

Alternate Magic & Additional Spells for Non-Human Priests

Chaos Dice

When people use magic, they are playing with a force from Chaos, and this always carries some element of risk. To represent that in the mechanic, whenever someone casts a spell, he rolls a bunch of normal dice, but will roll at least one Chaos die along with them. Chaos dice do not count toward a spell's Target Number, but only toward determining Tzeentch's Curse. Collegiate Wizards and Priests will roll at least one Chaos die, while Hedge Wizards, Witches and casters using Dark Magic use two (or three in the case of a Hedge Wizards or Witch with Dark Magic). If the characters are in a place or time where Chaos is strong, more dice may be added to the roll.

With the above rule, the Rule of Ones is cancelled. We don't need it anymore, because wizards will not be rolling just one die.

Blood Magic

When casting a spell or performing a ritual, the caster can cut himself with a silver knife. If he does, the player rolls a *Blood die* together with his normal casting dice and any Chaos dice. The character takes as many wounds as the result of the blood die. If this brings Wounds down to zero, any additional damage is resolved on the critical hit tables and the caster must make a Will Power roll to concentrate enough to cast the spell.

The player may substitute the blood die for any normal die in the same roll. This can be used to get a higher result on the spell casting roll and/or to avoid Tzeentch's Curse. Any Chaos dice cannot be substituted for.

This talent is available for hedge magicians, witches and druids. Characters with this talent can be recognised by the network of scars covering their body.

Spell Variation

All spells have a basic description which is very specific in its effect. These descriptions can be considered only default spells effects; with a bit of work, the wizard can modify the effects. In order to do so, the wizard must make a Channelling roll. He can then choose one of the effects in the table below. If he wants to use more effects, every additional effect lowers the roll by 10. Except for the first effect, all effects can be taken several times.

Effects:

- Lower CN by Mag score (this is the default Channelling roll)
- Halve the casting time (round up)
- Double or halve the distance of the spell
- Double or halve (round up) the duration of the spell
- Roll an extra die when determining damage, then select one die
- If the spell can be resisted, lower the WP of the target by 10, but only for the use of resisting this spell.

Spell Mastery

Under the modified rules for learning magic a spell caster gains 200 XP whenever he learns an Arcane or Divine Lore Talent to spend on spells from an available spell pool. Spells can be bought for a number of XP equal to the CN of the spell times 10. Additionally, a magic user can master spells.

Spell mastery costs 100 XP per spell, and several levels of mastery are possible; each level costs another 100 XP per spell.

Advantages of spell mastery include:

- When casting the spell, the wizard rolls one fewer Chaos die for each level of mastery.
- When using a variation of the spell, the wizard can ignore as many -10 modifiers on the channelling roll as he has levels of mastery.

On the character sheet, record mastered spells with an asterisk for each level of mastery.

Corruption

Using magic is dangerous. You are working with chaos stuff, after all, and chaos tends to corrupt. This is reflected in corruption points. Under normal circumstances a character using the Dark Magic Talent that incurs Tzeentch's Curse will also suffer from a Side Effect (WFRP 159) on a roll of a double on the percentile dice

A spell caster gains corruption points:

- Every time they cast a spell and the *Chaos die* rolls a 10. If more than one *Chaos die* comes up 10, they get a corruption point for every 10.
- When they come into contact with warpstone. The number of corruption points obtained is variable. It depends on the size of the stone and the length of exposure. As a rule of thumb, a character would get six corruption points if he had been in contact with a fist-sized piece of warpstone for a full day.

Whenever a character gains one or more CP, add them to the running total. Then check what happens. There are three possibilities:

1. If the character has fewer than ten CP, nothing happens
2. If the character has 10, 15, 20 etc CP, but not more than his WP score, the character gains a corruption on a failed WP Test. Roll on the Corruption Table below and subtract 1d10 CP.
3. If the character gains more CP than his WP score, nothing can help him anymore; he is lost to Chaos. The character becomes an NPC in service of the Chaos Gods.



The Corruption Table

Roll 1d100 and add your Corruption Point total. Check the result on the following table to see a further explanation.

01-20: Beneficial skill or talent

Yes, some mutations are actually beneficial. For instance, Wuder Lechart (in *Grapes of Wrath*) gained talents like Very Resilient and Very Strong. It is rare for something like this to happen, though - the character may praise himself lucky. Roll 1d100:

Magic skills and talents

- 01-04 Magical Sense (Witchsight)
- 05-08 Speak Language: Dark Tongue
- 09-12 Aethyric Attunement
- 13-16 Dark Lore
- 17-20 Dark Magic

Observation talents
21-24: Acute Hearing
25-28: Excellent Vision
29-32: Night Vision
33-36: Sixth Sense

Stat boosters
37-40: Coolheaded
41-44: Fleet Footed
45-48: Hardy
49-52: Lightning Reflexes
53-56: Marksman
57-60: Savvy
61-64: Suave
65-68: Very Resilient
69-72: Very Strong
73-76: Warrior Born

Others
77-80: Ambidextrous
81-84: Contortionist
85-88: Fearless
89-92: Luck
93-94: Resistance to Disease
95-96: Resistance to Poison
97-00: Strike Mighty Blow

21-70: Arcane Mark

See the supplement "Fan Material for Warhammer Fantasy Roleplay: Hedge Magic Spell Creation"

71-120: Minor Mutation

These are similar to the Side Effects described in the rulebook, on pages 159 and 160 (although disregard Mutation) or on the Physiological Disability Tables. The first time the character rolls a Minor Mutation, roll on the tables to determine one. The character gets the first stage of this Side Effect or Disability. Subsequent Minor Mutations have a 90% chance of aggravating this mutation, and 10% to obtain a new minor mutation instead.

121 and more: Major Mutation

Tentacle arms, horns spouting from the forehead, and so on. Use the table on p. 229 of the rulebook, or another appropriate mutation table, e.g. OWB.

Acknowledgement

These alternate rules are taken from [Whymme's](http://homepage.mac.com/whymme/WFRP/index.html) site without permission:

<http://homepage.mac.com/whymme/WFRP/index.html>

The rules have been slightly modified to better suit my play style. They are included in this document so that they are in a handy, printable, form for my use.

Dark Lores

Besides the spells provided in WFRP160 for the Lore of Chaos, chaotic magic users may additionally purchase any spells particular to their God from the Divine Chaos Lore spell lists. Spells are purchased with XP as usual.

Additional Necromantic spells are provided here.

Locate Corpse

Casting Number: 6

Casting Time: Half action

Ingredient: A finger bone (+1)

Description:

The caster can locate any corpse, buried or otherwise, within 96 yards that is suitable for use with undead summoning spells. The nature of the corpse – whether it is protected from animation by magic, or if it suitable for the summoning of Wights (advanced career) – is also made known by this spell.

Embalm

Casting Number: 10

Casting Time: Full action

Ingredient: A vial of embalming fluid (+1)

Description:

The caster can heal a single undead within Touch range of 1d10 Wounds. This spell has no effect on living creatures or ethereal undead.

Tomb Rot

Casting Number: 12

Casting Time: Full action

Ingredient: Bandages from a mummy (+2)

Description:

The caster attempts to drain the health from a single target within Touch Range. The touched skin blisters and decays, inflicting a single Wound on the target. Additionally, if the target fails a WP Test, they are stricken with tomb rot and appear to quickly age and decay, losing 5% from Toughness, Agility and Fellowship, and suffer continuing effects as described below.

Additional effects of tomb rot are otherwise considered to be a disease (WFRP 136). A failed Disease Test will cause the victim to contract a wasting disease with duration of 10 days (modified by any cures or Toughness results as normal). Each day, the victim must pass a Toughness Test or lose an additional 5% from Toughness, Agility and Fellowship. If Agility or Fellowship reaches zero the victim is bed stricken and unable to move, while if Toughness reaches zero, the target dies.

Any lost characteristic points, including the initial effects of the spell will recover at the rate of 5% per day once the disease has been lifted (or avoided). A permanent loss of 5% to Fellowship is suffered due to the withering effects of tomb rot.

Wight Blade

Casting Number: 13

Casting Time: Half action

Ingredient: A long bone of a humanoid (leg or arm) (+1)

Description:

The caster summons a magical shimmering blade. The blade counts as magical, and if a Critical Hit is scored with the weapon, two rolls are allowed and the highest result is chosen. The Wight Blade remains in existence for a minute (6 rounds) or is dispelled sooner if it leaves the caster's hand (disarming, dropping, etc.).

Blood Bridge

Casting Number: 14

Casting Time: Half action

Ingredient: A blood soaked cloth (+2)

Description:

The caster draws the blood from a living creature within 24 yards. The target is drained of blood and suffers a number of Wounds equal to the caster's Magic Characteristic regardless of TB or armour. This stolen blood heals the caster, who in turn regains a number of Wounds equal to his Magic Characteristic.

Rigor Mortis

Casting Number: 14

Casting Time: Half action

Ingredient: Shackles from a prisoner that has died while incarcerated (+2)

Description:

A single target within 12 yards must pass a Will Power test or have their limbs stiffened under the weight of death. The affected character can only take a single half action for a number of rounds equal to the caster's Magic Characteristic and has their Agility halved (rounded up) for the duration of the spell.

Extend Control

Casting Number: 15

Casting Time: Full action

Ingredient: The brain of a magician (+2)

Description:

This spell enables the caster to control undead beyond the normal range of 48 yards, extending the control to half a mile (880 yards). Extend Control lasts a number of hours equal to the caster's Magic Characteristic.

Spirit Form

Casting Number: 17

Casting Time: Two full actions

Ingredient: A piece of gossamer (+2)

Description:

The caster can use this spell to enter an ethereal state in a similar manner to Spiritual Undead. While ethereal, the caster can become visible or invisible at will, cannot attack or cast spells, but

is otherwise immune to non-magical forms of attack. The ethereal ability is identical to the Ethereal Talent (OWB 77).

The caster can remain ethereal for a number of hours equal to his Magic Characteristic, although once Spirit Form is cancelled it must be recast if the caster wishes to become ethereal again. All possessions of the caster, except living creatures, are also affected by this spell.

Feign Death

Casting Number: 18

Casting Time: Full action

Ingredient: A vial of poison (+2)

Description:

The caster is able to enter a deep hibernation and appear dead. While in this deep hibernation, the caster is not required to breathe, and shows no signs of life, and will become cold (room temperature) like a genuine corpse. Examination by characters with the Heal Skill will determine that the character is dead.

The character may remain in this state for up to a number of days equal to his Magic Characteristic. The caster may wake up before this maximum duration, but the time of hibernation must be specified when the spell is cast. Additionally, the caster has no powers of perception while under the spell's effects.

Once cast, the hibernation may be invoked within a number of rounds equal to the caster's Magic Characteristic as a Free Action. In this way the caster is able to more convincingly feign death if struck by a weapon or spell, for example.

Skeleton Guardian

Casting Number: 19

Casting Time: A full and a half action

Ingredient: A weapon or piece of armour from a dead hero (+2)

Description:

The caster raises a single undead skeleton to act as a guardian, and must be cast within 12 yards of a corpse of an Advanced Character. A fresh corpse will quickly wither and desiccate, shedding its skin to reveal shiny white bone, while an older corpse will be cleaned of dirt and age.

The statistics for the skeleton guardian are given below. The skeleton guardian must be controlled as normal.

- Skeleton Guardian Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45%	30%	45%	40%	40%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	-	-	-

Skills, Talents, and Special Rules are identical to a normal Skeleton (OWB 108), except that it can

be assumed that the skeleton guardian can use any specialist hand-to-hand weapon without penalty.

Maintain Control

Casting Number: 20

Casting Time: Full action

Ingredient: Essences of a vampire (+3)

Description:

This spell enables the caster to imbue an otherwise Mindless Undead such as skeletons or zombies with a degree of autonomy. This spell affects a number of undead equal to the caster's Magic Characteristic and all undead must be within Touch Range for the spell to work. The caster casts the spell and must touch each targeted undead within 1 round (it is reasonable to expect that 3-4 undead could be touched in a single round if they are all within Touch Range).

Affected undead no longer require the control of a necromancer or vampire to remain animated, although they are still limited to simple tasks such as attacking and guarding. This spell is most useful for permanently animating undead guardians to protect ruins or tombs in the necromancer's absence.

Spirit Speak

Casting Number: 21

Casting Time: Full action

Ingredient: A stick of incense (+3)

Description:

This spell enables the caster to converse with a recently killed creature within Touch Range. The discussion must be made within 1 minute (6 rounds) of the character's death or the soul may already have passed to the realm of Morr. Due to the shock of dying, the slain creature will most likely be unaware of his death and quite confused. The caster must therefore utilise a degree of tact, and must pass Charm Tests as dictated by the GM to successfully converse with the spirit.

Wail Of The Banshee

Casting Number: 22

Casting Time: Half action

Ingredient: The tongue of an orphan (+3)

Description:

The caster emits a terrifying howl of pure evil, affecting all creatures not immune to Fear and Terror within 5 yards (large template). Affected victims must pass a WP Test or suffer 1d10 Wounds regardless of TB or armour. Characters within the area of affect also suffer from Terror of the caster until the following round and must make any relevant Terror Tests or flee and gain insanity points as appropriate.

Curse Of Undeath

Casting Number: 26

Casting Time: Two full actions

Ingredient: The hand of a liche, mummy or vampire (+3)

Description:

This spell may be cast against any character under 10 feet tall within 48 yards. The victim is allowed a WP Test to resist the effects. If this is failed, the victim begins to transform into an undead creature. At the beginning of each subsequent round, the victim loses 1d10% of Strength; the victim dies and becomes an undead creature if their strength is reduced to zero. The progress of undeath may only be halted by dispelling or otherwise cancelling the spell. Slaying the necromancer will not halt the spell's effects.

A character that becomes undead is considered a normal Zombie, and must be controlled as normal. If dispelled, the victim permanently loses any Strength due to the hideous wasting effects of the curse.



Necromantic Rituals

Possession

Type: Arcane (Necromantic)

Arcane Language: Magick

Magic: 3

XP: 300

Conditions: The caster must capture and bind a humanoid host whose body he wishes to inhabit. During the 24 hours casting time of the ritual, the necromancer must gradually cut and drain the blood from both himself and the host into a golden chalice. Both the host and the necromancer will be reduced to 0 Wounds during the course of the ritual (at about a rate of 1 Wound every 2 hours).

Consequences: If the Casting Roll is failed the caster's spirit fails to subdue the host and becomes trapped at the source of the ritual as a

ghost (OWB 109). The caster dies and haunts until banished.

Casting Number: 18

Casting Time: 24 hours

Description:

If successfully cast, this spell enables the caster's spirit to leave his body and inhabit a host. The caster and host make opposed Will power Tests. If the caster loses the Opposed Test he is rejected from the host but simply continues to exist in his previous body and is otherwise not penalised. If the caster wins, or the result is a draw, the caster inhabits the host creature. The caster's body dies, and the caster has a new physical form of the host.

The victim's psyche is not destroyed, but is suppressed by the possessing necromancer. The necromancer does not gain access to the thoughts, memories, and knowledge of the host, and if the caster is driven from the host by an Exorcism, the host regains full control.

Having acquired a new body, the necromancer's mental characteristics (Int, WP) are unchanged. The caster's new Fel score is an average of the host's and the caster's to take into account the combination of charm and attractiveness that constitutes Fellowship (do not include losses from Cadervous Appearance etc). All other characteristics are that of the host creature. All Skills, Talents and magical abilities remain those of the caster.

Besides removal by Exorcism, the caster can be forced from the host under rare circumstances where the necromancer's will becomes compromised. On the roll of 100 (00) on any future Will Power Test made by the possessing necromancer, the host and caster must make Opposed WP Tests. If the caster wins there are no effects and any future Opposed WP Tests with the host are made with a cumulative +10% advantage. In the advent of a draw, the host is able to regain control and choose one half action of the necromancer's actions for the following round. If the host wins, the host is able to regain control and choose the necromancer's actions for the following round and the host gains a cumulative +10% to any future Opposed WP Tests. Additionally, if the host is ever able to win 3 Opposed Tests in a row (which will almost certainly be spaced many days, weeks, or months apart due to the likelihood of rolling 00), the host displaces the necromancer and his soul is scattered to the wind - the host is finally free.

Army Of The Dead

Type: Arcane (Necromantic)

Arcane Language: Magick

Magic: 4

XP: 400

Conditions: The caster must perform the ritual at a site containing at least 100 dead, such as a graveyard or other burial site, or the recent scene of a large battle (with corpses lying about). During

the course of the ritual a witch hunter, or another individual or priest devoted to the extermination of chaos, must be first tortured and then hung within the burial site.

Consequences: If the Casting Roll is failed the caster must pass a Will Power Test or gain the Cadaverous Appearance Side Effect. The caster's body is also racked with negative energy, and his Strength and Toughness are reduced to 5% until a full week (8 days) has elapsed.

Casting Number: 25

Casting Time: One hour

Description:

The caster calls forth a mixture of Skeletons and Zombies that burst from the ground or simply animate from dead corpses. A number of undead equal to the caster's Will Power are summoned; the approximate breakdown being 50% skeletons and 50% zombies. The undead do not need to be controlled in the traditional sense and are instead given a single order, such as "defend me" or "attack the town". The raised dead last until the next sunrise, after which they collapse as normal corpses and quickly decay to dust.



Divine Lore – Dwarven (Grungni & Grimnir)

Grungni is the Dwarven God of mining and artisans. These additional spells represent the Dwarven affinity for the earth and metalworking.

The Lore of Grimnir does not warrant the inclusion of any additional spells; Dwarven magic use is considerably restricted, and the warlike cult of Grimnir tends to be more so. With the GMs permission, divine spell casters of the cult of Grimnir may select up to two spells from the Divine Lore of Grungni to represent the affinity all dwarfs have with the earth and trades.

Deduction Of Form

Casting Number: 8

Casting Time: Two full actions

Ingredient: An artisan's tool (+1)

Description:

This spell behaves in an identical manner to the Lore of Metal spell *Understanding The Mechanism*.

Soften Stone

Casting Number: 8

Casting Time: Full action

Ingredient: A handful of mud (+1)

Description:

A patch of ground within 48 yards becomes soft, is difficult to move through, and can trap targets in the affected area. The affected ground is given by the large template (10 yard diameter). Character's within the affected area cannot move unless they pass a Strength Test and even then their Movement is Halved while in the softened ground. Soften Stone lasts 6 rounds (a minute).

Body Of Earth

Casting Number: 9

Casting Time: Half action

Ingredient: A piece of slate (+1)

Description:

The caster's skin, or the skin of a single character within Touch Range, becomes hard and he is more able to resist damage and has an increased strength and fortitude. For the next 6 rounds the target's Strength and Toughness are increased by 10%.

Encumber

Casting Number: 14

Casting Time: Full action

Ingredient: A chain mail link of lead (+2)

Description:

This spell behaves in an identical manner to the Lore of Metal spell *Armour Of Lead*.

Cavern Darkness

Casting Number: 16

Casting Time: Full action

Ingredient: A lump of coal (+2)

Description:

This spell behaves in an identical manner to the Lore of Shadow spell *Pall Of Darkness*.

Forge

Casting Number: 17

Casting Time: 1 minute

Ingredient: a smithy's hammer (+2)

Description:

This spell behaves in an identical manner to the Lore of Metal spell *Transformation of Metal*.



Divine Lore – Esmeralda

Esmeralda is the patron Goddess of Halflings. The majority of Halfling spells are related to the well being of the caster and his allies.

Purify

Casting Number: 6

Casting Time: Full action

Ingredient: A sprig of mint (+1)

Description:

This spell behaves in an identical manner to the Lore of Light spell *Cleansing Glow*.

Enthuse

Casting Number: 7

Casting Time: Half action

Ingredient: A miniature cast iron heart (+1)

Description:

This spell behaves in an identical manner to the Lore of Light spell *Clarity*.

Intoxicate

Casting Number: 11

Casting Time: Half action

Ingredient: A tankard of ale (+2)

Description:

This spell behaves in an identical manner to the (urban) hedge magic spell *Curse Of Inebriation*.

Hero's Feast

Casting Number: 14

Casting Time: Full and half action

Ingredient: A silver spoon (+2)

Description:

The caster can create a number of meals equal to his Magic Characteristic. The meals are created from thin air and enable the caster to provide food for a small party without ingredients. The created food is nourishing and delicious; any character eating a meal will be healed of a single Wound and will receive a +5% bonus to Toughness and Will Power for 10 minutes after finishing the meal.

Cure

Casting Number: 16

Casting Time: 2 minutes

Ingredient: Any herbal remedy (+2)

Description:

This spell behaves in an identical manner to the Lore of Light spell *Ill-Bane*.

Status

Casting Number: 17

Casting Time: Full action

Ingredient: A tea cake (+1)

Description:

This spell behaves in an identical manner to the Lore of Light spell *The Power Of Truth*.



Divine Lore – Khaine

Khaine is an evil God, the patron of murders and assassins throughout the Old World. Besides spells related to the undead and assassination, the evil arsenal of Khaine contains many spells related to their cold and viscous homeland.

Kiss Of The Adder

Casting Number: 12

Casting Time: Half action

Ingredient: A snake's fang (+1)

Description:

This is a Touch spell. The caster must touch the target who must pass a Poison Test or suffer a single Damage 3 hit that ignores armour. If poisoned, on the following round the target must pass another Poison Test or suffer a Damage 1 hit as the poison continues to course through their body.

Enfeeble

Casting Number: 14

Casting Time: Full action

Ingredient: A drop of mouse blood (+2)

Description:

An unnatural and unbearable agony and weakness suffuses the body of a single target within 48 yards unless a Will Power Test is made. The affected target has their Strength, Weapon Skill and Ballistic Skill halved, rounding down.

Once it is cast, the effects of Enfeeble continue as long as the caster maintains the spell each round as a Half Action, until it is dispelled, or until the target passes a new Will Power Test made each turn.

Doombolt

Casting Number: 15

Casting Time: Full action

Ingredient: A knife of solid jet (+2)

Description:

As the invocation is spoken, the otherworldly beast known as Kharaidon unleashes a bolt of pure darkness upon the Dark Elves' adversaries. Doombolt is a *magic missile* with a range of up to 36 yards and Damage 5. A number of missiles are made equal to the caster's Magic Characteristic.

Dominion

Casting Number: 16

Casting Time: Full action

Ingredient: A hallucinogen (+2)

Description:

This spell behaves in an identical manner to the Lore of Chaos spell *Lure Of Chaos*.

Leech Life

Casting Number: 17

Casting Time: Half action

Ingredient: A leech (+2)

Description:

This spell behaves in an identical manner to the Lore of Death spell *Steal Life*.

Chill Wind

Casting Number: 20

Casting Time: Half action

Ingredient: A subterranean rock (+2)

Description:

Calling upon the coldness of Nagaelythe of the Utterdark, the Dark Elf unleashes a freezing wind against their enemies. This spell behaves in an identical manner to the Lore of Ulric spell *Ice Storm*.



Divine Lore - Liadriel

Liadriel is the major deity of the wood elves, and is the patron of music and song. The magics of

Liadriel are also concerned with the well being of the forests that are the wood elves homeland.

Merriment

Casting Number: 4

Casting Time: Half action

Ingredient: A drop of water from a pure spring (+1)

Description:

This spell behaves in an identical manner to the Lore of Life spell *Ferment*.

Purify Food & Drink

Casting Number: 5

Casting Time: Half action

Ingredient: A tankard of fresh water (+1)

Description:

This spell behaves in an identical manner to the Lore of Light spell *Cleansing Glow*.

Detect Snares & Pits

Casting Number: 8

Casting Time: Full action

Ingredient: A broken snare (+1)

Description:

The caster can locate any snares or dug pits traps within 96 yards that exist in a forested region. Mechanical traps constructed of natural materials can be detected, though the spell does not detect complex traps, including trapdoor traps with hinges. Naturally occurring equivalents to traps are not detected, i.e. quicksand or a sinkhole would not be detected by this spell.

Nature's Step

Casting Number: 10

Casting Time: Full action

Ingredient: The fur from a squirrel (+2)

Description:

This spell behaves in an identical manner to the Lore of Life spell *The Wilds Undisturbed*.

Nature's Guardian

Casting Number: 12

Casting Time: Full action

Ingredient: An oak leaf (+1)

Description:

This spell behaves in an identical manner to the Lore of Life spell *Leaf Fall*.

Nature's Transmutation

Casting Number: 16

Casting Time: Full action

Ingredient: An oak branch (+2)

Description:

This spell behaves in an identical manner to the Lore of Life spell *Wood Shape*.