

Witches and Warlocks - Unsanctioned Magisters

Hedge Wizardry is the catchall pejorative, given by the Collegiate Magisters, to the largely self-taught sorcerers of the Empire that possess no sanctioned formal training and little academic tuition or education. Magic users found outside the boundaries of the Empire are generally also labelled Hedge Wizards, but such practitioners are usually left to their own devices, and remain unbothered by Imperial Collegiate Magisters and Witch Hunters.

Unlike Witches and Warlocks, more learned sorcerers seek to improve their potential and power by searching for and accumulating magical texts and magical artefacts – though the inevitable psychological and physiological degradation caused by Dark Magic may have already claimed their humanity and sanity.

In terms of game use, the Sorcerer is an advanced career that follows on from Warlock. It provides the final step along the path of the non-college magic user, where the lack of magical guidance inevitably results in the corruption of both body and mind.

The Sorcerer has access to a wide range of spells through the Witchcraft Talent (at 200 xp per spell for spells with CN ≤ 15) and additionally is trained in Daemonology or Necromancy. Furthermore, and at the GMs approval, Witches, Warlocks and Unsanctioned Magisters may purchase special Hedge-Magic spells through the Witchcraft talent at 100 xp per spell by taking Hedge-Magic spells from the following article

<http://www.blackindustries.com/pdf/articles/hedge-magic.pdf>

GMs may also find it useful to include animated golems and advanced rules for herbalism from the following articles when dealing with PC and NPC witches.

<http://www.blackindustries.com/pdf/articles/manikins.pdf>

http://www.blackindustries.com/pdf/wfrp_oth_herbalism.pdf

- Sorcerer -

Description

Experienced Sorcerers are dangerous indeed, and not just to themselves. Such individuals have managed to evade the watchful gaze of the Collegiate Magisters and Witch Hunters alike, while also being skilled or lucky enough to survive their magical experimentations.

Sorcerers pose a very real danger to those around them as they force the Winds Of Magic to their wills; stopping at nothing in their quests for power and immortality through Daemonic or Necromantic rituals and research.

Living always on the line – hiding or on the run – these corrupted magicians often band together to enact some short term goal, though these Covens seldom last long due to treachery from within, as individuals pursue their own megalomaniacal ambitions.

Notes: You must have learned at least six spells through your Witchcraft talent before you can enter this career.



- Sorcerer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+15%	+20%	+20%	+25%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+3	-	-

Skills: Academic Knowledge (Daemonology or Necromancy), Academic Knowledge (any one other) or Speak Language (any one), Channelling, Charm, Common Knowledge (any three), Concealment, Disguise, Gossip, Haggle, Heal, Read/Write, Magical Sense, Perception, Ride or Swim, Search, Speak Arcane Language (Magick or Daemonic), Trade (Apothecary or Herbalist)

Talents: Fast Hands or Mighty Missile, Flee! or Public Speaking, Lesser Magic (any two), Very Resilient or Sixth Sense

Trappings: Trade Tools (Apothecary), Two Grimoires, One Magic Item

Career Entries: Warlock

Career Exits: Apprentice Wizard, Charlatan, Outlaw, Scholar, Vagabond

Dark Lore (Necromancy) Expanded Spells

Each of the following spells can be purchased with the Extra Spell Talent which gives access to additional spells at the cost of 100 xp for each single spell.

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 and become ethereal.

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 spells 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 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	-	-	-

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 above. The skeleton guardian must be controlled as normal.

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 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 points 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 spells 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.

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 the site until banished.

Casting Number: 18

Casting Time: variable as above

Description:

If successfully casts, 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 Cadaverous 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 necromancers actions for the following round. If the host wins, the host is able to regain control and choose the necromancers 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 being 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 to death and 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 chaos 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.