of Effect: one daemon

Reagents: void salts*, earth, air, fire, water sublimates*

Resistance: none

Rationale: The caster summons a daemonic being. The daemon is permitted to take possession of the caster immediately, without a spirit combat, for the duration of the spell effect. The daemon may do whatever he wishes, as long as it does not directly cause harm to the caster. The daemon returns to its plane when the spell ends.

Magick Effects: A specific type of daemon may be summoned, or a specific individual daemon may be summoned by username. If no type of individual is specifically summoned, use the "Greater Daemon Creation Table," page ??, to determine the profile and abilities of the daemon that possesses the character. The summoned daemon immediately possesses the caster for the duration of the spell. See Chapter 2c: Forms and Summonings, "Possessed Characters," page ??, for a discussion of daemon possession. At the end of the spell, the daemon is automatically drawn from the character back to its dreamworld, and the caster is no longer possessed. At this time, the caster tests vs. Cool or gains 1d3 Insanity Points. While possessing the caster, the daemon may use any of the caster's abilities as if they were the daemon's own. In addition, the daemon can use any of his own magickal abilities while possessing the body of the caster.

Background: Ancient. Dark Elven.

Notes: A caster who uses this spell to allow possession by a daemon with similar motives and goals may reasonably expect that the daemon's abilities, combined with the caster's, will create a being of exceptional magickal power. In an emergency, when the caster is alone and attacked by many enemies, or when the caster is in circumstances from which he cannot escape by himself, the risk of welcoming a daemon to possess him may be well-justified. Generally it is in the daemon's best interest to aid the caster, thus encouraging the caster to permit the daemon future access to the real world. However, the daemon is also almost certain to satisfy his own desires at the expense of the caster whenever the caster may be kept ignorant of the consequences, or when the significance of the daemons' actions may not be appreciated by the caster. Thus the use of this spell is usually either a sign of the caster's foolishness or deranged mind, or a response to an emergency when no other action will suffice. This summoning may be cast instantly, without a ritual or pentagram, with some expectation that the caster will survive the experience. It costs the caster a sanity point, and it risks the chance that the daemon will leave the caster in a precarious position when it leaves for its own plane. However, daemons generally do not mind an opportunity to fool around a while in the real world, with the present of a 4th level daemonologist's body to ride. And the powers of the

daemon will be used to protect the caster's possessed body -- the daemon can be counted on to act in its own

self-interest. Further, daemons are eager to encourage the use of this spell by showing the caster a good time. The expectation is that each time the caster permits himself to be possessed, he slips further from sanity, and closer to the clutches of the prospective daemon possessor.

Variants:

Other Daemon 4 Spells and Rituals

(For spell and ritual descriptions, see listed references.)

Greater Triangle (Battle 4, page ??)

Greater Square (Battle 4, page ??)

Null Aethyr (Battle 4, page ??)

Spiritwalk (Battle 4, page ??)

VoidTravel (Battle 4, page ??) (Note to WH40K players: This ritual opens an entrance to Warp Space. With voidlink message as a pathfinding guide, it may serve as an effective teleport spell. With a compliant daemon servant as a guide, may be used for travel from the material Realm to a shadowrealm. With a Navigator (WH40K), one might travel among travel between the real worlds of the Imperium.)

Necromancer Spells

Notes on Necromancy

[[To be presented at the beginning of the Spell Notes and Commentaries section for Necromancy Maybe a similar bit of introductory text at the beginning of each discipline spell list would be effective. It could as easily go in the Intro chapter, or in the Career intros.]]

Necromancers are unique among sorcerors in that many of their magical powers create long-lasting magickal effects (ie, undead), and in that most of their tactical power depends on preparing these dead guys ahead of time. Otherwise, they are mostly defensive support against necromancer attacks, and also provide a kind of healing support in desperate circumstances. They do have some nasty attack spells derived from their knowledge of magick, the spirit, and the body.

POWER: Most necromantic spells are only useful if their effects are long-lasting. Thus, the good spells are rituals, they provide for self-powering (spirits that absorb aethyrial power) or leave the magickal power inactive until the magickal effect is triggered (ie, the dead guy stands by the wall inactive until ordered or otherwise triggered, then he leaps into action for 1d6+3 rounds). Meat with bound spirits are self-recharging, battery-powered. Quicky animated meat is elemental magick (primarily earth, with a touch of the other elements), and modest in power and duration.

HISTORY: Necromancy is the most arcane and obscure of the sorcerous arts. Based on poorly-understood Slannish, Pharonic, and Dark Elven practices, almost all necromantic spells and rituals are of ancient origin and bewilderingly complex. Cult and popular prejudice against necromancers have greatly circumscribed the freedom of modern necromantic studies, but, in any case, the abstruse and demanding nature of the subject matter would discourage all but the most gifted and persistent students and practitioners. Further, death cultists gain access to cult spells with powers similar to necromantic sorcery with relative ease. Those seeking necromantic power will find the death cult route the path of least resistance. Nonetheless, there have always been a few sorcerors eager to seek the mysteries of life and death, and loathe to accept the obligations forced upon followers of the death cults. The ability to prolong life is the ultimate goal of most such sorcerors; accounts of centuries-old Elven and Dark Elven necromancers are common in the myths and tales of adventurers and fortune-hunters, and those looking for evidence of the existence of such elusive figures find much to support it in the arcane manuscript collections of the great magick guilds and universities.

Important Rules Note!: The spirit remains in the Aethyrial Realm within 4 yards of the body in the Material World for WP turns (minutes) after death.

Level 1 Spells :

1. Animate Corpse

Discipline/Level: Necromancer 1 ritual

Preparation: 1d6+3 rounds

Magick Points: 2

Range: touch with focus

Duration: see below

Area of Effect: one humanoid corpse

Reagents: anima mundi*, void salts*, preserved humanoid blood

Resistance: none

Rationale: The caster summons a random humanoid spirit (a lost soul) from the Void and binds it to a humanoid corpse. The corpse is temporarily animated until the spirit's magickal energy is exhausted, when the corpse collapses, and the spirit returns to the void.

Magick Effects: The corpse with bound spirit is capable of animating and may be given simple commands by the caster. The caster, and none other, can communicate mentally with the bound spirit of the corpse if within BMP yards. The bound spirit of the corpse cannot communicate. The bound spirit is at best only as intelligent as a severely dim-witted adult, and the body under command of the bound spirit is slow and clumsy. Upon the completion of the ritual, the caster may give the bound spirit commands at any time for the duration of the ritual effect. Without commands the corpse remains inert. The corpse remains inert until the caster commands it to animate. The corpse may be animated by a mental command of the caster if the caster is within BMP yds. of the corpse, or it may be commanded to animate itself when it senses the presence of another spirit (typically a humanoid spirit). When animated, the corpse moves like a humanoid being for 2d6+6 rounds, attempting to follow the commands given it by the caster. At the end of this period, the bound spirit's magickal energy is exhausted. The corpse collapses, the bound spirit returns to the void, and the corpse is no longer magickally animated.

Background: Pharaonic. Earliest references are as Ancient Egyptian guardians for tombs and royal precincts.

Notes: Animated corpses are NOT zombies. An animated corpse is powered by a spirit, but the spirit is not the original spirit that inhabited the corpse, and is absolutely without awareness of its former condition as a living being. The caster may not stop and start the corpse on command. Once activated, the corpse is activated until it runs out of magickal power. Animated corpses are only reliable when commanded to sense and attack humanoid life. Lost souls have an insane, ferocious hatred for the living, and instinctively attack. Other simple commands (Pull the lever, Ring the bell, etc.) are also fairly safe, making animated corpses popular as trap triggers and alarm systems. However, more complicated commands, or sequences of commands, are seldom comprehended or followed. Test vs. the zombie's Int (typically 15). If failed, the animated corpse remains inactive. If passed, the animated corpse activates and does something. Depending on how ambitious and complicated the caster's command, the animated corpse may perform some or all of the expected task as desired. GM: Animated corpses are very stupid and lacking normal humanoid senses and judgement. Treat them as subject to Stupidity, if it strikes your fancy.

Variants:

2. Animate Lesser Skeleton

Discipline/Level: Necromancer 1 ritual

Preparation: 1d6+3 rounds

Magick Points: 2

Range: touch with focus

Duration: see below

Area of Effect: one humanoid skeleton

Reagents: anima mundi*, void salts*, preserved humanoid blood

Resistance: none

Rationale: The caster summons a random humanoid spirit (a lost soul) from the Void and binds it to a humanoid skeleton. The lesser skeleton is temporarily animated until the spirit's magickal energy is exhausted, when the lesser skeleton collapses, and the spirit returns to the void.

Magick Effects: The lesser skeleton with bound spirit is capable of animating and may be given simple commands by the caster. The caster, and none other, can communicate mentally to the bound spirit of the lesser skeleton if within BMP yards. The bound spirit of the lesser skeleton cannot communicate. The bound

spirit is at best only as intelligent as a severely dim-witted adult, and the lesser skeleton under command of the bound spirit is slow and clumsy. Upon the completion of the ritual, the caster may give the bound spirit commands at any time for the duration of the ritual effect. Without commands the lesser skeleton remains inert. The lesser skeleton remains inert until the caster commands it to animate. The lesser skeleton may be animated by a mental command of the caster if the caster is within BMP yds. of the lesser skeleton, or it may be commanded to animate itself when it senses the presence of another spirit (typically a humanoid spirit). When animated, the lesser skeleton moves like a humanoid being for 2d6+6 rounds, attempting to follow the commands given it by the caster. At the end of this period, the bound spirit's magickal energy is exhausted. The lesser skeleton collapses, the bound spirit returns to the void, and the skeleton is no longer magickally animated.

Background: Pharonic. Earliest references are as Ancient Egyptian guardians for tombs and royal precincts. Notes: The caster may not stop and start the lesser skeleton on command. Once activated, the lesser skeleton is activated until it runs out of magickal power. Lesser skeletons, like most undead, have no sense of time, and cannot be given commands to perform at a specific later time. However, they can be programmed to begin following a sequence of commands when the skeleton senses a spirit coming within range. [diagram here?] Lesser skeletons are only reliable when commanded to sense and attack humanoid life. Lost souls have an insane, ferocious hatred for the living, and instinctively attack. Other simple commands (Pull the lever, Ring the bell, etc.) are also fairly safe, making animated skeletons popular trap triggers and alarm systems. However, more complicated commands, or sequences of commands, are seldom comprehended or followed. Test vs. the lesser skeleton's Int (typically 15). If failed, the lesser skeleton remains inactive. If passed, the lesser skeleton activates and does something. Depending on how ambitious and complicated the caster's command, the lesser skeleton may perform some or all of the expected task as desired. GM: Lesser skeletons are very stupid and lacking normal humanoid senses and judgement. Treat them as subject to Stupidity, if it strikes your fancy.

Variants: Many adventurers report encounters with skeletons animated for much longer periods than those produced by this ritual. See animate greater skeleton. Also, divine necromantic magicks or obscure Pharonic and Dark Elven variants may be responsible for these more vigorous animated skeletons.

3. Banish Haunt/Spectre

Discipline/Level: Necromancer 1 ritual

Preparation: 1d6+3 rounds

Magick Points: 4

Range: BMP yards

Duration: instantaneous

Area of Effect: one haunt or spectre

Reagents: void salts*, aethyr salts*, graveroot condenser

Resistance: WP

Rationale: The caster opens a hole in the void boundary and forces the haunt or spectre into the Void, where the undead spirit becomes a lost soul.

Magick Effects: The haunt or spectre tests vs. WP to resist. If the test succeeds, the ritual has no effect. If the haunt or spectre fails to resist, it is forced from the Material World into the Void.

Background:

Notes: Haunts typically resist banishment because of unfinished business. Compassionate sorcerors, and cultists of the Morr and the Young Gods, would prefer to ease the spirit of a haunt, permitting it to leave the Material Realm for a shadowrealm on its own account. Spectres, on the other hand, are typically malevolent spirits, or weak spirits in the control of a strong evil necromancer, with motives unworthy of the sympathy of the living. Banishing a spectre to become a lost soul in the void is therefore often a harsh but justifiable expediency.

Variants:

4. Disrupt Animation

Discipline/Level: Necromancer 1 spell

Preparation: none

Magick Points: 2

Range: BMP yards
Duration: instantaneous
Area of Effect: one lesser skeleton or animated corpse
Reagents: aethyr salts*, graveroot condenser
Resistance: none

Rationale: The caster causes the bound spirit animating the skeleton or animated corpse to discharge its magickal energy into the surrounding aethyr, ending the animation magickal effect.

Magick Effects: One lesser skeleton or animated corpse within range ceases to be animated. If more than one is within range, the caster chooses which is affected. Both sorcerous and divine lesser skeletons and animated corpses are affected by this spell.

Background:

Notes: Spirits bound into lesser skeletons or animated corpses are not strictly conscious, and do not instinctively resist magickal attacks; therefore, disrupting lesser skeleton or animated corpse animation is relatively easy. Disrupting animation of undead with conscious, self-aware spirits is more difficult process based on more-ambitious principles. (See disrupt zombie/greater skeleton.)

Variants:

5. Fountain of Blood

Discipline/Level: Necromancer 1 spell
Preparation: none
Magick Points: 4
Range: Touch with focus
Duration: special
Area of Effect: one subject
Reagents: earth sublimate*, leech-bloodworm compound
Resistance: none

Rationale: The caster causes a major artery to burst through the skin of the subject in the region touched by the caster. The artery bleeds profusely unless treated.

Magick Effects: The caster attacks a subject with his focus (typically a staff). If the attack (ie, test vs. WS) is successful, and the attack is not parried, a nice little fountain of blood spurts from the location touched. The victim loses one wound point per round, and is suffering from Terminal Bleeding (see WFRP, p. 130). Unless treated successfully with an appropriate skill test or with a healing magick, the bleeding continues until the victim dies (ie, each round roll on the +1 column of the "Sudden Death Critical Hit Table," WFRP, p. 125).

Background:

Notes: Known commonly among the troops as Spurt-spurt, and closely identified in the popular imagination with the ruthless and bloodthirsty reputation of necromancers. A necromancer attempting to strike an opponent with a staff may or may not be attempting to cast this spell, but a defender cannot afford to take a chance, and must parry as if a successful hit could cause terminal bleeding. For this reason, informed folk are understandably reluctant to come within striking distance of a necromancer. Undead are, of course, unaffected by this spell.

Variants:

6. Gash Spirit Minor

Discipline/Level: Necromancer 1 Spell
Preparation: none
Magick Points: 4
Range: BMP yards
Duration: instantaneous
Area of Effect: one humanoid
Reagents: deleriant (1/20 dose), aethyr salts*
Resistance: WP

Rationale: The caster uses his own spirit to strike directly at the humanoid's spirit. Unless the humanoid successfully resists this magickal attack, he loses magickal energy from his spirit, and may suffer serious mental damage from the mental shock.

Magick Effects: The caster lashes out with a direct magickal attack against the spirit of a chosen humanoid within range. The humanoid tests vs. WP to resist. If successful, the spell has no further effect. If failed, the spell takes effect. The humanoid loses 1d4 MP. A humanoid reduced to zero MP by this spell is affected as with Terror and gains one Insanity Point.

Background:

Notes: A subject may not be reduced below 0 MP with this spell. This attack is not detectable to an observer. If the caster concealed his focus, he might attack repeatedly without ever revealing himself as an attacker.

Variants: See gash spirit major.

7. Seal Wound

Discipline/Level: Necromancer 1 spell

Preparation: none

Magick Points: 4

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one hit location

Reagents: aethyr salts*, anima mundi*

Resistance: none

Rationale: The caster enlists the subject's aethyrial energy reserves to temporarily bind a serious wound and permit the subject to function in spite of the injury. The wound is not healed, and the subject suffers the full effects of the injury when the magickal effect ends.

Magick Effects: This spell permits the subject to ignore temporarily the consequences of any one result on a critical hits table. In effect, the subject's flesh and bone is temporarily sustained by the aethyrial energy of the subject's spirit.

Background:

Notes: The damaged portion of the body is animated temporarily in a process similar to the animation of a corpse. At GM discretion, specific effects of this spell may vary according to the critical hit received. For instance, a severed hand may no longer hold a weapon, but the subject might stand and fight with the other hand, or run, while bleeding from the severed artery ceases instantly. Note that, since the spirit as well as the brain are the seats of consciousness in Warhammer World, that this spell might permit a beheaded man to continue to fight intelligently regardless of the loss of his head.

Variants:

8. Spiritward

Discipline/Level: Necromancer 1 spell

Preparation: none

Magick Points: 2

Range: BMP yards

Duration: 1d6+3 rounds

Area of Effect: one subject

Reagents: deleriant (1/20 dose)

Resistance:

Rationale: The caster focuses the natural resistance of subject's mind against magickal attacks directed against the subject's spirit.

Magick Effects: The subject's spirit is totally protected against the following types of attack:

Fear or Terror caused by undead like skeletons, mummies, zombies, etc., have no effect on the subject the following spells have no effect on the subject -- gash spirit, evil eye, steal vitality, gash spirit major, sever spirit -- with the exception that spiritward cannot protect against more than one spell per round (subject's choice of which spell to protect against).

In addition, a subject protected by this spell may test vs. WP to resist the paralysis effects of a spectre's attack or the Strength-loss attacks of Wights and Wraiths.

Background:

Notes:

Variants:

Other Necromancer 1 Spells and Rituals

(For spell and ritual descriptions, see listed references.)

Spiritshield (Battle 1, page ??)

Accelerate Flesh (Battle 1, page ??)

Accelerate Healing (Battle 1, page ??)

Pain Mind (Battle 1, page ??)

Musclemight (Battle 1, page ??)

Lesser Square (Battle 1, page ??)

Lesser Triangle (Battle 1, page ??)

Level 2 Spells :

1. Animate Greater Skeleton

Discipline/Level: Necromancer 2 ritual

Preparation: 1d6+3 rounds

Magick Points: 10

Range: touch with focus

Duration: see below

Area of Effect: one skeleton of a zombie

Reagents: anima mundi*, void salts*, earth sublimates*, preserved humanoid blood

Resistance: none

Rationale: The bound spirit of a zombie is strengthened and clarified while the zombie's skeleton, divested of its fleshy tissues, is magickally toughened and articulated. The result is an animated skeleton of superior speed, durability, coordination, and intelligence.

Magick Effects: The caster creates a greater skeleton from the skeleton of a zombie. The greater skeleton remains an animated undead creature until its spirit is severed from its skeletal remains. The caster, and none other, can communicate mentally to the bound spirit of the greater skeleton if within BMP yards. The bound spirit of the greater skeleton cannot communicate with the caster, or with any other being. The greater skeleton remains inactive until commanded to act by its master. It can respond to direct commands while active. It can also be given commands to follow when it senses the presence of another spirit. A greater skeleton is capable of vigorous activity (ie, combat, heavy labor) for 3d6+9 rounds at a time, and moderate exercise (ie, walking, light labor) for no more than an hour, after which it must remain inactive for one hour as its bound spirit regains energy from the aethyr. (See description of greater skeleton, page ??)

Background: Pharonic. Earliest references are as Ancient Egyptian guardians for tombs and royal precincts.

Notes: Preparation for the ritual is only 1d6+3 rounds; however, preparation of the zombie skeleton takes considerably longer -- often 4-6 hours or labor. The flesh must be removed while the zombie is still animated, and though it is routinely restrained by cords or straps, the surgery is nonetheless made quite difficult by the creature's panicked thrashings. Then the skeleton must be painted with a solution of earth sublimates and preserved humanoid blood. Greater Skeletons, like most undead, have no sense of time, and cannot be given commands to perform at a specific later time. However, they can be programmed to begin following a sequence of commands when the greater skeleton senses a spirit coming within range. [diagram here?]

Variants:

2. Capture Humanoid Spirit

Discipline/Level: Necromancer 2 Ritual

Preparation: 1d6+3 rounds

Magick Points: 1 (4 if captured from void; 10 if bound as a greater haunt)

Range: BMP yards (see Magick Effects)

Duration: 2d6+6 minutes

Area of Effect: one humanoid spirit

Reagents: aethyr salts*, void salts*, deleriants (1/20 dose)

Resistance:

Rationale: A random humanoid spirit within range of the caster's spirit is snared and restrained. If no spirit is within range on this plane, additional energy may be expended, and a pinhole to the void may be opened, and a lost soul snared from the void.

Magick Effects: A spirit within BMP yards of the caster, or lost in the Void, is captured and fixed at a point within 4 yards of the caster. The captured spirit may then be bound into a body with the create lesser golem ritual, or may remain bound to the designated point as a lesser haunt. The lesser haunt remains within 4 yards of the point where the caster captured it for the duration of the ritual effect. See the description of lesser haunt, page ???. If a spirit is within range on this plane, the cost is 1 MP. If no spirit is within range, and a pinhole to the void must be opened to obtain a spirit, the cost is 4 MP. When reaching into the Void for a lost soul, the range is effectively infinite, since distance is an irrelevant concept in terms of the Void. If the spirit captured by this ritual is the spirit of a humanoid which was slain during the preparations of the ritual, it may be bound indefinitely as a greater haunt, or ghost. The cost is 10 MP, which includes the cost of capturing the spirit. The spirit of the slain humanoid tests vs. the WP the humanoid had in life. If the test is successful, the spirit breaks free and escapes into the Void, where it may not be further pursued without either the voidsend spirit communication or summon known spirit rituals. If the test fails, the spirit is bound at the point designated by the caster as a greater haunt, remaining there indefinitely until released by a banish haunt/spectre, magickal attacks, or satisfaction of the spirit's desire for vengeance against the caster which bound it.

Background:

Notes: Note that spirits linger in the Aethyrial Realm within 4 yards of the deceased's remains in the Material Realm for WP turns (minutes) after the body's death; thereafter, the spirit leaves the Aethyrial and Material Realms for the Void. Thus a necromancer is sure to find a spirit handy at a freshly-dead humanoid's corpse. Less scrupulous necromancers have little compunction about personally arranging for the freshly-dead corpses necessary for creating a greater haunt, but this practice is strictly forbidden by the Guild. The lesser haunt is the equivalent of a temporary ghost which may be bound to a location to frighten the living. Necromancers may use this to discourage pursuit or to disorder and demoralize an enemy. The captured spirit is not self-aware. If released on this plane as a haunt, it indiscriminantly attacks any living humanoids that come within 4 yards of the location where it is bound.

Variants:

3. Create Zombie ritual

Discipline/Level: Necromancer 2 Ritual

Preparation: 1d6+3 rounds

Magick Points: 4

Range: touch with focus

Duration: indefinite

Area of Effect: one humanoid corpse and spirit

Reagents: aethyr salt*, manbane and graveroot

Resistance: none

Rationale: The caster binds the departing spirit of a humanoid being into its corpse at the moment of the being's death. The spirit is invariably deranged in the process, but has the ability to draw magickal energy from the aethyr like other living beings. This energy is used to animate the being's lifeless body.

Magick Effects: A humanoid being slain under this ritual becomes a Zombie and follows simple commands given it by its creator. Zombies are the willing slaves of their creators, and remain animated undead until their spirits are severed from their bodies. The zombie remains inactive until the caster commands it to act.

The zombie may be directed by a verbal command, or a mental command if the caster is within BMP yds. of the zombie, or it may be commanded to act when it senses the presence of another spirit (typically a humanoid spirit). A zombie is capable of vigorous activity (ie, combat, heavy labor) for 3d6+9 rounds at a time, and moderate exercise (ie, walking, light labor) for no more than an hour, after which it must remain inactive for one hour as its bound spirit regains energy from the aethyr. See description of zombie, page ??.

Background: Pharonic. Earliest references are as Ancient Egyptian guardians for tombs and royal precincts.

Notes: The victim is fed progressively stronger doses of white manbane and hobblehedge graveroot until it is at the brink of death. Then this ritual is cast as final, massive doses of each are administered. Respiration ceases as the victim's spirit is trapped and bound into its just-deceased flesh. Decay of physical remains is very slow. Zombies last for several years of light use, and at least a month of heavy use.

Variants:

4. Daunt Spirit spell

Discipline/Level: Necromancer 2 Spell
Preparation: none
Magick Points: 2
Range: caster's focus
Duration: 1d6+3 rounds
Area of Effect: BMP yards radius sphere
Reagents: deleriant (1/20 dose), graveroot
Resistance: WP

Rationale: The caster's broadcasts strong emotional impressions of the nothingness and dissolution of the lost soul in the Void, directly stimulating a fear response in spirits animating the undead. The effect is focused and strengthened by the repulsive properties of graveroot consumed magickally at the focus during the casting.

Magick Effects: Each undead within the area of effect must test vs. WP to resist or be compelled to withdraw from the range of the spell's effect. A successful test means the spell has no effect. A failed test means the undead being withdraws from the range of the spell for its duration. Spectres, wights, and wraiths test to resist at a +20 bonus to WP. Vampires and Liches test to resist at +30 bonuses to WP. The caster may move at a Cautious rate, but may perform no other action without interrupting the spell. If the caster moves faster, or is interrupted by an attack or by performing another action, the spell's effect ends immediately.

Background:

Notes: The undead spirit instinctively fears the annihilation of the lost soul in the Void. Undead unconsciously scuttle away from a necromancer who seems to threaten them with such a fate.

Variants:

5. Dire Surgery

Discipline/Level: Necromancer 2 ritual
Preparation: 1d6+3 rounds
Magick Points: 4
Range: touch with focus
Duration: indefinite
Area of Effect: one hit location
Reagents: anima mundi*, preserved humanoid blood, earth sublimates*
Resistance: WP

Rationale: The caster uses necromantic techniques to preserve the physical structure of a seriously injured humanoid body in order to promote natural healing of injuries otherwise too grievous to heal normally.

Magick Effects: The injured humanoid is restored from severely or heavily wounded status to lightly wounded status. Bones, tissue, and organs destroyed by injury or combat are stabilized magickally permitting the injuries to heal as though they were minor injuries. Severed limbs, crushed chests and pelvises, even severed limbs can be assisted in healing with the aid of this ritual. NOTE: This ritual does NOT heal the injuries, nor does it restore lost Wounds. It does provide the equivalent of a successful use of the Surgery skill in staunching terminal bleeding and treating broken or dislocated bones or limbs, as well as

providing the reattaching of severed limbs which is NOT possible with Surgery skill. Unfortunately, a side effect of this treatment is severe pain and emotional distress for the subject. The subject must immediately test vs. WP to resist, or gain 1d6+1 Insanity Points.

Background:

Notes: Natural processes elsewhere in the body, mind, and spirit are temporarily halted, focusing all the beings's energies to the location of the wound. The ritual is experienced by the subject as a lingering, agonizing death; the mind and spirit, isolated from normal processes, experience a timeless, nightmarish nothingness that may disturb the subject's reason.

Variants:

6. Disrupt Zombie/Greater Skeleton

Discipline/Level: Necromancer 2 spell

Preparation: none

Magick Points: 4

Range: BMP yds.

Duration: instantaneous

Area of Effect: one zombie or greater skeleton

Reagents: aethyr salts*, graveroot

Resistance: none

Rationale: The caster unbinds the bound spirit animating the zombie or greater skeleton from its body, releasing the spirit and ending the animation of the body.

Magick Effects: One zombie or greater skeleton within range is destroyed. The spirit immediately leaves this plane for the Void or a shadowrealm, and the bodily remains collapse. This spell is effective against both sorcerous and divine undead.

Background:

Notes: This also disrupts any magickal preservation of the body, so an older corpse may swiftly decay and putrify before your eyes once its spirit is released.

Variants:

7. Evil Eye

Discipline/Level: Necromancer 2 spell

Preparation: none

Magick Points: 8

Range: 4 yards

Duration: indefinite

Area of Effect: one humanoid being

Reagents: deleriants (1/20 dose), aethyr salts*

Resistance: WP

Rationale: The caster implants a suggestion into the subject's mind which compels the subject to follow the caster's requests as if they were the commands of an acknowledged master.

Magick Effects: The subject tests vs. WP to resist. If successful, the spell has no effect. If failed, the subject unconsciously regards the caster as his master, and treats his master's requests and suggestions as reasonable commands from an acknowledged superior. A subject affected by the spell may test to resist at least once a day, upon awaking after a night's sleep. The subject is also entitled to further tests to resist in the following circumstances: 1. if a third party challenges the subject, causing the subject to question his own behavior, and 2. if the caster requests or suggests some action which seems foolhardy (Drink this bottle of poison) or morally-repugnant (Kill your friend while he sleeps) to the subject. The spell effect continues until the caster is no longer within 4 yards of the subject, or until the subject makes a successful WP test to resist.

Background: The Evil Eye is associated in popular legend with vampires and priests of Hecate, but the earliest documented references to this spell are found in ancient Pharonic Scrolls of the Dead.

Notes: Though a subject may resist a foolhardy or morally-repugnant request, the weight of authority conferred upon the caster by this spell may nonetheless induce a being to do something against his better judgement.

Variants:

8. Hand of Dust

Discipline/Level: Necromancer 2 spell

Preparation: none

Magick Points: 6

Range: touch with focus

Duration: 1d6+3 rounds

Area of Effect: one victim

Reagents: clotbur, white boneset, bloodberry, earth sublimate*

Resistance: None

Rationale: The caster accelerates and disorders the victim's body functions. The victim suffers self-inflicted injuries as a result of magickally stimulated and misdirected healing processes.

Magick Effects: For the spell's duration, each victim touched (test vs. WS to hit as normal, ignore unarmed combat modifiers) takes 1d6+6 wounds in a location chosen by the caster. Subtract the victim's Toughness, but not armor protection, except that each plus of magickal protection reduces the damage by 1 point. In addition, the victim must make an immediate Disease test to avoid infection. (See WFRP, Wound Infection, page 83.)

Background:

Notes: This is a more powerful variant of the petty spell Discorporate Flesh, with the additional threat of infection.

Variants:

9. Voidsend Spirit Communication

Discipline/Level: Necromancer 2 ritual

Preparation: 1d6+3 rounds

Magick Points: 4

Range: Special

Duration: 1d6+3 rounds

Area of Effect: one deceased spirit

Reagents: void salts*, aethyr salts*, (anima mundi* of subject sought)

Resistance: automatic (see Magick Effects)

Rationale: The caster opens a pinhole to the void, through which he seeks to contact the spirit of a deceased humanoid in a dreamworld. If the spirit is located and willing to respond, the caster may communicate mentally with the spirit.

Magick Effects: If the name of the deceased being is known, the individual's spirit may be sought. If the name is not known, a bit of the individual's body may be reduced to anima mundi, then combined with aethyr salts, and sent through the Void as a guide to the subject's spirit. If the spirit does not wish to be disturbed, it may choose not to respond. (That is, the spirit automatically resists this magick effect if it chooses to.) If the spirit chooses to respond, it will answer one simple question per round. It may choose to answer simply yes, no, I don't know, I won't tell you, or in a similar fashion. It may answer at length if so inclined. It may lie, if it suits its purposes. In short, it behaves like a typical NPC, except that it is dead, and unlikely to be impressed by promises or threats.

Background:

Notes: As a guideline, there is a 50% chance that a spirit is willing to converse with a summoner, modified by the GM's notion of the spirit's personality and motivations, and any statements the caster makes to pique the spirit's interest. For example, if the caster mentions in his invocation that he'd like to talk with the spirit about arranging for the violent and colorful slaughter of the spirit's former arch-enemy, the spirit will show up in a jiffy and be ever-so-cooperative. On the other hand, a saintly soul that has gone to his Great Reward may refuse to be disturbed by any mortal regardless of the caster's pleading. The caster cannot

communicate with spirits of the living, but can communicate with deceased spirits bound to the Material Plane by necromancy or by normal ghost-creating circumstances, provided the name of the deceased spirit is known or a bit of the deceased spirit's original body is available.

Variants:

10. Wither Life

Discipline/Level: Necromancer 2 spell

Preparation: none

Magick Points: 3

Range: BMP yards

Duration: instantaneous

Area of Effect: one living being or plant

Reagents: aethyr salt*, anima mundi*, graveroot

Resistance: WP

Rationale: The caster disorders and corrupts the aethyrial body (spirit) of a living thing so that it cannot maintain and restore its life energy from the surrounding aethyr.

Magick Effects: A living thing tests vs. WP to resist. If successful, the spell has no effect. If failed, the living thing loses 1 wound point. This wound point is lost permanently, or until the spell is reversed, after which the wound point will heal normally. A living thing reduced to zero wound points with this spell lapses into a cataleptic or

dormant state and dies within a number of days equal to its Wound characteristic score.

Background:

Notes: A necromancer is popularly believed to be able to kill with no more than a glance. This spell is the source of this belief. Indeed, a rat may be killed with no more than a glance. Further, a being affected by this spell cannot heal wounds like a normal being. If a creature's wound points are not specified in rules, the GM shall judge an appropriate number of point by analogy with creatures of similar size and nature. Plants tend to be more difficult to kill than creatures. A house plant might have one wound point. A man-sized tree or shrub might have ten wound points. An old oak might have 100-200 wound points.

Variants:

Other Necromancer 2 Spells and Rituals

(For spell and ritual descriptions, see listed references.)

Excite Terror (Battle 3, page ??)

Inspire Heroism (Battle 2, page ??)

Sap Will (Battle 2, page ??)

Aethyrward (Battle 2, page ??)

Greater Pentagram (Battle 2, page ??)

Level 3 Spells :

1. Annihilate Animated Undead

Discipline/Level: Necromancer 3 spell

Preparation: 1d6+3 rounds

Magick Points: 12

Range: focus

Duration: instantaneous

Area of Effect: BMP yards radius sphere

Reagents: 4 measures aethyr salts*, graveroot

Resistance: none

Rationale: The caster disrupts the magickal binding of the spirits animating the bodily remains of undead, freeing the spirits and causing the animated undead to collapse.

Magick Effects: All lesser and greater skeletons, animated corpses, and zombies within range cease to be animated. The spirits bound into the animated undead are released into the Void, and the bodily remains collapse. Both sorcerous and divine undead are affected.

Background:

Notes: This affects neither lesser or greater golems, aethyrial undead, nor liches and vampires.

Variants:

2. Create Lesser Golem

Discipline/Level: Necromancer 3 ritual

Preparation: 1d6+3 rounds

Magick Points: 15

Range: touch with focus

Duration: indefinite

Area of Effect: one humanoid corpse and one humanoid spirit

Reagents: aethyr salt*, anima mundi*, manbane, graveroot, earth, air, fire, and water spirits and essences*

Resistance: none

Rationale: The caster binds a humanoid spirit into a dead body and gives that spirit limited self-awareness and control over its functions. The undead created is similar to a zombie, but preserves some of the instinctive abilities and skills the spirit may have had in life.

Magick Effects: A lesser golem is created from a humanoid corpse and a spirit obtained with the capture humanoid spirit ritual. (See description of lesser golem, page ??) A lesser golem remains animated indefinitely until its spirit is destroyed or severed from the body, or the ritual is reversed.

Background:

Notes: The spirit bound into the body is not the spirit the body had in life, so upon awakening the lesser golem may be extremely awkward and clumsy. Initiative and Dexterity are at a -20 penalty for the first week of a lesser golem's existence. The spirit never achieves more than a considerable fraction of its original mental capacities. Leadership, Intelligence, Cool, and Will Power are at a permanent -20 (ie, the scores of the spirit in life minus 20 points). As a result, a recently-created lesser golem may be hardly more capable than a zombie. As the spirit adapts to its new home, it gains better control of the body, in time achieving agility and dexterity roughly approximating that of the body before death. A lesser golem that is mistreated by its creator, or which suffers physical, mental, or spiritual anguish, may test vs. WP to refuse the commands of its master, and may turn upon its master in revenge. Modifiers to the test may be improvised by the GM as appropriate. Destruction of the body does not sever the spirit from the body, though it may effectively disable the golem. In Dark Elven necropolises, spirits have reportedly remained associated with fragments of destroyed golems for tens of centuries. There is no spell which instantly disrupts the animation of a lesser golem. However, reversing the ritual will destroy a lesser golem. This often means dismembering or otherwise restraining the body so the golem stays put during the reversing of the ritual.

Variants:

3. Create Wight

Discipline/Level: Necromancer 3 ritual

Preparation: 1d6+3 rounds

Magick Points: 8

Range: touch with focus

Duration: indefinite

Area of Effect: one spirit of a deceased humanoid

Reagents: aethyr salts*, void salts*, anima mundi*

Resistance: none

Rationale: The caster binds a deceased's spirit to its own earthly remains. The spirit is compelled to remain near its earthly remains and to attack any living creatures that approach those remains.

Magick Effects: A spirit must first be captured near its earthly remains with the capture humanoid spirit ritual. Then, with this ritual, the spirit is strengthened, given self-awareness, and bound to its earthly remains, creating a wight. (See description of wight, page ??)

Background: Pharonic and Dark Elven sorcery have used tomb wights to protect burials for millenia. 2nd Millenium Dark Elves also used the ritual to bind wights to remains, which were then placed as guardians of necropolises and strongholds, or carried with necromancers as battle standards or personal guardians.

Notes: Wights are historically associated with graves and tombs, but a skull engraved with the ritual runes can serve as a portable focus for the wight's guardian instincts. The major difficulty is that wights attack ANY living thing within range; the caster is not immune to the wight's attack. Therefore it is customary for a wight's remains to be borne by an undead creature, and a necromancer expects to protect himself with the Spiritward spell to pass a guardian wight of his own creation. A wight may be destroyed by reversing the ritual over its earthly remains.

Variants:

4. Gash Spirit Major

Discipline/Level: Necromancer 3 Spell

Preparation: none

Magick Points: 12

Range: BMP yds

Duration: instantaneous

Area of Effect: all humanoids within range

Reagents: deleriant (1 dose), 4 measures aethyr salts*

Resistance: WP

Rationale: The caster uses his own spirit to strike directly at all humanoid spirits within range. Unless a subject successfully resists the magickal attack, he loses magickal energy from his spirit, and may suffer serious mental damage from the mental shock.

Magick Effects: The caster lashes out with a direct magickal attack against the spirit of all humanoid beings within range. Each humanoid within range tests vs. WP to resist. If successful, the humanoid is not affected by the spell. If failed, the humanoid loses 1d4 MP. A humanoid reduced to zero MP by this spell is affected as with Terror and gains one Insanity Point. Undead are not affected.

Background:

Notes: A victim may not be reduced below 0 MP with this spell. This attack is not detectable to an observer. If the caster concealed his focus, he might attack repeatedly without ever revealing himself as an attacker.

Variants:

5. Preserve Vitality

Discipline/Level: Necromancer 3 ritual

Preparation: 1d6+3 rounds

Magick Points: 6

Range: caster

Duration: 1 day

Area of Effect: caster

Reagents: 4 measures fresh, healthy blood of caster's species, 2 measures anima mundi*

Resistance: WP

Rationale: The caster's spirit directs his body in eliminating aging toxins by flushing his system with nurturing elements drawn from fresh blood and magickally enhanced through the ritual.

Magick Effects: The caster is protected against aging for 24 hours.

Background:

Notes: Consider the righteous fervor and dedication of the health nut. Now imagine the fervor and dedication of the necromancer in the regular maintenance of his Preserve Vitality rituals. A normal mortal might say, What's one day, more or less? To a necromancer, whose deepest convictions are founded in his search for the conquest of death and for personal immortality, one day saved is one crucial step taken toward eternal life. Variants: Variants that reverse and restore vitality are acknowledged to be in the keeping and trust of the

Guilds, but these variants are restricted from study and practice, reportedly because of the grim nature of the reagents required, and the temptation such knowledge might present for a chartered necromancer. Necromancers outside the law are, of course, unrestrained by the Guild's strictures. Unverified reports of centuries-old necromancers suggest a wider practice of these variants among outlaw practitioners.

6. Sever Spirit

Discipline/Level: Necromancer 3 spell
Preparation: none
Magick Points: 10
Range: touch with focus
Duration: 1d6+3 rounds
Area of Effect: one humanoid
Reagents: deleriants (1 dose), aethyr salts*
Resistance: WP

Rationale: The caster persuades the spirit of the humanoid that its body has died, and that the spirit should leave the body.

Magick Effects: The humanoid tests vs. WP or is affected as by Terror for the duration of the spell effect. In addition, the humanoid tests to resist vs. WP each round. In each round that the test fails, the humanoid's MP are reduced by one point. A humanoid reduced to zero MP by this spell dies of fear. A humanoid who survives this spell receives 1d6 Insanity points. This spell does not affect undead, elementals, daemons, or other magickal creatures.

Background:

Notes: The victim is filled with a terror of death as he feels his spirit slipping away. Few survive such an experience without deep mental scars.

Variants:

7. Soul Slave

Discipline/Level: Necromancer 3 ritual
Preparation: 1d6+3 rounds
Magick Points: 6
Range: touch with focus
Duration: indefinite
Area of Effect: one victim
Reagents: deleriants (1 dose), aethyr salts*
Resistance: WP

Rationale: The caster crushes the victim's will to resist by corrupting the victim's spirit, making the victim the caster's spiritual slave.

Magick Effects: The victim tests vs. WP to resist. If successful, the ritual has no effect. If failed, the victim treats ALL requests, suggestions, and commands from the caster as reasonable. The victim will do whatever the caster asked him to do, and will believe whatever the caster asks him to believe.

Background:

Notes: This is similar to the Evil Eye, except that the victim may not test vs. WP to refuse a foolhardy or morally repugnant command. Further, the magickal effect is not affected by distance from the caster. The victim otherwise appears apparently normal to his friends, except for any peculiar behavior commanded by his master. The victim himself is unable to recognize the unnatural nature of his compulsion to follow the caster's orders. The victim unconsciously attempts to rationalize his actions and present them as perfectly normal and reasonable; however, such explanations are likely to appear quite irrational to an observer. The effect of this ritual on the mind is a form of mental disorder, and may be treated as such (see WFRP, Curing Disorders, page 87). the effect may also be removed by reversing the ritual.

Variants:

Other Necromancer 3 Spells and Rituals

(For spell and ritual descriptions, see listed references.)

Cause Instability (Battle 3, page ??)

This spell is a precarious and unreliable area attack form vs. divine undead.

Drain Spirit (Battle 4, page ??)

Ensoresel Mind (Battle 3, page ??)

Spiritwalk (Battle 4, page ??)

Regeneration (Battle 4, page ??)

Greater Circle (Battle 3, page ??)

Enchant Lesser Armor (Battle 3, page ??)

Enchant Lesser Weapon (Battle 3, page ??)

Level 4 Spells :

1. Blight Life

Discipline/Level: Necromancer 4 Spell

Preparation: none

Magick Points: 10

Range: caster's focus

Duration: instantaneous

Area of Effect: 8 yards radius sphere

Reagents: 4 measures aethyr salt*, anima mundi*, graveroot

Resistance: WP

Rationale: The caster disorders and corrupts the aethyrial body (spirit) of all living things in range so that they cannot maintain and restore their life energy from the surrounding aethyr.

Magick Effects: All living things within range test vs. WP to resist. If successful, the spell has no effect. If failed, the living thing loses 1d6 wound points. These wound points are lost permanently, or until the spell is reversed, after which the wound points will heal normally. A living thing reduced to zero wound points with this spell lapses into a cataleptic or dormant state and dies within a number of days equal to its wound characteristic score (not its current wound score).

Background:

Notes: This large-scale version of the Wither Life spell is only of modest value in combat, but it is very effective in terrorizing the layman. If a creature's wound points are not specified in rules, the GM shall judge an appropriate number of point by analogy with creatures of similar size and nature. Plants tend to be more difficult to kill than creatures. A house plant might have one wound point. A man-sized tree or shrub might have ten wound points. An old oak might have 100-200 wound points.

Variants:

2. Create Greater Golem

Discipline/Level: Necromancer 3 ritual

Preparation: 1d6+3 rounds

Magick Points: 16

Range: touch with focus

Duration: indefinite

Area of Effect: one humanoid corpse and its associated humanoid spirit

Reagents: aethyr salt*, anima mundi*, manbane, graveroot, earth, air, fire, and water spirits and essences*

Resistance: none

Rationale: The caster binds a humanoid spirit into the body it formerly inhabited and gives that spirit self-awareness and control over its functions. The undead created is similar to a zombie, but retains most of the instinctive and intellectual abilities and skills the deceased being may have had in life.

Magick Effects: A greater golem is created from a humanoid corpse and its spirit obtained with the capture humanoid spirit or summon known spirit rituals. (See description of greater golem, page ??) A greater golem remains animated indefinitely until its spirit is destroyed or severed from the body, or the ritual is reversed.

Background:

Notes: The spirit bound into the body is the spirit the body had in life, so upon awakening a Greater Golem often believes its self to have awakened from sleep. The spirit generally recalls little of its existence after death other than a nightmarish period of strange and incomprehensible dreams. Greater golems typically suffer from a number of mental disorders -- the result of the mind attempting to come to grips with the prospect of being undead. Some are well-pleased with immortality --too-pleased altogether. Other are horrified, shocked, or depressed. (See greater golem description, page ??) Destruction of the body does not sever the spirit from the body remains, though it may effectively disable the golem. In Dark Elven necropolises, spirits have reportedly remained associated with fragments of destroyed golems for tens of centuries.

Variants: The ancient mummies of Araby were created by a variant of this ritual. Reports of tomb robbers, however, suggest that mummies are usually fairly unsubtle examples of the necromantic art. Whether the original ritual itself was less powerful in preserving the abilities and mind of the deceased, or whether the abilities and mind of the mummies have deteriorated over the centuries, is a matter of scholarly conjecture.

3. Lichelife

Discipline/Level: Necromancer 4 spell

Preparation: 2d6+6 rounds

Magick Points: 30

Range: contact with host body

Duration: indefinite

Area of Effect: caster and host

Reagents: aethyr salt*, anima mundi*, manbane, graveroot, earth, air, fire, and water spirits and essences*

Resistance: none

Rationale: The caster separates his spirit from his body, then binds his spirit into a body vacated of a spirit by death (his own body, or the body of another slain in the ritual). Henceforth the caster is not a living being, but an undead being.

Magick Effects: The caster becomes a liche -- an immortal undead being. (See description on page ??) With this ritual a liche may also transfer his spirit from a current body to a new body.

Background:

Notes: Liches typically transfer their spirits to a new host corpse only when the current corpse becomes too decayed or damaged to function (ie, when limbs fall off, or fingers rot away). Liches seem to find their own rotting bodies useful in terrifying victims, as well as a personally-satisfying display of their power over death.

Variants: Vampires are thought to be a superior form of liche. The Vampire ritual, however, is thought to be known only among the brotherhood of vampires, though references in various sources suggest that such a ritual was known to the 2nd Millenium Dark Elves.

4. Possession

Discipline/Level: Necromancer 4 spell

Preparation: none

Magick Points: 10

Range: BMP yards of caster's focus

Duration: indefinite

Area of Effect: the caster

Reagents: aethyr salts*, anima mundi*, deleriants (1 dose)

Resistance: WP

Rationale: The caster's spirit may voluntarily abandon its current body and enter the body of a humanoid within range. The victim's spirit is suppressed by the caster's spirit, and the victim's body becomes the possession of the caster.

Magick Effects: The caster's disembodied spirit must remain within BMP yards of his focus. It may at any time attempt to possess any humanoid being within range. The humanoid victim tests vs. WP to resist. If successful, the caster may not inhabit that body, and may make no further attempt to possess that victim for 24 hours. Subsequent attempts to possess that victim are at a -50 penalty. If failed the caster may possess the victim's body. The caster's spirit possesses the body of the victim and controls that body as if it were its own. The caster retains all his skills, abilities, and personal profile, with the exception of Move, Strength, Toughness, Wounds, and Dexterity, which are as that of the possessed body. The caster may cast spells and rituals, BUT only if in possession of his OWN focus. When the caster succeeds in possessing a new body, the spell effect ends. To transfer to a new body, a new spell must be cast. The victim's spirit is not destroyed, but suppressed in a dreaming state of unconsciousness. The spellcaster does not gain access to the thoughts, memories, or knowledge of the victim. If the caster ever leaves, or is driven from, the victim's body, the victim's spirit regains full control. If the victim's body is slain while possessed, both the victim's spirit and the caster's spirit are severed from the body in death. The caster's spirit remains aware, but cannot cast spells, since it cannot use its focus; therefore, the caster may remain as a ghost, or may be cast out into the void or to a dreamworld, just like the spirit of any other deceased being. When abandoned, the caster's body remains in a cataleptic trance for a number of hours equal to the caster's WP characteristic. Then the caster's body slips from the trance into death. The caster may return to his own body IF while in the possessed body he has his own focus for casting this spell, and IF he is within range of his body when he casts this spell.

Background:

Notes: The caster's spirit may attempt immediately to possess a nearby humanoid, OR it may choose to wait indefinitely for a host of more satisfactory features. The caster's spirit will remain bound within BMP yards of the caster's focus; if the focus is moved, the spirit will follow. An adventurer investigating a sorcerer's staff may find, to his dismay, that it belonged to a necromancer -- after they've been possessed by that necromancer's spirit. Destruction of the caster's focus disrupts the spell's effect, and the caster's spirit may be sucked into the void to become a lost soul, or may remain on this plane as a ghost or wraith.

Variants:

5. Raise Dead

Discipline/Level: Necromancer 4 spell

Preparation: none

Magick Points: 10

Range: caster's focus

Duration: 2d6+6 minutes

Area of Effect: 10 yard radius sphere

Reagents: 4 measures anima mundi*, aethyr salts*, preserved humanoid blood

Resistance: none

Rationale: The caster guides the spirits of the recently-dead within range back to their bodies and animates the bodies using these spirits. The animated corpses thus created are undead, not revived living beings. When the spell effect ends, the spirits are freed from their bodies, and the corpses collapse.

Magick Effects: All humanoids within range that have died within the last 30 minutes are reunited with their souls as animated corpses under the caster's command.

Background:

Notes: This is most effective on the field of combat where one is surrounded with freshly dead allies and opponents. A popular ploy is to hit the enemy with a Weeping Wounds spell, then Raise Dead on the victims that expire from terminal bleeding. Necromancers who use goblins, orcs, and other humanoids as shock troops can get double duty from them -- first as living cannon fodder, then as undead minions. Spirits remain near the deceased's remains for a number of minutes equal to the deceased's WP score. The GM may use the arbitrary 30-minute limit for all deceased, or may consider each individual deceased's WP scores, at his discretion. When the spell ends, the released spirits will leave this plane for the void or a dreamworld, just as if their schedule had not been interrupted.

Variants:

6. Steal Vitality

Discipline/Level: Necromancer 4 spell
Preparation: none
Magick Points: 5
Range: BMP yards
Duration: 1d6+3 rounds
Area of Effect: caster
Reagents: 2 measures aethyr salts*, earth essences*, deleriants (1 dose)
Resistance: WP

Rationale: The caster focuses his spirit to draw vital and magickal energy from another humanoid's spirit. The victim's spirit is weakened, and the caster's physical and aethyrial energy reserves are strengthened.

Magick Effects: Each round the caster may attack the spirit of one humanoid within range. The humanoid may test vs. WP to resist. If successful, the humanoid is not affected by the spell for that round only. If failed, the humanoid suffers the spell effects. Deduct 1 point from both the victim's Strength and Toughness. Victims reduced to zero Strength or Toughness by this spell are slain. For each successful attack, add 1 point to the caster's Toughness (maximum 6) and 1d10 points to the caster's MP. Strength and Toughness lost to a victim are recovered at a rate of 1 point each per week of complete rest with successful treatment of a herbalist.

Background:

Notes: Victims of this spell are not actually physically injured; the injury is to their spirit. As such, recovery requires skilled administration of the deleriant nightshade, which keeps the victim in a drugged trance while his spirit heals.

Variants:

7. Summon Known Spirit

Discipline/Level: Necromancer 4 ritual
Preparation: 1d6+3 rounds
Magick Points: 10
Range: BMP yds. (see Magick Effects)
Duration: 2d6+6 rounds
Area of Effect: one spirit of a deceased humanoid
Reagents: void salts*, aethyr salts*, (anima mundi* of subject sought)
Resistance: automatic

Rationale: The caster contacts and attempts to summon the spirit of a specific deceased humanoid from the void or beyond.

Magick Effects: If the name of the deceased being is known, the individual's spirit may be summoned. If the name is not known, a bit of the individual's remains may be reduced to anima mundi, then combined with aethyr salts, and sent through the void as a guide to the spirit. If the spirit does not wish to be disturbed, it may choose not to answer the summons. If the spirit chooses to answer the summons, it arrives in the Material Realm and remains within range of the caster for the duration of the spell, during which time the caster may attempt to converse with the spirit, to use it to create an undead (eg, Greater Golem), or to bind it into an enchanted artifact.

Background:

Notes: Most righteous and decent spirits wouldn't want to leave their dreamworlds to return to the real world. On the other hand, really nasty, power-hungry, insane, and otherwise undesirable spirits would LOVE to return to the real world and cause more mischief. Scrupulous users of this ritual are caught in a dilemma: most of the beings they would want to summon are unwilling to answer, and most of the beings that will answer the summons are treacherous or deranged. Nonetheless, necromancers throughout the ages have dreamed of bringing back the great heroes, leaders, and sorcerors of the past and binding them as their servants, and the risks seem outweighed by the potential gains to those who attempt this ritual. As a guideline, there's a basic 5% chance that a being will answer any such summons, with GM modifiers to reflect the spirit's resistance to summons and the necromancer's persuasiveness in offering the spirit tempting opportunities.

Variants:

8. Weeping Wounds

Discipline/Level: Necromancer 4 spell

Preparation: none

Magick Points: 16

Range: caster's focus

Duration: instantaneous

Area of Effect: 6 yards radius sphere

Reagents: aethyr salts*, earth sublimates*, leech-bloodworm compound

Resistance: WP

Rationale: The caster compels the spirits of victims within range to overload a blood vessel, causing that blood vessel to burst and bleed freely.

Magick Effects: Subjects within range may test vs. WP to resist. If successful, the subject is not affected by the spell. If failed, the victim suffers the effects of the spell. A wound opens in a random hit location. The victim loses one wound point per round from this wound, and is suffering from Terminal Bleeding (see WFRP, p. 130). Unless treated successfully with an appropriate skill test or with a healing magick, the bleeding continues until the victim dies.

Background:

Notes: This is a large-scale area-effect version of the Fountain of Blood spell (Necromancer, Level 1).

Variants:

Other Necromancer 4 Spells and Rituals

(For spell and ritual descriptions, see listed references.)

Fortify Flesh (Battle 4, page ??)

Null Aethyr (Battle 4, page ??)

Strengthen Mind (Battle 4, page ??)

Greater Triangle (Battle 4, page ??)

Greater Square (Battle 4, page ??) Staging Magic

Keeping Magick Magickal

The magic we've talked about in the previous ?? chapters -- spells, rituals, potions, and all -- is magic from the perspective of the player character, sure enough, but a lot of the "magic" of magic -- the mystery and wonderful surprise of magic -- is gone for most players, since if they read the rules and spell descriptions, none of this magic is going to surprise them very much when they encounter it. Actually, that's good, in a way, because playing in a game where a piece of your personality can get killed isn't much fun if you don't know the rules, and don't have a pretty good idea of the kinds of abilities you have and the dangers your character might face. But a big part of the fantasy atmosphere in fantasy roleplaying comes from magic, and if all the magic in your campaign comes straight out of this book, your campaign isn't going to give you and your players the kind of satisfaction you get from the magical flavor in the best fantasy books, films, and art. So at least some of your magic shouldn't follow the rules -- at least, your players shouldn't be able to predict what will happen every time they encounter magic. This book covers a fraction of the disciplines and practices of Old World sorcery -- only one of the many sources of magic in the Warhammer World. The companion volume, *Divine Magick*, covers a second source of magic -- the better-known divine and lesser spirit powers of the Old World. If you want to present your players with unpredictable, mysterious, marvelous magic in a Warhammer campaign, here are a number suggestions.

Foreign, Obscure, or Unknown Old World Sorceries

The spells, rituals, and magical items in this volume are primarily those commonly practiced in the Empire. Other Old World cultures and magic colleges have many unique magic spells, rituals, and practices, and many distinctive variations on common Imperial sorcerous practices. For example, academic magic in Kislev has been heavily influenced by Oriental spells and rituals brought by the Ungol nomads ((sp?)), whose

empire once stretched across the Steppes to Far Cathay and Tetsubo ((??)). (GMs should run right out and buy Tetsubo and stick lots of weird Oriental magicks into a Kislevan campaign.) A further example is the prohibition against fire magicks in heavily-urbanized Tilea -- the consequence of numerous disastrous accidental and malevolent urban fires, occasionally leveling whole cities. As a result, Tilean War Colleges specialize in numerous elaborations of the painball Battle spell, rather than the fire-based Battle spells favored by the Imperial War College. There are also numerous spells, rituals, and devices unknown to the Academic Colleges and Guilds. Many are proprietary practices, developed by an individual wizards, and available only if you can afford the steep prices they charge for their exclusive services. Other magicks have been neglected, either because they are too risky, or peculiar, or because they've been outlawed for centuries. Necromancy and Demonology, for example, have been practiced in secret for centuries, and many spells, rituals, and devices have been lost when their inventors has passed away or fallen prey to their own researches. Further, there are many experimental and oddball magical practices that are duly recorded in the journals and logs of the colleges and guilds, but which, because of their doubtful reliability or provenance, or because of the daunting mischances attending the death and dismemberment of their authors, seldom come to light without the diligent and persistent scholarly research of eager-beaver graduate students and charter-jumpers.

Obscure and Minor Divine Magicks

The gods move in mysterious ways. For every well-known, canonical cult prayer, there are several dozen obscure, peculiar, and idiosyncratic special prayers, some only granted once to a single historical cultist, others granted only to mysterious, secret sub-cults unknown to the majority of main cult worshippers and clerics. For example, there are the Defenders of Mercy, a secret sub-cult of Shallya, which takes a peculiarly narrow interpretation of the strictures against taking a life, and which have been granted a number of prayers which cause excruciating agony, occasionally including mental derangement, without endangering a victim's life. (The Defenders of Mercy have accepted Shallya's mission to pursue and punish those who do harm to Shallya's healing servants; this sub-cult is probably the enforcement vehicle supporting the superstition that those who harm a Shallya cleric may fall under a terrible curse.) There are also many obscure minor divine spirits, most associated with creatures, plants, and sites sacred to the Earth Mother. Even the weakest of these beings have considerable personal magical power, and often have unique magical abilities nowhere duplicated in Old World sorcery or divine magic. For example, consider the Spirit of the Unicorn Grove, fabled to be a bubbling fountain that heals all wounds, physical and mental, of the virgin immersed there, but which turns the unchaste into tiny water-skaters skimming about on the surface of the pool.

Magical Beings

Many creatures in the WFRP Bestiary have magical powers. Whenever possible, these powers are described in terms of Sorcerous or Divine magical abilities, but these beings ought also to have special magical abilities not limited to those specific game magical effects. See White Dwarfs, campaign and adventure supplements, and other Warhammer products for examples of special magical abilities. For example,

The Old Slann

The Old Slann are perfect sources for unusual magical artifacts. Old Slann magical devices should generally be an incomprehensible blend of magic and technology, which, of course, to a wizard will seem to be simply an extremely bizarre and obscure form of sorcery.

High Elves, Dark Elves, and Imperial Dwarves

Lost arts of the off-stage races. Their stuff is lying around in tunnels and ruins, available from Sea Elf traders, and carried around in the Old World by descendants (or by necromantically-sustained ancients) from the occupations in the past centuries.

Elemental and Demonic Magicks

Elemental and daemonic beings have magic points and magical abilities beyond the wildest dreams of Old World sorcerers. All you have to do to dump this rich and rule-less variety of magic into your campaign is let the campaign villains summon up a couple of daemons who successfully resist their summoners' control and go for a stroll. It happens all the time -- I bet they have daemon drills (instead of fire drills) at magic colleges on a regular basis., and a volunteer daemon-fighting department that is Johnny-on-the-spot. I bet there are also scads of rude daemons running around on the planet, let loose by careless sorcerers over the centuries. Not to mention the zillions of oddball magics the Chaos daemons themselves have. And, for that matter...

Chaos

Is Chaos magic weird? Do pigs like truffles?

Chaos magic is the GM's blank check. Wanta surprise your players with some magic stuff they don't expect? Trot out some Chaos sorcerers, or some Chaos daemons on a long leash. Hail of jellyfish? A cloud of whipped cream where PC spells automatically backfire? No problem. Let 'er rip.

Villains

Opponents ought to have lots of funny magics the players have never seen. Monstrous races like the goblinoids, lizardmen, fimir, etc. have their own special sorceries and cult magics, all of it a big surprise to the PCs. We publish plenty of examples of off-brand monster magics (see, for example, the goblin cult magics in *Divine Magics*), but your player can get hold of that stuff and read it, spoiling all your fun. No reason why your orcs can't have some special magics that don't show up in our nifty products. And the bad guy sorcerers and priests the PCs encounter are generally an anti-social lot. They rarely learned the same spells that decent folk like PCs learn; they have their own neat spells that don't work quite the way the PCs expected them to. Surprise!

The Role of Magick in the Warhammer Setting

One of the distinctive charms of first edition Warhammer Fantasy Roleplay was the limited role that sorcerers and divine spellcasters played in the campaign. This encouraged the development of characters with a variety of career backgrounds, giving a distinctive flavor to Warhammer fantasy roleplaying. Is Sorcerous Magick, with its abundant riches of spells, rituals, alchemical compounds, and other magick effects, going to weaken that distinctive scarce-magick feel of the Warhammer campaign? For beginning and low-experience player characters, the increase in magick available is very modest. Sorcerers are only slightly more common as beginning characters than with first edition WFRP, and the spells and rituals available for them are in some ways more restricted than the original spells. For example, rituals which require 1d6+3 rounds to prepare are somewhat less handy than the old instant spell castings. The most distinctive change is the availability of alchemical compounds for sale. This makes modest magick available, most significantly to non-spellcasting characters; however, the compounds are expensive and scarce, and finally it is up to the GM to decide how commonly available they are, and how much cash he lets slip into the hands of player characters. At moderate- and high-experience levels, too, the spells and rituals are in most cases actually less powerful than the first edition spells; nonetheless, the addition of more commonly available summoned elementals and daemons represents a significant increase in the powers of sorcerous spellcasters. Initially these increased powers will only be available to the GM for NPC allies and villains, and as such will be welcome tools for the GM. However, when PCs gain access to these powers, they become more and more unpredictable in their use of their magick, and more difficult for GMs to present adventure challenges game-balanced against their abilities. We have come to accept the notion that the more complex, detailed -- and interesting -- the roleplaying magick design, the more difficult the gamemastering and roleplaying task in managing the impact of that magick on the campaign setting. We believe you want complex, detailed, and interesting magick -- and that gamemasters and players are willing to struggle with the task of managing it. The key principles in managing powerful magick we have discovered are as follows:

1. Keep character advancement slow and deliberate. Resist your players' natural lust for high-level magick powers. Get to know the lower-level magicks intimately before you graduate to more complex, powerful magick. Make each modest advance significant; don't rely on sudden bursts of increased character power

for cheap thrills. Fortunately, WFRP gamers seem to prefer this style of roleplaying, and have selected WFRP specifically because it doesn't encourage the rapid accumulation of player character wealth, magickal widgets, and powerful abilities.

2. Review and adapt standard game materials to your own gaming style. After reading *Sorcerous Magick*, or after testing its features at low-experience levels in your campaign, you may decide to restrict its use in your campaign. A few obvious strategies are suggested: The gamemaster prohibits daemonologists and necromancers as player characters. This greatly reduces the variety of magick available to player characters, and limits the use of these complex and potentially powerful magick disciplines to your NPC villains. The Magick Guilds prohibit the use of or alter the mastery levels required for various magickal practices. The Guilds have the power to regulate the practice of sorcery and alchemy within their jurisdictions. With this rationale, the GM can delete or alter the level of various spells, rituals, alchemical formulae, and other magickal powers. For example, one GM uncomfortable with the widespread practice of summoning elementals and daemons might shift all summoning rituals up one level, while another GM with reservations about thaumaturgic circles, triangles, and squares might announce that the Guilds had declared a temporary (ie, indefinite) moratorium on the use of such rituals in consequence of recent research showing that such practices weaken the voidmembrane and encourage the penetration of daemonic forces into the Material Realm.

3. Be patient. Expect problems. Count on the good will of GM and players to resolve conflicts. There are no perfect roleplaying systems, there will be no perfect roleplaying systems, and the least perfect of all roleplaying systems are magick systems, simply because of the wonderful and mysterious fantastic phenomena they attempt to portray. Don't get excited when problems arise in the campaign with magick use. Solicit suggestions from players, GMs, but understand it is finally your responsibility to resolve issues in the best interests of the players, the campaign, and the GM's peace of mind. Offer suggestions to the GM, players, but remember it is finally your responsibility to support and appreciate your GM's labors in running this imaginary universe for your amusement.

Judging Tasks Requested of Summoned Beings

What will a summoned being do? What can an summoned being do? Desperate players will constantly try out new uses of summoned beings for problem solving. In resolving such questions, the GM is encouraged to prohibit uses of summoned beings which seem to focus on tricky or out-of-character extensions of the rules, but to encourage uses which extend or develop the dramatic flavor of summoned beings. For example, a daemonologist and an elemental want to scout the forest ahead of the adventuring group. They imagine the equivalent of an intelligent robot reconnaissance drone. One suggests summoning an imp, then summoning a least elemental of air in eagle form to fly the imp ahead then return to make a scouting report. This is just a typical judging nightmare for the GM. How many encumbrance points is an imp worth? (It's not in these rules, pal -- don't bother looking.) And would a least elemental submit to carrying an imp around? And would an imp be willing to dangle beneath a least elemental as it zooms through the forest? And how much can an imp steer the elemental if it wishes to check out some interesting feature? Here's a scheme for handling these questions. First, visualize the task requested of the summoned being. Imagine the details of how the task's performance would appear from the point of view of the summoned being. In this case, the summoned eagle would likely have some trouble flying and maneuvering with a heavy burden, particularly a wiggling, frightened one, and worst of all would be the return landing. From the imp's point of view, dangling in the talons of a summoned eagle might not seem very pleasant, particularly if the imp suspected the eagle would cheerfully drop him if things got inconvenient. Next, determine if the summonation is willing to perform the task. A good first step is to consider the Service tests made for both the imp and elemental eagle when presented the proposed task. If either is hesitant or unwilling, the task will not be successfully completed. Then, determine whether the task is practical. If the imp and elemental have agreed to perform the task, the GM has to decide how heavy and clumsy a burden the imp would be, and whether the imp could do any useful scouting while dangling in the eagle's talons as it soars above the trees and glides through their branches. Finally, determine whether the task is appropriate for the Warhammer campaign setting. At last, even if you decide the summonations are willing and that the task is practical, consider whether it is the sort of thing that ought to happen in Warhammer World. Here you should trust your instincts more than your reason, because it is impossible during the middle of a play session to anticipate all the possible ramifications your ruling might have for the future of your campaign. If it "just doesn't seem right somehow," you probably shouldn't allow it. In this case, you just may feel that Warhammer elementals and daemons are so fundamentally different in nature and personality that they just couldn't imagine cooperating -- and certainly wouldn't trust one another, or you may advise your players that the idea of an elemental asking an elemental summoning to carry a disgusting, unnatural daemonic fiend

from the Void is just instinctively offensive to an elementalists's sense of proper conduct. Once having decided the task is inappropriate, you need to come up with a good excuse to deny your player his request. The best excuse is that the summonation isn't willing to perform the task, either because of its own personal feelings, or, better yet, because the summonation's superiors (more powerful elementals or daemons) don't like their subjects to do such things. At this point it's best to avoid the excuse that the task isn't possible, since players will often energetically argue issues of what is possible, while it is difficult to argue issues of what the summonation is willing to do, since the motivations of the summonation are completely within the control of the GM, and rightfully kept secret from the player.

Summoned Beings as NPCs Roleplayed by the GM

Elemental Beings

Summoned elementals beings may be imagined as idealized representations of natural creatures and forces. Just as Walt Disney idealizes Bambi as the perfect fawn -- shy, timid, and adorable -- and as Rudyard Kipling idealizes the wolf as noble, civilized, and courageous, the GM may idealize the various creatures and natural forces represented by summoned elemental beings. Images of animals and personified natural forces can be borrowed from cartoons, folklore, and fable. Visualize the summoned elemental for yourself and your players. Exploit the cinematic sense of wonder as a summoned elemental forms out of the elements of its domain into an idealized creature or manifestation of a natural force. For example:

GM: "As Jaeger completes the last phrases and gestures of the ritual, the surface of the pool begins to stir, swirling gently as in a whirlpool, then suddenly bulging to form a bulbous, transparent, octopus-like head of clear water. Suddenly the surface of the pool is alive with clear, writhing tentacles, each a sinuous tube of water, rising and twisting above the surface of the water. Jaeger gestures with an open hand toward the watery form, bidding to establish his control. A watery tentacle reaches for Jaeger abruptly -- halts -- then extends tentatively and coils docilely in the palm of Jaeger's outstretched hand." Characterize through exaggerated personality traits and gestures. Give each summoned elemental a name and a few descriptive key words. The caster always gets the same elemental spirit for a given form, so long as it is not destroyed. An elemental ruler sends a spirit of his choosing, and may, at the GM's discretion, choose to send a new spirit.

Daemonic Beings

Daemonic beings may be idealized as dream and nightmare fantasies, exaggerations of the most bizarre human traits and behaviors. All daemons are either clearly insane or at least uncomfortable eccentric by human standards, with annoying or terrifying quirks of personality and behavior. One strategy is to characterize each daemon as a personification of a single exaggerated eccentric or insane trait or behavior. For example, an imp may be extremely hyperactive and restless, compulsively fidgeting, twitching, and disturbing his surroundings, while a daemon creature may be the physical embodiment of most ferocious, violent homicidal bloodlusts. With independent daemons, the more intelligent the daemon, the more sophisticated and skillfully-deceitful it may be. As such, a powerful daemon may maintain the earnest pretense of a noble saint and faithful servant -- right up to the moment when it tries to slit you open or suck out your soul. On the other hand, powerful daemons of the Four Powers (Khorne, Slaneesh, Nurgle, and Tzeentch) are elaborated characterized in the Realm of Chaos volumes, which should serve amply as guides to your portrayal of these beings.