

Priests & Divine Magic



riests and clerics in the Old World are authorised by their churches to conduct services and to minister to the spiritual needs of the faithful population. In order to perform their duties, the priesthood are granted access to their deity through the medium of prayer, and learn to command a number of magical powers.

The path through the priesthood begins with the training of a novice as an Initiate. Their training

includes literacy and calligraphy, the study of scriptures and history, and the art of public speaking. Priests learn the basics of weaponcraft and the discipline of the physical body, however, not all priests take the path of religious warriors and church templars. A priest's individual direction is determined by a combination of factors, including their choice of patron God, the choice of any order within their cult, and the political and religious requirements of their order at the time.

~ Non-Militant Priests ~

The original Priest, Anointed Priest and High Priest careers are very combat orientated, and are perhaps not well suited for characters that worship more pacifistic religions, such as Shallya and Ranald, and for more scholarly subsets of militant religions, such as The Order of the Torch within the church of Sigmar.

I have therefore provided three alternative priesthood careers: Cleric, Consecrated Cleric, and Exalted Cleric. These three advanced careers are much more focused on scholarly learning and the teaching of their faith. They also have earlier access to divine magic as gifted by their God.

~ Cleric and Priest Comparison ~

The Advancement Scheme for Clerics and Priests are very similar, and the available Skills and Talents are fairly consistent between the two career paths. Both Clerics and Priests become highly knowledgeable of obscure academic topics and commonplace events, and both career paths provide magical abilities and confer a capacity for healing the sick and needy. Clerics generally spend more time partaking in local church duties and less time travelling between neighbouring parishes, becoming more knowledgeable of local classically written scriptures and illuminated texts, and more adept at tending to the needs of the local community. In contrast, Priests are seasoned travellers and often practice and learn combat techniques; this being especially true in the case of warrior priests who come to the defence of temples in times of need, and accompany armies as chaplains and sources of religious confidence.

With respect to game mechanics, the primary advantage of a Cleric is the accelerated rate at which they gain access to their Divine powers – although the final casting abilities of Clerics and Priests are equivalent. The main advantage of a Priest over a Cleric is the increased hand-to-hand fighting potential, including additional attacks, additional WS and BS bonuses, and additional bonuses to Strength and Wounds. Priests also gain access to an extended selection of melee Talents, and also the Mighty Missile Talent. Clerics, however, have much improved Personal Attributes (Int and WP), and are more efficient scholars and spell casters.

A note to *power gamers*: An Initiate or Friar may enter either the Cleric or Priest careers, however, the Career Entries and Career Exists of the Cleric and Priest Career Paths are designed to prevent “leap-frogging” to gain quick access to both the Divine Magic Talent and Additional Attacks.

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– Cleric –

Description

Clerics are the priesthood of the Old World, authorized by their churches to conduct services and to minister to the spiritual needs of the faithful. In order to carry out their duties, Clerics are granted access to the deity by the medium of prayer, as well as a number of magical powers. These powers come from devotion to the deity rather than knowledge and force of will.



– Cleric Advance Scheme –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+10%	+5%	+15%	+25%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+1	-	-

Skills: Academic Knowledge (any one), Academic Knowledge (Theology), Channelling, Charm, Common Knowledge (any one), Gossip, Heal, Magic Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (any one), Trade (Apothecary or Calligraphy)

Talents: Divine Lore (any one), Meditation or Master Orator, Petty Magic (Divine)

Trappings: Prayer book, Trade Tools (Apothecary or Calligraphy), Religious Robes, Religious Symbol, Writing Kit

Career Entries: Friar, Initiate

Career Exists: Consecrated Cleric, Scholar, Steward, Zealot

Description

By a combination of hard work and political astuteness, a cleric may rise within the churches ranks. Consecrated Clerics are the dedicated followers of their deity, acting as the deity's representative on earth, and acting as beacons of faith to others in the Old World. With their increased responsibility they also tend to enjoy greater privilege, and unlike many other Initiates and lower ranking Priesthood, Consecrated Clerics are almost assured tenure at more prestigious temples in larger cities of the Old World.

– Consecrated Cleric –

– Consecrated Cleric Advance Scheme –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+10%	+10%	+25%	+35%	+20%

Secondary Profile

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

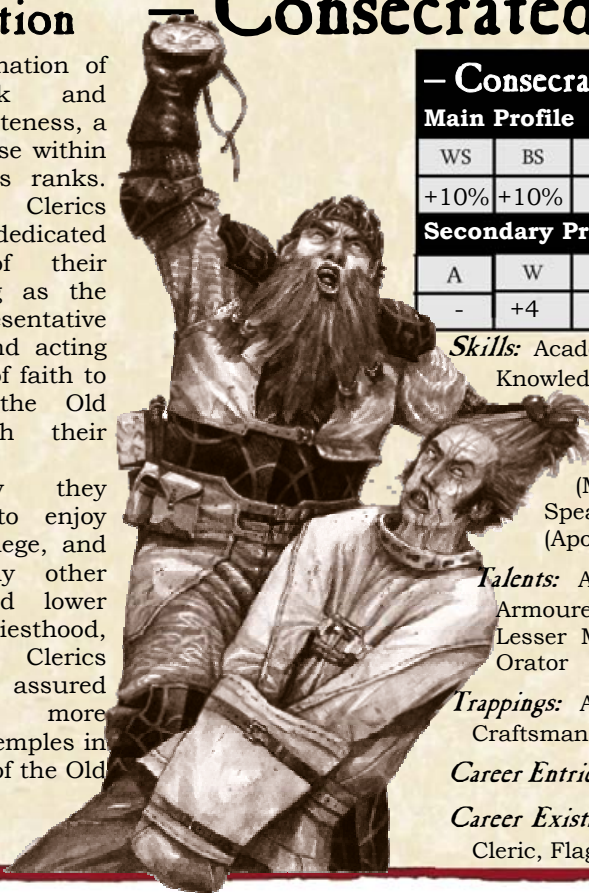
Skills: Academic Knowledge (any two), Academic Knowledge (Theology), Channelling, Charm, Common Knowledge (any one), Gossip, Heal, Magic Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (any one), Trade (Apothecary or Calligraphy)

Talents: Aethyric Attunement or Fast Hands, Armoured Caster or Cool Headed, Etiquette, Lesser Magic (any two), Meditation or Master Orator

Trappings: Aspergilla (OWA), Prayer book, Good Craftsmanship Religious Robes

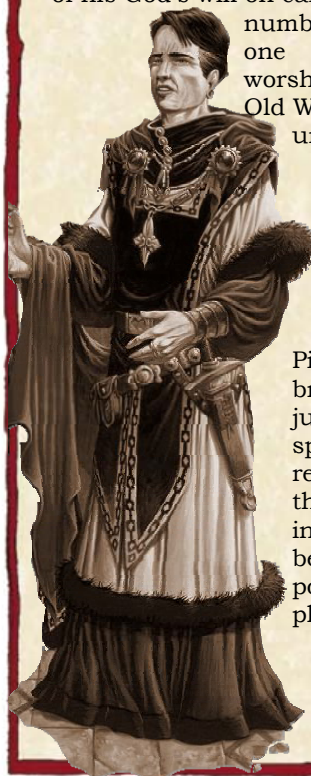
Career Entries: Anointed Priest, Cleric

Career Exists: Anointed Priest, Demagogue, Exalted Cleric, Flagellant, Lawyer, Scholar, Steward



Description

An Exalted Cleric is the living embodiment of his God's will on earth. Very few exist,



numbering usually only one for each Deity worshipped throughout the Old World. Exalted Clerics unquestionably become the figurehead of their faith and occupy the head temple in the greatest cities of the Old World.

Pilgrims will travel the breadth of the Empire just to glimpse or speak with such a religious figure, and these high ranking individuals invariably become important political allies and players.

– Exalted Cleric –

– Exalted Cleric –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+15%	+30%	+40%	+25%

Secondary Profile

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

Skills: Academic Knowledge (any three), Academic Knowledge (Theology), Channelling, Charm, Command, Common Knowledge (any two), Gossip, Heal, Magic Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (any two), Trade (Apothecary or Calligraphy)

Talents: Aethyric Attunement or Armoured Caster, Cool Headed or Strong-minded, Etiquette, Lesser Magic (any two)

Trappings: Best Craftsmanship Religious Robes, Religious Relic

Career Entries: Consecrated Cleric, High Priest

Career Exists: Ambassador, High Priest, Politician, Scholar, Witch Hunter

~ The Wrath Of The Gods (Expanded) ~

Dic Roll

Result (Table 7-5: WFRP 144)

01-10	Unearthly Vision: Your God chooses this moment to grant you a symbolic but confusing vision. This stuns you for 1 round.
11-20	Prove Your Devotion: A few more prayers are required to finish casting the spell. This result adds 1 half action to the Casting Time of the spell and must be included even if the Casting Roll was failed.
21-30	You Try My Patience: You cannot cast another spell for 1d10 rounds. This spell still works if the Casting Roll was successful.
31-40	Barter With The Gods: Characters are expected to show respect for most Gods of the Old World, and your prayers have offended one or more of them. You must convince your deity to barter for forgiveness on your behalf. Appealing to your Deity is a Half Action, and you cannot cast spells until a successful WP Test is made. This spell still works if the Casting Roll was successful.
41-50	Your Cause is Unworthy: Your spell fails, even if you made the Casting Roll.
51-60	Stinging Rebuke: Not only does the spell fail, but you also suffer a -10% penalty to your WP for 1 minute.
61-70	Ill Fortune: Not only does the spell fail, but your annoyed God ignores your prayers. You may not use Fortune Points for 1 day.
71-80	What Will You Sacrifice for the Boon: You lose 1d10 Wounds regardless of TB or AP.
81-90	You Have Sinned Against Me: You have somehow angered your God. You must kneel and repent for 1d10 rounds. This renders you helpless.
91-99	Act of Contrition: You have somehow angered your God. You may not cast spells until you have appeased Them by carrying out an Act of Contrition (WFRP 175).
00	Demonic Interference: Your prayer is answered but not by your God. Roll on Table 7-3: Major Chaos Manifestation instead.

~ Examples of Non-Militant and Alternate Orders ~

In this section additional sub-cults for the church of Sigmar, a new sect of Raland as worshipped in the great port city Marienburg, a militant sect for Mórr, and a non-militant sect of Manann, are provided as examples.

The main motivation behind this section is increasing the diversity of Priest Careers and spells for PCs and NPCs alike. Additional spell lists are provided for each religious sect to

illustrate how these alternate orders could be fleshed out. However, in subsequent sections even more spells are provided for each Human religion originally provided in the WFRP core rules, so it comes down to the GMs decision how these extra spells are included in your WFRP games. If spells are paid for with XP in your games then it simply becomes an expanded selection for PC and NPC religious spell casters.



~ Sigmar – The Order of the Torch ~

Sigmar is the legendary hero of the empire. He is worshipped as a mighty warrior, but also as a great unifier of the people. Clerics and priests of Sigmar belong to one of three orders, the selection of which determines their function within the cult. The Order of the Silver Hammer is most common in adventuring priests, acting as temple defenders and travelling the Empire promoting Sigmar and rooting out creatures of evil. The other cult orders are The Order of the Anvil and The Order of the Torch, both of which are more monastic orders, dedicating themselves to meditation, religious symbols and ceremonies, and the running of temples and shrines. In particular, members of The Order of the Torch are assigned to temples to act as local priests and make up the majority of the Cult of Sigmar, with the other two Orders being subject to their decrees.

Church Skills and Talents

Like all Initiates of Sigmar, members of The Order of the Torch start with Common Knowledge (Dwarfs) skill in addition to their normal starting career skills. Priests or Clerics of The Order of the Torch may additionally learn Academic Knowledge (Genealogy /Heraldry), Academic Knowledge (Law) and Surgery.

The Lore of Sigmar (Torch)

The divine magic of Sigmar is generally motivated toward the defence of the common man, and the inspiration of leadership and courage. The priesthood of Sigmar is granted spell use that depends on their Order within the cult. An introduction to such sub-cult spell use is provided here, and may be expanded on using the additional spells shown later.

The Divine Lore of Sigmar	
The Order of the Anvil	The Order of the Torch
Hammer of Sigmar	Hammer of Sigmar
Armour of Righteousness	Strength of Unity *
Healing Hand	Healing Hand
Beacon of Courage	Beacon of Courage
Comet of Sigmar	Resist Foul Temptation *
Soulfire	Soulfire

* new spells explained later.



~ Ranald – The Dealer ~

Ranald is the Trickster God, a patron of rogues and gamblers, but those who call Ranald merely a God of thieves are wrong – at least according to his worshippers. He is also a god for those who are willing to take risks and cut corners to get ahead, and those who want to make the powerful look foolish. Marienburg has spawned a new sect of Ranald worship, the sub-cult of the Dealer. This aspect of Ranald embraces ruthless businessmen who will do almost anything to get to the top. Half truths, lies, stolen information and outright swindling – all these things are accepted by the cult, as long as there is no violence involved.

Church Skills and Talents

Initiates of the subset of Ranald – The Dealer – gain Haggle in addition to their usual skills. Priests and Clerics may additionally purchase the following: Dealmaker, Luck and Trade (Merchant)

The Lore of Ranald (The Dealer)

The divine magic of Ranald The Dealer is associated with deal making and ensuring the most amount of money is made. The aspect of The Dealer has access to different spells to the aspect of The Trickster.

The Divine Lore of Ranald	
The Trickster	The Dealer
Stealth of Ranald	Swindle*
Good Fortune	Good Fortune
Open	The Dealer*
Bamboozle	Return*
Trapsense	Aethyric Appraisal*
Bountiful Fortune	Bountiful Fortune

* new spells explained later.



~ Mórr – The Raven Knights ~

The cult of Mórr has authority over the dead – including all places of burial – and are tasked with rooting out necromancers and any undead which defile the waking world. All dead souls belong to Mórr, and he and his followers strive to guide the deceased toward the safety and peace of his dark realm.

Mórr is also the god of dreams, since the land of dreams lies close to the land of death, and followers of Mórr often serve as oracles, providing divine visions of guidance and interpreting dreams and sleep.

The church of Mórr is normally associated with two sub-cults: the Mourner's Guild, and the

Raven Knights. Followers of the aspect of the Mourner's Guild will predominantly represent Mórr's wishes and act as priests in shrines and temples in most Old World settlements. The range of services priests offer vary with the size of the community they serve, but will always provide funeral services, the maintenance and protection of burial grounds, and the enforcement of the anti-undead laws. Followers of the Mourner's Guild will also provide solace and relief for the grieving public, and are much sought out for their interpretation of dreams and visions.

The High and Chivalric Order of Deserved Rest is the Chamber Militant of Mórr, and is better known as "The Raven Knights" after the raven

icons of Mórr often incorporated into their shields and armour. As the chamber militant of the cult of Mórr, it is the duty of the Raven Knights to take the righteous anger of Mórr to those who transgress against his domain, as well as protecting their fellow clerical brethren and the final resting places of the dead.

The Order's primary concern and purpose is to violently fight practitioners of Necromancy and the undead who have escaped Mórr's Realm and Judgement. Religious characters of the priesthood of Mórr who choose to follow the aspect of the Mourner's Guild are best represented by the Cleric Careers described earlier, while followers of the Raven Knights are best represented by warrior Priests.

Church Skills and Talents

The Mourner's Guild can be associated with the

aspect of the Lord of Dreams, and are granted basic burial rites, and oracle abilities. They are also divinely gifted to handle grieving families etc. The original Lore of Mórr as detailed in WFRP encompasses this aspect of Mórr. The Raven Knights have the following alterations to represent their status within the cult as the Protector of the Dead. Initiates of the Raven Knights start with Academic Knowledge (Necromancy). Priests of this aspect may additionally learn Intimidate, Menacing and Stout-Hearted.

The divine magic granted by Mórr depends on the aspect adhered to. The following table can be used to determine the spells granted by the worship of Mórr.

The Divine Lore of Mórr	
The Mourner's Guild	The Raven Knights
Preserve Corpse	Hindsight*
Sign of the Raven	Invisibility to Undead*
Dream Message	Protection of Mórr*
Destroy Undead	Destroy Undead
Vision of Mórr	Divine Ravens*
Sleep of Death	Open Mórr's Gates*

* new spells explained later.



~ Manann – Stromfels ~

Manann is the God of the Seas. He controls the tides and the currents and is as unpredictable and changeable as the sea itself. He is worshipped chiefly by those who depend on the sea, such as sailors and fisherman, and it is the norm to make some small sacrifice to Manann to ensure a safe seaward journey. The majority of Manann priests worship the aspect of the Protector of the Seas – and the original Divine Lore and Church Skills and Talent described in WFRP represent this sub-cult of Manann.

Manann is however also worshipped by the Pirates of Sartosa as a ferocious and warlike deity, quick to attack those who trespass in his watery domain. This aspect of Manann is generally worshipped under the guise of Stromfels the Shark, Lord of the Raging Sea. The aspect of Stromfels has followers along all coasts of the Old World and also along great rivers. He is particularly worshipped by pirates and wreckers,

and indeed the only temple to Stromfels that operates openly is a converted temple of Myrmidia in Sartosa. Elsewhere, Stromfels is worshipped in hidden shrines and caves along the coasts of the Old World, where sacrifices are made to the many sharks that frequent these sites.

Church Skills and Talents

Being a sub-cult of Manann, Stromfels shares the church Holy Days and Strictures. Similarly, all initiates of Stromfels begin with Swim in addition to their other skills. Priests of Stromfels may additionally purchase Row, Sail and Strike to Injure.

The divine magic granted by Manann depends on the aspect followed. The following table can be used to determine the divine spells granted to the priesthood of Manann.

The Divine Lore of Manann

Protector of the Seas	Stromfels
Blessed Voyage	Blessed Voyage
Breathe Water	Breathe Water
Water Blast	Sharkbite*
Water Walk	Split the Heavens*
Becalm	Becalm
Curse of the Albatross	Riptide*

* new spells explained later.

~ Sample Ritual Magic ~

Ritual Magic of Sigmar

The following spell is unique to divine casters of Sigmar, and may be acquired at any time by being instructed by an Elder of the priesthood.



Pool Power

Type: Divine (Sigmar)

Arcane Language: Magick

Magic: 2

XP: 200

Conditions: A chain of pure copper, long enough to link all participants which must be held at all times during the casting of the

spell. If cast successful the copper wire vanishes and the involved individuals must remain within 4 yards of the caster and may do nothing but concentrate and move around at Hampered Movement rate. The caster is free to act, fight and cast spells. See Spell Description for more details.

Consequences: If the Casting Roll is failed, the caster and all participants suffer -1 to their Magic Characteristic for 1-5 hours.

Casting Number: 15

Casting Time: Ten minutes

Description:

This spell may be cast on a group of 3 or more characters that have the Divine Magic (Sigmar) Talent, and at least a Magic Characteristic of one. The caster is able to channel magic through all involved members and manipulate the winds of magic using their combined strength. The caster acts as a magical focus and can cast spells with a bonus to his Casting Roll equal to the sum of each participant's Magic Characteristic. The caster is free to act, fight and cast spells, but cannot cast spells that he does not personally know. The caster focus must make a Channelling Test each minute to maintain the magical link; otherwise the spell ends. The involved members must remain focused for Pool Power to work, and can undertake no action other than following the caster around. If for some reason they are disturbed by combat etc. they must make a successful Channelling Test as usual (WFRP 144) or be rejected from the circle and ending the spell.

E.g. two Cleric/Priests (Mag = 1) and one Anointed Priest (Mag = 2) are attempting join in the casting of Pool Power. The caster must roll above 15 on 2d10 for the spell to be successful, though use of the Meditation Talent will give +2 to the Casting Roll as usual. On a successful Channelling Test the caster now adds 2+1+1 = 4 to the Casting Roll of any subsequent spells.

Ritual Magic of Mórr

The following spell is unique to divine casters of Mórr, and may be acquired at any time by being instructed by an Elder of the priesthood.

Purification Rite

Type: Divine (Mórr)

Arcane Language: Magick

Magic: 2

XP: 200

Conditions: The dedicated area (which is usually a chapel or a graveyard) is marked out by the caster by walking along the boundaries and sprinkling them with an infusion of graveroot as he pronounces the words of the ritual. One casting is required for each 10 yard by 10 yard area, and any failed casting will dispel previously protected regions as described below.

Consequences: All protected areas previously maintained by the caster are dispelled, i.e. to protect a large region many successful castings of the Purification Rite are required. This practically prevents the caster from sanctifying entire villages or regions. Instead, entryways into temples, and whole shrines and graveyards, are generally protected with this spell.

Additionally, for the next 1d10 hours, the caster encounters difficulty in engaging and combating all undead; whenever the caster attempts to attack, or cast spells at, an undead he must pass a Routine (+10%) Will Power Test or instead pick another target or a different action.

Casting Number: 18

Casting Time: One hour

Description: This rite purifies an area to dedicate it to the worship of Mórr. Any area so dedicated becomes innately hostile to undead and to the

magics which create and bind them. The marked area comes under Mórr's protection, gaining the following characteristics:

- Any undead attempting to enter the area must make a WP test to do so. Failure means they may not enter.

- Within the area, any spell caster attempting to cast Necromantic magic, or any magic cast by undead, must first pass a Channelling Tests with a penalty equal to the Purification Rite's casters Magic Characteristic times 10, failure meaning that the spell fails and is not cast at all (do not roll any casting dice). If successful the spell may be cast as normal, and any Channelling Tests to increase the Casting Roll do not suffer a penalty.

The Purification Rite may not be dispelled by the Lesser Magic spell Dispel, though it may be dispelled by other powerful dispel magics and rituals specially designed to break the Purification Rite's magic (e.g Khainite or vampire rituals).



The following ritual is an example of dispel magic that is used by nefarious necromancers and vampires to counter the protection afforded by the Purification Rite. It is commonly used by Necromantic Arcane spell casters and also the Divine priesthood of Khaine.

Curse of the Spectre

Type: Arcane (Necromantic) & Divine (Khaine)

Arcane Language: Magick

Magic: 3

XP: 300

Conditions: The nullification of the Purification Rite is a complex and particular process. The Purification Rite prevents necromantic and related magic being reliably cast and channelled within the protective zone, and this protection extends to necromantic ritual magic. The dispelling of the Purification Rite is therefore a process of subterfuge.

The target of this ritual is any recently deceased corpse that has avoided blessings or protective magic of Mórr or any other good-meaning priest. The ritual charges the corpse with disruptive magic, and the corpse must then be buried at least 6 feet below ground within a zone protected by the Purification Rite. The initial corpse ritual requires 4 hours, during which the required magic incantations are invoked and various herbal concoctions and poisons are rubbed over the corpse. After this initial four hours a successful

Ritual Channelling Test is required as normal, failure meaning that the corpse is ruined and the effects detailed under Consequences are applied.

Following a successful Channelling test, the corpse must be buried within a zone covered by a Purification Rite within 24 hours – usually by convincing minions to infiltrate and replace a corpse in a graveyard etc. The caster of Curse of the Spectre can now attempt to disrupt any Purification Rites maintained by the enemy spell caster.

Curse of the Spectre can also be used to ritually summon a spectre without the need of dispelling a Purification Rite. In this case, if the ritual is successful, the corpse used in the ritual will rise as a Spectre as described below.

Consequences: Failure to cast this spell results in a disruption of the magical ether that can be felt by all magic using creatures within a 5 mile radius.

Casting Number: 17

Casting Time: Four hours followed by an additional 20 minutes per Purification Rite to be dispelled (see description)

Description: Once the corpse is in place, the caster may attempt to dispel any Purification Rites maintained by an enemy spell caster. As described previously, multiple zones can be protected by multiple castings of Purification Rite; an additional 20 minute ritual is required to dispel each of these individual protective zones. Attempts to dispel use the same mechanics as described under the Lesser Magic Spell Dispel (WFRP 149). If the caster fails to dispel a zone he may retry by expending an additional 20 minutes.

The original caster of the Purification Rite becomes aware that his protection magics are under attack once the first test to dispel is made, and will be awoken from slumber if appropriate. The original caster will be able to pinpoint the source of the ritual if within 5 miles of the casting.



Finally, the corpse used in the ritual will rise as a Spectre (OWB 110) within a few hours if the zone in which it is buried is dispelled. The cursed Spectre will attack all nearby living creatures out of pure malice, and will haunt the area around the buried corpse until banished or otherwise dispatched.

Ritual Magic of Ranald

The following spell is unique to divine casters of Ranald, and may be acquired at any time by being instructed by an Elder of the priesthood. It is usually expected that the priesthood of Ranald pay a 10% portion of their yearly salaries to the church in exchange for the learning of this ritual, with a minimum of 20 gc.



Ranald's Fortune

Type: Divine (Ranald)

Arcane Language: Magick

Magic: 3

XP: 300

Conditions: The caster must make a generous donation to the church of at least 10% of their yearly salaries within 24 hours of the casting of this spell. The caster must also provide an additional 10% of their yearly salary in tribute to a shrine of Ranald. This additional 10% is consumed by the spell. The caster may therefore only cast this spell a maximum of 5 times per year, and then would have to expend all of their income (before any expenses) for that year.

Consequenccs: If the Casting Roll is failed, the caster may not use any Fortune Points for the next week (8 days).

Casting Number: 18

Casting Time: One hour

Description:

If successfully casts, this spell will grant the caster the effects of the spell Good Fortune (WFRP 164) for the next 24 hours. During that time, the caster may choose to reverse *any and all* Test rolls. i.e. the spell does not expire after the first use.

Ritual Magic of Taal and Rhya

The following spell is unique to divine casters of Tall and Rhya, and may be acquired at any time by being instructed by an Elder of the priesthood.

Tap Earthpower

Type: Divine (Tall & Rhya)

Arcane Language: Magick

Magic: 3

XP: 300

Conditions: The caster must be standing within an ancient stone circle. Such stone circles are relics of a previous age in which tribal druids worshipped the Mother Goddess Rhya. Stone circles can be found throughout the Old World, principally in the north and west, and in small clearings in the depths of forests. Stone circles are great sources of magical energy to those who know how to tap their power.

Consequences: If the Casting Roll is failed the caster fails to harness the power and has his Magic Characteristic reduced by 2 for 1-5 days.

Casting Number: 18

Casting Time: 30 minutes

Description:

The caster draws upon the earth-power of the stone circle and can wield the power to augment spell casting. The caster gains +2 to his Magic Characteristic as long as he remains within the circle. The primary use of Tap Earthpower is to enable priests of Taal or Rhya to defend a stone circle during times of need, and to hold off incursions of Chaos and other evil doers that threaten the balance of nature.



The Lore of Manann

Purify Water

Casting Number: 4

Casting Time: 5 minutes

Ingredient: A leaf from a freshwater water plant (+1)

Description:

This spell can purify a number of gallons of water equal to the caster's Magic Characteristic. However, the spell does not create water from thin air; instead water is purified and any impurities vanish. This may affect the final volume of usable water. E.g. sea water may have its volume almost unchanged by purification, but purifying rotgut spirits may result in a 50% decrease in liquid volume. This spell is of particular use if water reserves become low while at sea. At minimum each person requires a quarter gallon of water a day to avoid penalties OWA 60.

Safe Passage

Casting Number: 5

Casting Time: 1 minute

Ingredient: A written sea shanty (+1)

Description:

Manann guides your ship safely around sandbanks and reefs. For 1 hour, you, or the captain of the ship/vessel, gain +20% to Sail and Row Tests to avoid grounding on sandbanks and reefs. An additional +20% bonus to Perception Tests to locate such hazards is also granted.

Currents of Whim

Casting Number: 10

Casting Time: Half Action

Ingredient: A bottle of rotgut spirits (+1)

Description:

Manann is often perceived as being as unpredictable and changeable as the sea itself. With this spell, the caster may impose random and changing behaviour to a single character. Currents of Whim is a Touch spell and the target may make a WP Test to resist the effects. Each round for the next 1d10 rounds the character's actions are determined by:

Roll	Action
1-2	The character can only take a half action this round, but is otherwise lucid.
3	The character takes a Run action in a random direction.
4-5	The character attacks the nearest friend.
6-7	The character attacks the nearest enemy.
8	The character sways back and forth singing sea shanties and counts as Stunned for combat purposes.
9	The character attempts to harm himself. Roll randomly for hit

location and damage, but subtract 3 from SB because of the difficulty of the manoeuvre.

10

The character stands still and gazes longingly at the sky, counting as Helpless for combat purposes.

Note: The effects of Currents of Whim are instantly dispelled if the affected character is *wounded*, including wounds caused by 9 above.

Shark Bite

Casting Number: 13

Casting Time: Half action

Ingredient: Tooth of a shark (+2)

Description:

A transparent shark's head extends from the caster's hand. This is a touch spell that deals a single Damage 7 attack with the Impact Quality.

Control Tides

Casting Number: 14

Casting Time: Two full actions

Ingredient: A small wooden paddle (+2)

Description:

The caster may employ this spell against any river or body of water up to 8 yards wide within 48 yards. The caster can control the height of the water, either lowering or raising the water level. The water level will remain changed until the caster dispels it, until the caster casts another spell, or until the caster moves more than 48 yards from the affected water.

Quantitative changes to water level are not given here, but common uses for the spell include:

- Parting water to enable the crossing of a river; the water level will be reduced to about 3 inches enabling the safe passage across the water, and the carrying of individuals with clothes too good to spoil in river water. The water level can then be reset at the caster's will. Any characters caught in the gap will be washed downstream 1d10×10 yards and must make Hard (-20%) Swim Tests or start to drown.
- Buffet a rowboat; Drivers of rowboats or rafts must make a successful Row test or be thrown overboard as the craft capsizes. Occupants of rowboats and rafts must make a Strength Test to prevent falling overboard. The change in tide is too small to affect larger sailing ships or barges.
- Beach a river barge on the river's edge; Pilots of the riverboats in the targeted region must make a Sail Test or have their ship grounded above the waterline.

Split the Heavens

Casting Number: 15

Casting Time: Full action

Ingredient: A moonstone worth at least 10 gc (+2)

Description:

Besides the trident and other symbols usually associated with Manann, Stromfels is symbolised by lightning and the terrific storms of the Sea of Claws. This spell draws down lightning from the heavens, acting as a *magic missile* with range 48 yards. The number of lightning strikes is equal to the caster's Magic Characteristic. Each hit is a Damage 5 attack.

Animate Water

Casting Number: 18

Casting Time: Two full actions

Ingredient: A jellyfish (+2)

Description:

The spell is cast on a single body of water within 48 yards and affects a 10 yard diameter area. Smaller bodies of water cannot be the target of this spell. The water becomes animated and can attack targets either in the water, such as swimmers or passengers on a ship, or targets within 8 yards of the water's edge. The spell lasts for up to 1 hour, until the caster moves more than 48 yards from the animated water, or until the caster performs more than a single half action on his turn (the caster can therefore continue to cast spells with a half action casting time but otherwise must direct the animated water).

The statistics of the animated water depend on the caster's WP and Magic characteristic.

- Animated Water Statistics -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
*	0%	60%	60%	*	0%	0%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
*	*	6	6	0	0	0	0

* WS and Ag are equal to the caster's Will Power Characteristic. The animated water will manifest a number of animated pseudopods equal to the caster's Magic Characteristic $\times 3$. Each pseudopod has 15 Wounds, but can only be damaged by magical weapons or magic missile spells. The animated water has a number of attacks equal to the current number of viable pseudopods (i.e begins with $\text{Mag} \times 3$ attacks). The attacks by the animated water bypass all armour, although creatures able to breath underwater reduce the damage dealt by 3 points.

Riptide

Casting Number: 20

Casting Time: Full and half action

Ingredient: A piece of wood from a shipwreck (+2)

Description:

The spell is cast on a single body of water within 96 yards and affects a 10 yard diameter area (large template) causing a violent undercurrent that can drag down swimmers, sink light watercraft such as rafts and rowing boats, and can throw passengers and crew from larger ships and barges.

Drivers of rowboats or rafts must make a successful Row test each minute or be thrown overboard as the craft capsizes. Occupants of rowboats and rafts, and passengers and crew onboard a ship's deck, must spend a Half Action holding on or make a Strength Test to prevent themselves falling overboard (this test replaces the standard requirement for watercraft combat, OWA 87, due to the difficult nature of the seas). The pilot of a sailing ship or barge must make a Sailing Test as normal (e.g. Liber Fanatica - Volume III page 32). Any swimmers caught in the area must make a Swim test at -20% or start to drown (suffocate) as normal.

Riptide lasts a number of minutes equal to the casters Magic Characteristic.



The Lore of Mórr



Hindsight

Casting Number: 6

Casting Time: Full action

Ingredient: Shoes from a corpse (+1)

Description:

Using this spell the caster may determine if animated, non-ethereal, undead has passed within 24 yards of the caster's position during the previous 24 hours. The effects of the spell are instantaneous, meaning that the caster may need to recast the spell to investigate large areas. The spell does not indicate the direction of travel by the undead, but any immediate Follow Trail Tests, either by the caster or an ally, are made at +10% due to the definitive confirmation of undead tracks by this spell.

Funeral Rite

Casting Number: 7

Casting Time: 20 minutes

Ingredient: The name of the deceased written on parchment (+1)

Description:

This rite is a central part of funeral services over most of the Old World. The rite may be cast on a single corpse by Touch, and renders the body inert for necromantic purposes (although body parts may be used as ingredients in other spells). The body or soul itself may not be raised as any type of undead.

Invisibility to Undead

Casting Number: 9

Casting Time: Full action

Ingredient: Cobwebs from a tomb (+1)

Description:

This spell renders the caster invisible and silent to undead creatures. Intelligent (non-mindless) undead may resist the effect on a successful Int test when the spell is cast. If mindless undead are

controlled by someone who can see the caster, they may try to hit the caster in melee at -20%; undead otherwise forget that the caster exists, and so may not attack blindly as is otherwise the case with invisibility-like spells. If the caster takes offensive action against affected undead the spell is instantly dispelled, otherwise the spell lasts a number of rounds equal to the caster's Magic Characteristic. The spell is useful to bypass undead guards and strike at the controlling necromancer within a guarded compound. This spell can affect the caster only and is not transferable to other characters.

Protection of Mórr

Casting Number: 10

Casting Time: Half action

Ingredient: Infusion of graveroot (+1)

Description:

The caster and all allies within 12 yards are immune to Fear caused by undead and also gain +10% WP bonus to spell and spell-like attacks from undead (e.g. vampire gazes). Terror affects are treated as normal. The spell lasts a number of minutes equal to the casters Magic Characteristic. The spell also prevents any Insanity Points being gained by actions of undead.

Death Watch

Casting Number: 11

Casting Time: Half action

Ingredient: One dried and one fresh leaf (+1)

Description:

With this spell, the priest of Mórr can determine how close to death all characters within a 10 yard diameter circle (large template) located within 24 yards are. The priest is made aware of the relative injury level of the targets (uninjured, lightly or heavily wounded, or dead, WFRP 133), of any life threatening conditions, such as blood loss, or of any potentially life threatening afflictions such as disease or poison. This spell will also indicate that undead creatures are dead, so that the caster can quickly scan a crowd for undead infiltrators.

Reveal Ethereal Undead

Casting Number: 12

Casting Time: Half Action

Ingredient: Blessed water (+2)

Description:

For a number of rounds equal to the caster's Magic Characteristic the caster may see ethereal undead (spirits) that have become *invisible*. Such undead include Ghosts, Poltergeists and Spectres. This spell does not allow the caster to see undead that have made themselves invisible by illusion magic etc., only ethereal undead that utilise special rules for invisibility (OWB 109). Revealed spirits can be freely targeted by the caster with ranged attacks and spells for the duration of this spell.

Divine Ravens

Casting Number: 15

Casting Time: Full action

Ingredient: A silver mask (+2)

Description:

Magical glowing ravens swoop down on all undead within 24 yards of the caster. The mythical ravens are viewable only by undead, which perceive them as impossibly bright sources of blinding light. Undead must pass a WP test each round or become blind. Blind creatures have their Agility, Movement, WS reduced to ½, and BS reduced to zero. Even if passed, the distraction of the ravens cause undead to be limited to a half action only each round. The spell lasts a number of rounds equal to the casters Magic Characteristic.

Open Mórr's Gates

Casting Number: 22

Casting Time: Full and half Action

Ingredient: Silver symbol of Mórr (+2)

Description:

This spell opens a gateway to Mórr's realm – appearing as gateway consisting of two plain pillars and a lintel, with one pillar of luminous marble, the other of darkest basalt – centred on the caster. Undead creatures are sucked out of the world of the living through the magical gateway. A noiseless wind blows from the gateway with the force of a hurricane, and all undead creatures within a 10 yard diameter circle (the large template) centred on caster have their life-force diminished and reduce their current Wounds to ½ (rounding down) (e.g. A Wraith with 17 Wounds remaining is reduced to 8 Wounds). Any mindless undead (skeletons and zombies), and any undead with 0 Wounds, are instantly destroyed.

The Lore of Myrmidia

Maintain Equipment

Casting Number: 5

Casting Time: Two full actions

Ingredient: Blacksmith's tongs or hammer (+1)

Description:

With this spell the priest of Myrmidia magically sharpens and maintains arms and armour. The main application of this spell is to make ready equipment that has been in storage for too long, in the event that militia are quickly raised, or a surprise siege needs to be sustained. All arms and armour within a 10 yard diameter circle are affected; the priest would, for example, cast the spell in the armoury of a castle under siege. The maintained weapons and armour gain no bonuses in combat, but they also don't suffer any negative penalties from any prolonged neglect.

Particularly rusted items, including long forgotten items that are still mostly intact, require a successful Channelling Test to be serviceable.

The spell Maintain Equipment can also be used to repair damaged weapons or armour. A successful Hard (-20%) Channelling Test will repair a broken weapon (though it will now be of Poor Craftsmanship) and repair damaged armour of a number of lost Armour Points equal to the caster's Magic Characteristic.

The Best Defence

Casting Number: 8

Casting Time: Full action

Ingredient: A melee weapon (+1)

Description:

Although Myrmidia usually offers a counterpoint to the fury of Ulric, this spell enables the caster or another single target within 16 yards to focus all energies towards offence, and attack twice when using an All Out Attack action (though they may take other actions if preferred). The target may still not dodge or parry as usual when making an All Out Attack. The spell lasts for a number of rounds equal to the caster's Magic Characteristic.



Sustain Siege

Casting Number: 10

Casting Time: Two full actions

Ingredient: Iron door wedge (+1)

Description:

This spell can be used to strengthen a door or section of wall of about the size of a castle gate. Multiple castings of the spell will be required for larger sections of wall. The spell grants the affected structure a +3 bonus to TB and immunity to non-magical fire for a week.

Note: Unlike WFRP1, WFRP2 does not include details for structure Toughness, Wounds, etc. However, Liber Fanatica III contains information on damage to structures. Sustain siege will increase both the TB and hardness value (HV) of the wall, gate etc. A strong stone wall may therefore have its HV increased from 7 to 10, and therefore only be destroyable by magical fire or cannons.

Defence of Myrmidia

Casting Number: 11

Casting Time: Half action

Ingredient: A miniature shield and spear (+2)

Description:

A character fighting with a shield and spear does not usually gain the benefit of the shield's free parry. With the casting of this spell, the caster, and all allies within 24 yards gain a free parry if

using a shield and spear until the caster's next turn.

Against All Odds

Casting Number: 12

Casting Time: Full action

Ingredient: A miniature soldier (+2)

Description:

Priests of Myrmidia have become famous throughout the ages for holding the lines under impossible odds. Myrmidia's spirit fills the caster who develops an almost sixth sense in combat. For a number of minutes equal to the caster's Magic Characteristic, opponents do not gain any attack bonus for outnumbering the caster in hand-to-hand combat.

Shield Ally

Casting Number: 14

Casting Time: Half Action

Ingredient: Two miniature shields joined by string (+2)

Description:

The priest of Myrmidia is able to protect a single ally within 24 yards by developing a sympathetic link. For the next minute (6 rounds), any damage done to the target is halved between the caster and the target. An odd number of wounds are rounded up to the caster.

Animate Spear

Casting Number: 17

Casting Time: Full action

Ingredient: Two eagle feathers tied together by a puppet's string (+2)

Description:

The caster is able to animate a normal, non-magical spear and endow it with temporary fighting potential. A non-magical spear must be touched for this spell to work. The animated spear acts independently of the caster and does not require him to maintain it, remain within a fixed distance, etc. The animated spear is therefore equally ideal for holding a rear guard during a retreat and also for launching attacks. The animated spear lasts for a number of rounds equal to 1d10 + the caster's Magic Characteristic or until destroyed. The spear is destroyed if a Critical is inflicted, no Critical Roll is necessary.

- Animated Spear Statistics -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
60%	0%	40%	50%	60	0%	0%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	9	4	5	6	0	0	0

Shield of Arrow Resistance

Casting Number: 20

Casting Time: A full action

Ingredient: A shield (+2)

Description:

The caster creates a shimmering shield which becomes animated and can fly freely around all allies within 24 yards of the caster. The shield will block or deflect all incoming non-magical missile fire be they arrows, bolts, thrown weapons, gunpowder weapons, or even siege weapons. The spell makes the recipients completely immune to non-magical missiles. Shield of Arrow Resistance lasts for 6 rounds (1 minute).



The Lore of Ranald

Subdue

Casting Number: 6

Casting Time: Full action

Ingredient: A leather sap (+1)

Description:

Ranald abhors the use of violence and in particular the murder of guards and other officials during a bungled burglary. The casting of this spell summons an Aethyric blackjack that can strike an opponent unconscious, counting as a Touch spell. A touched character must pass a Toughness Test (with a +10% bonus if the target is aware of the caster) or fall asleep for 1d10 rounds. While asleep the target is considered Helpless.

Swindle

Casting Number: 6

Casting Time: Half Action

Ingredient: Any coin (+1)

Description:

The caster is able to misrepresent the value of an item within touch range. All evaluate tests for the object are made with a -20 penalty, and any inaccuracy is in the casters financial favour. The spell lasts for a number of hours equal to the caster's Magic Characteristic.

Reveal Secrets

Casting Number: 8

Casting Time: Full action

Ingredient: Magnifying glass (+1)

Description:

This spell reveals the location of all secret doors and hidden compartments within the caster's line of sight, and up to 5 yards away. The spell does not reveal the location of hidden catches or other mechanisms to open them, or the presence of any associated traps and alarms. Magically concealed spaces are uncovered with a successful Channelling Test.

The Dealer

Casting Number: 10

Casting Time: Full action

Ingredient: A signed contract (+1)

Description:

For a number of hours equal to the caster's Magic Characteristic, the caster gains a +20% bonus to Haggle and Evaluate Tests and any associated opposed Tests.

Return

Casting Number: 11

Casting Time: Full action

Ingredient: A pigeon's feather (+1)

Description:

This spell may be used to enchant a single small item the size of a coin, a ring, a key, etc. The item will magically return to the spell caster's hand one hour after it is separated from him. Regardless of the distance, or whether the object was stolen, sold or given away, it will always return to the caster unless the spell dispelled or otherwise negated. While many followers of Ranald use this spell to sell the same goods over and over again to a series of unwitting buyers, there have been several more imaginative uses. More than one captured thief has broken out of prison, for example, when this spell returned a lock-pick to him in his cell, an hour after it was confiscated.

False Recollection

Casting Number: 14

Casting Time: Full Action

Ingredient: A mask or disguise (+2)

Description:

The caster is able to change the short term memories of a single character within 24 yards, unless the target passes a Will Power Test. Memories as old as a number of rounds equal to the caster's Magic Characteristic can be affected, i.e. the spell is useful if cast almost immediately after an event has transpired. The caster can change or add or remove small details within the memories such as: the direction a character took down a hallway, the identity or appearance of the character, the fact that the character was just caught stealing, or whether or not the character was ever seen. The target of the spell will have a distinct feeling that something is wrong – as if the

true recollection of the event is just out of reach, or that perhaps he dreamt the whole thing.

The spell also provides a "grace period" of a number of rounds equal to the caster's Magic Characteristic in which the caster *must* leave the targets field of view, run down a hallway, close and lock a chest, etc., so that the target's observations do not contradict his new memories.

As a final note, the larger the altered detail, the easier it is for the target to pass his Will Power test. Some guidelines to determine test difficulty are:

- For each character to be added or removed from the memory test difficulty decreases 1 step.
- If violence was involved the test is at least Very Easy (+30%).
- Test difficulty increases 1 step if the target should be naturally suspicious, such as a guard somewhere off limits.
e.g. the priest has been caught stealing from a desk. The test difficulty for the target would be:
- Average if the caster wanted to appear to be in the room but not stealing, such as reading a book.
- Routine (+10%) if the caster wanted to appear to never have been in the room.
- Easy (+20%) if the caster wanted to appear to never have been in the room and additionally the room was locked – the guard investigating a suspicious noise.

Spider Walk

Casting Number: 15

Casting Time: Full action

Ingredient: Legs of a spider (+2)

Description:

This spell allows the caster to climb walls and ceilings like a spider, regardless of how smooth or sheer the surface may be. Movement at up to normal rate is possible, and no climbing tests (scale sheer surface) are necessary unless the caster is subject to an attack which might knock him off. The spell lasts for a number of minutes equal to the caster's Magic Characteristic. For the spell to be effective the caster's bare hands and feet must be in direct contact with the surface; boots and gloves may not be worn.

Aethyric Appraisal

Casting Number: 18

Casting Time: 2 Full actions

Ingredient: A jeweller's monocle (+2)

Description:

The exact value of a single item within touch range may be determined. If the item is magical, some or all of the properties of the item may be made known to the caster. The caster makes a Will Power Test; the extent of the information revealed is determined by considering the degrees of success and also the test difficulty as determined by the GM.

The Lore of Shallya



Ease Birth

Casting Number: 6

Casting Time: 2 minutes

Ingredient: A bucket of hot water (+1)

Description:

Priests of Shallya are much sought after to attend the birth of a child. If this spell is cast successfully, the labour and birth is without complication and both the mother and baby survive.

Calm

Casting Number: 7

Casting Time: Half action

Ingredient: A peppermint leaf (+1)

Description:

The caster's touch calms the character who recovers instantly from any effects of Fear or Terror. Additionally, the character will automatically pass the first Fear or Terror Test that is required of them if made within a number of hours equal to the caster's Magic Characteristic.

Fortify Body

Casting Number: 9

Casting Time: Full Action

Ingredient: A piece of tanned leather (+1)

Description:

This spell bestows a feeling of goodwill and energy on the Touched target. In essence, Fortify Body is a delayed healing spell that improves the fortitude of the target for a short period of time, making them more resistant to damage and resistant to poison and disease. The touched character receives a +10% bonus to Toughness and an additional +10% bonus to resisting disease and poison for an hour.

Tears Of Shallya

Casting Number: 13

Casting Time: Full action

Ingredient: A finger from a troll (+2)

Description: A number of magical droplets equal to the caster's Magic Characteristic fly from the caster's hand. Each "tear" can heal a single individual within 12 yards of a single Wound. This spell can be used to heal the caster, though each character can be affected by only one tear per casting, and can be healed only once until additional wounds are lost.

Mend

Casting Number: 15

Casting Time: 10 minutes

Ingredient: A healing draught (+2)

Description:

This spell may be cast on one character by touch, and instantly mends a freshly broken bone etc. If cast on a character with a permanently incapacitated limb (for e.g. from a previous failed surgery) the recipient may make a Toughness Test to recover use of the limb. Failure indicates that the bone cannot be mended and further attempts to cast Mend will fail. This spell cannot be used to replace severed limbs, missing eyes etc.

Note: The official ruling in WFRP 133 is that medical treatment, including that from any healing magic, will repair an incapacitated limb. In the case that one is using the core rules for critical effects then simply allow Mend to heal pre-existing permanent injuries. It should also be noted that to find a priest of Shallya outside of Couronne with significant magical prowess is very difficult indeed.

Vermin Ward

Casting Number: 15

Casting Time: Two full actions

Ingredient: A pinch of pepper (+2)

Description:

The devoted of Shallya must abhor the Fly Lord in all His forms. This spell creates a magical zone 10 yards in diameter (large template) centred on the caster. No disease carrying creature, such as rats and other vermin, characters suffering from plagues, or any follower or Daemon of Nurgle may enter within the zone without passing a Will Power test. Additionally, any failed attempt to pass through the zone causes the creature to suffer from Terror of the zone, and a Terror test is made as normal. This fear of the zone will typically keep normal vermin at bay and it can be assumed that normal rats, spiders etc. are instantly repelled by the zone without needing to make a Will Power Test. Giant rats or other giant vermin would not be automatically repelled and a test can be made as usual.

Vermin Ward lasts a number of hours equal to the caster's Magic Characteristic, and will persist even if the caster falls asleep etc.; the zone otherwise moves with the caster.

Mercy Of Shallya

Casting Number: 18

Casting Time: Full Action

Ingredient: A feather from a white dove (+2)

Description:

The mercy of Shallya is called to aid the caster's allies within 24 yards. For the next (minute) 6 rounds, the Critical Value of any of the caster's allies Critical Hits is reduced by the caster's Magic Characteristic to a minimum of +1. The caster does not gain the benefits of Mercy Of Shallya.

Regenerate

Casting Number: 26

Casting Time: 2 hours

Ingredient: A vial of water from a spring at Couronne (+2)

Description:

Extending on the life force of the target, the caster can delicately weave the winds of magic to reform severed or otherwise missing limbs and body parts of a target in Touch range. A single missing limb, eye, ear etc. may be restored by this spell. Failure indicates that the missing appendage is not restored and further attempts to cast Regenerate will fail. This spell cannot be used to bring an individual back to life.

It should also be noted that there is no known record of a priest of Shallya successfully utilising Regenerate to replace missing limbs in the last 400 years. The current priests of Shallya, including the current High Priest Anja Gustavson, were unable to unlock the secrets of this long forgotten Lore.

The Lore of Sigmar



Strength of Unity

Casting Number: 8

Casting Time: Full action

Ingredient: A handful of Imperial soil (+1)

Description:

Sigmar was always instilling the importance and need for unity of the various tribal chiefs. This

spell draws on this aspect of Sigmar to promote unity and harmony in fellow man. The caster gains a bonus of +20% to Charm Tests for the next 6 rounds to aid in negotiations. Alternatively, the spell may be cast at a single hostile target within 12 yards; unless a successful WP test is made the target is affected and becomes neutral to the caster and his allies.

Hunt Chaos

Casting Number: 10

Casting Time: Two full actions

Ingredient: A piece of broken mirror (+1)

Description:

With this spell the caster can feel the presence of any Daemons, creatures, or followers of Chaos within 8 yards, though the exact direction of the chaos being is not reported. Additionally, the spell will detect if any Dark Lore or chaos ritual has been used in the area in as many hours as the caster's Magic Characteristic. In all cases the detection of a chaos being or spell is registered as an ominous sensation, and the caster cannot differentiate between the sources of the feeling.

Terror Of Ghal Maraz

Casting Number: 12

Casting Time: Half action

Ingredient: Shrunk goblinoid testicles (+2)

Description:

It is rumoured that the great Hammer of Sigmar, Ghal-maraz, drove fear deep into the hearts of goblinoids. For a number of rounds equal to the caster's Magic Characteristic any goblinoid struck by the caster in combat must make a Terror Test. A test must be made for each successful attack.

Destroy Aura

Casting Number: 13

Casting Time: Half action

Ingredient: The skull of a chaos warrior (+2)

Description:

A disrupting field of energy surround the caster, affecting 10 yard diameter circle (large template) centred on the caster. For the next 6 rounds the Daemonic Aura that usually surrounds a Daemon is nullified. The Daemon can therefore be injured with non-magical weapons without the -2 penalty to damage.

Virtue Of Sigmar

Casting Number: 15

Casting Time: One full and one half action

Ingredient: A single drop of Daemon blood (+2)

Description:

The caster or another character within Touch range is granted limited protection from attacks for a number of rounds equal to the caster's Magic Characteristic. The target is protected from a number of Wounds equal to 1d10 + the caster's Magic Characteristic. These additional Wounds are subtracted first in combat. A character can be under the influence of only one Virtue Of Sigmar spell at any instant.

Resist Foul Temptation

Casting Number: 16

Casting Time: Half action

Ingredient: Silver symbol of Sigmar (+2)

Description:

This spell provides the caster with a resistance to chaos. For the next 6 rounds the caster gains a +10% bonus on WP tests to resist magic and other Chaos effects, including resisting Chaos mutations.

Scourge Of Chaos

Casting Number: 19

Casting Time: Half action

Ingredient: A miniature silver war hammer (+2)

Description:

Until the end of the caster's next turn all close combat attacks made by the caster against a Daemon or follower of chaos hit automatically and inflict +2 Damage, though they may be dodged or parried as normal. Roll randomly for hit location.

Chaos Overcome

Casting Number: 22

Casting Time: Half action

Ingredient: A golden ring (+2)

Description:

The caster blesses his allies with the perseverance of Sigmar. All allies within 24 yards gain a +10% bonus to hit, parry and dodge against creatures and followers of chaos. Additionally, all critical hits against chaos have the Critical Value increased by +1. The effects of Chaos Overcome last for 6 rounds (1 minute).

The Lore of Taal & Rhya

Identify Nature

Casting Number: 4

Casting Time: Full action

Ingredient: A sprig of a natural herb (+1)

Description:

By casting this spell, the priest is able to survey the area before him up to a distance of 96 yards and determine the presence of unnatural flora and fauna. Unnatural predatory plants such as moulds and fungi, illusionary woods, lycanthropes, and similar illusions will be revealed for what they really are. The spell does not allow the caster to detect traps such as snares or pits.

Protection From Elements

Casting Number: 5

Casting Time: Half action

Ingredient: A strip of canvas (+1)

Description:

The caster, or one other character within Touch range, is protected by the Mother Goddess and can withstand extremes of hot and cold temperatures. The target can moderate the temperature that they experience by ± 20 degrees centigrade from the ambient temperature. Protection From Elements lasts for a number of hours equal to the caster's Magic Characteristic.

Heal Animal

Casting Number: 9

Casting Time: Full action

Ingredient: A sprig of mistletoe (+1)

Description:

This spell restores a single non-giant (e.g. giant wolf), non-fantastic (e.g. Wyvern) animal to full health, curing all Wounds, diseases and poisons. Heal animal will not bring back an animal from death, nor will it heal the effects of critical hits. Heal animal is a Touch spell. As a general rule, this spell can be cast on any non-magical steed, prey animals, bears, etc, while the spell has no effect on animals such as giant spiders or giant scorpions, giant wolves or giant rats, or dragons and hippogriffs.

Mystic Mist

Casting Number: 12

Casting Time: Two full actions

Ingredient: A ball of cotton wool (+2)

Description:

This spell creates an area of mist 10 yards in diameter (large template) anywhere within the caster's line of sight. Individuals caught in the mist cannot see out of it or through it, while those outside cannot see into it or past it.

Anyone caught within the mist must move at standard combat move speed (hampered rate) or else move randomly. The mist persists for 1d10 rounds. The duration of the mist should be determined secretly by the GM.

Whirl Wind

Casting Number: 12

Casting Time: Half action

Ingredient: A wind chime (+2)

Description:

The spell creates a small whirling vortex of wind, use the small template (6 yard diameter), within 48 yards. The vortex is not strong enough to lift creatures or seriously hinder movement, though missile fire directed into or out from the whirl wind suffers a -20% penalty to hit, and only a single half action may be made unless a successful Strength Test is passed for each round inside the whirl wind. Additionally, small pieces of debris are flung around and will inflict a Damage 0 hit to any characters within the vortex. Whirl Wind lasts for a number of rounds equal to the caster's Magic Characteristic.

Stampede

Casting Number: 13

Casting Time: Full action

Ingredient: The jawbone of a snake (+2)

Description:

This spell may be cast at a group of natural animals within 48 yards and affects an area 10 yards in diameter (large template). The creatures may make a Will Power Test to resist the effects; otherwise they are forced to flee uncontrollably (as if affected by Fear). In the case of mounts, the rider is permitted a Command, Animal Care, or Animal Training Test each round to bring the animal under control.

The maximum duration of this spell is 8 rounds, though any affected creature will not approach within 48 yards of the caster until the next sunrise.

Shape Change

Casting Number: 14

Casting Time: Full action

Ingredient: The skin of the animal to be changed in to (+2)

Description:

The caster can take the form of any non-giant, non-fantastic (see definition in *Heal Animal*, above) for a duration of 1d10 plus the caster's Magic Characteristic in minutes. The caster gains all characteristics of the animal in question, except Intelligence and Will Power, which are unaffected. The caster cannot talk or use magic while shape changed, and the spell does not change the caster's equipment, which can be generally assumed to have fallen to the ground where the spell was cast. The spell ends automatically if the caster takes a critical hit.

Summon Swarm

Casting Number: 20

Casting Time: Full action and a half action

Ingredient: A preserved part of the creature to be summoned (+2)

Description:

This spells allows the caster to command a large number of natural creatures – either beetles, snakes, lizards, spiders, rats, frogs, ants, scorpions or bats – to reek havoc on crops, villages or towns, and even people. Up to 1000 creatures or 100 000 insects are commanded. The GM should ensure that appropriate creatures are summoned, e.g., frogs may be summoned if a body or bodies of water are nearby, while scorpion may be summoned in desert or arid areas.

The swarm exists as a mass of creatures about 6 yards across (use the small template), are immune to all Fear, Terror, and other similar tests, cannot be damaged in combat (except as stated below), are immune to most spells, and can move without penalty through terrain and out and into combat without penalty. The statistics of a swarm are given by:

- Swarm Statistics -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	10%	10%	10	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
10*	10*	1	1	4	0	0	0

In combat the swarm will always use a single move action and an attack action. The attack action is special in that any creature within the swarm's radius can be attacked, and up to 10 attacks may be made. However, no creature may be the target of more than half (rounded up) of the swarm's attacks. Swarms cannot inflict Ulric's fury, cannot inflict critical hits (targets will simply be reduced to zero wounds), and are assumed to strike at the least armoured part of the target.

Additionally, all attacks by a swarm are considered poisonous, and a Toughness Test (poison or disease test, whichever is higher for the target) must be made or the target suffers a penalty of 5% from Toughness or Strength (determine randomly) until 4 hours have passed. Effects are cumulative, and targets with Strength or Toughness reduced to zero or below are assumed to pass out, count as Helpless, and will most likely be consumed by the swarm.

As mentioned above, a swarm cannot be harmed by normal attacks, and cannot be affected by most spells and spell-like effects. However, fire or fire-like attacks (such as a lightning bolt) will reduce the Wounds of the swarm by 1. The swarm has a number of attacks equal to the current number of Wounds. The swarm can therefore be destroyed by a handful of fireballs, flaming oil etc.

The swarm will last a number of hours equal to the caster's Magic Characteristic, until the caster is slain, or until the caster dispels the swarm. The insects or animals will dissipate and crawl off into the surroundings. The swarm can also be dispelled by the lesser magic spell of the same name. Dispelling the swarm will cause a break in the link with the caster, and the swarm will dissipate as normal.

Besides the combat attacks, the swarm can be assume to destroy one medium sized field or consume all food and stores within a single street per hour.



The Lore of Ulric

Speak With Wolves

Casting Number: 4

Casting Time: Half action

Ingredient: Tongue of a wolf that the caster has killed himself (+1)

Description:

The caster may telepathically communicate with any wolves within one mile (1760 yards). The

caster and wolves can understand each other for 1 minute, and communicate by relating general feelings. The wolves can impart any information about the presence of others in the forest, any threats that may lie ahead, the availability of food or a water hole, etc.

Resist Chill

Casting Number: 5

Casting Time: Half action

Ingredient: A pinch of wolf fur (+1)

Description:

The caster, or one other character within Touch range, is protected from extremes of cold for a number of hours equal to the caster's Magic Characteristic. The target can be assumed to be immune to natural cold and will not die from exposure in icy environments. The target is additionally resistant to magical cold attacks and suffers only half damage, rounding down.

Dances With Wolves

Casting Number: 6

Casting Time: Full action

Ingredient: The leg bone or paw of a wolf (+1)

Description:

The caster develops agility and speed of a wolf. For 1d10 minutes the caster gains +1 M and +10% Agility.

Icicle

Casting Number: 7

Casting Time: Half action

Ingredient: A thorn from an alpine tree (+1)

Description:

The caster is able to project a small magical icicle at a single opponent within 36 yards. The icicle counts as a *magic missile* and will hit automatically (roll for hit location randomly). The icicle is very sharp, delivering at Damage 4 hit, but is also very fragile; any armour points on the struck location are doubled.

Fearful Flight

Casting Number: 13

Casting Time: Full action

Ingredient: The jawbone of a wolf (+2)

Description:

This spell may be cast at a group of natural animals within 48 yards and affects an area 10 yards in diameter (large template). The creatures may make a Will Power Test to resist the effects; otherwise they are forced to flee uncontrollably (as if affected by Fear). In the case of mounts, the rider is permitted a Command, Animal Care, or Animal Training Test each round to bring the animal under control.

The maximum duration of this spell is 8 rounds, though any affected creature will not approach within 48 yards of the caster until the next sunrise.

Honour In Combat

Casting Number: 16

Casting Time: Half action

Ingredient: A broken crossbow bolt (+2)

Description:

With this spell the caster attempts to restore the honour of combat by disabling forbidden weapons such as explosives, gunpowder weapons and crossbows. The spell can be cast at a group of characters within 48 yards, and affects a 10 yard circle (large template). Any targets within the radius of effect armed with crossbows, gunpowder weapons, or explosives must pass a Will Power Test (with a -20% penalty for gunpowder or explosive weapons) or suffer a weapon malfunction.

A crossbow will automatically discharge its bolt harmlessly and must be reloaded. Bombs and other explosives have a 40% chance of exploding in the target's hands, otherwise the weapon is rendered useless and cannot be used at all. The effect for gunpowder weapons is determined by rolling 1d10: 1-4 the weapon must be reloaded before being used again, 5-8 the weapon is fused with the shot and must be repaired before being used again – other wise the weapon explodes, 9-10 the weapon explodes inflicting a Damage 8 hit on the wielder for experimental weapons, or a normal hit for other gunpowder weapons, and destroying the weapon. Note that unloaded gunpowder weapons are not affected by this spell – though weapons that are partially loaded are.

Call Wolves

Casting Number: 17

Casting Time: Full action but see below

Ingredient: A handful of wolf fur (+2)

Description:

The caster is able to draw a pack of wolves to his defence. The GM must first agree that wolves are within the area, though as a general rule a pack of wolves will arrive within 1d10 rounds in a forest or outdoor area, and in 1d10 minutes in urban environments. On a successful Fellowship test a pack of 2d10 wolves will arrive that will fight for the caster, otherwise a number of wolves equal to the caster's Magic Characteristic will arrive.

The wolves will fight for the caster, but will tend to retreat if more than a quarter of their number are badly injured or killed. Otherwise the wolves will lose interest and retreat from battle after 1d10 minutes have passed. This spell may only be cast once per day.

Child Of Ulric

Casting Number: 21

Casting Time: Half action

Ingredient: The skinned hide of a wolf (+2)

Description:

By casting this spell the caster is able to transform himself into a half human half wolf beast for a number of minutes equal to his Magic Characteristic. The caster assumes all characteristics and skill bonuses as a Werecreature (OWB 118; the change in statistics are shown below, the change in skills can be found in OWB 118). The caster is still able to communicate and cast spells while in wolf-form, though his appearance is concerning and unsettling to say the least.

- Wolf Form Statistics -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	+10%	+10%	+20%	-10%	-10%	-20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+5	(+1)	(+1)	+1	-	-	-

The Lore of Verena



Uncarth Evidence

Casting Number: 6

Casting Time: Full action

Ingredient: A handful of dog fur (+1)

Description:

For the next 6 rounds (minute) the caster gains increased awareness and gains +10% to any Search, Perception and Follow Trail Skill Tests.

Owl's Wisdom

Casting Number: 7

Casting Time: Full action

Ingredient: An owl feather (+1)

Description:

For the next 6 rounds (minute) the caster can more easily recall learned knowledge, and gains +20% to any Common Knowledge or Academic Knowledge Tests.

Not Fear Nor Favour

Casting Number: 10

Casting Time: Half action

Ingredient: Miniature scales (+1)

Description:

This is a touch spell, and can also be used on the caster. The target becomes immune to Fear and

Terror, and cannot have their judgment swayed against their will by the Intimidate or Charm skills, or be influenced by talents such as Menacing or Unsettling.

Memory Of Detail

Casting Number: 16

Casting Time: 5 minutes

Ingredient: A vial of fish oil (+2)

Description:

The caster or target within 8 yards closes their eyes and concentrates on a recent memory within the last 8 days. The target is able to recall small details that they had otherwise overlooked; such as the colour of a shirt, the location of a curtain, the absence of a book, or the exact phrasing of a testimony. If cast successfully up to three new pieces of evidence may be remembered; one piece of knowledge is automatically recalled, and the second and third pieces of knowledge are recalled on successful Will Power Tests. Memory Of Detail can be cast only once on any memory or scene.

Zone Of Truth

Casting Number: 17

Casting Time: 1 minute

Ingredient: A gavel (+2)

Description:

This spell creates a zone, 6 yards in diameter, centred on the caster. The zone travels with the caster, and lasts 6 rounds. Within the Zone Of Truth, all characters must speak the truth – though they are in no way compelled to speak at all.

Plead Insanity

Casting Number: 18

Casting Time: 2 full actions

Ingredient: The brain of a lunatic (+2)

Description:

This spell is sparingly used on a suspect when all other avenues, and patience, are exhausted. The spell produces an awesome fear of the caster in a target within 24 yards, unless a Will Power Test is made. The character is subject to Terror of the caster, and if the target fails a standard Terror Test, will attempt to flee from the caster (or cower in a jail cell) for 6d10 rounds. Regardless, the character immediately gains 1 insanity disorder and any Torture Tests against the target are at +20% for an hour.

Banish Falsehood

Casting Number: 20

Casting Time: Full Action

Ingredient: A lit torch (+2)

Description:

For a number of rounds equal to the caster's Magic Characteristic the caster can see through all illusions, magical and mundane darkness, invisibility, concealed characters, and disguises within 48 yards.

Weight Of Justice

Casting Number: 20

Casting Time: 10 minutes

Ingredient: A judges wig (+2)

Description:

The Touched target is magically cursed, though the curse remains dormant until activated by a designated action. The caster specifies the action, which would normally be the breaking of a law, a promise not to enter a room, etc. Once activated, the target immediately is stricken by debilitating headaches that reduce all primary statistics by half, rounding up.

Weight Of Justice cannot be dispelled, either before or after the activated punishment. It can, however, be cancelled by the casting priest at anytime, and the punishment will naturally vanish 1d10 months after activation.

Priests of Verena are sure not to use Weight Of Justice lightly or frivolously.

Lesser Magic

The following are additional Lesser Magic spells that are available to both Arcane and Divine spell casters. Lesser magic is not necessarily lesser in its effects or casting difficulty, rather it is considered lesser in that it is not directly associated with a single colour of magic.

Amplify

Casting Number: 6

Casting Time: Half action

Ingredient: An ear horn (+1)

Description:

With this spell the caster can amplify his voice for a number of minutes equal to his Magic Characteristic. The source of the sound cannot be modified, i.e. the caster's voice cannot be thrown with this spell, and the caster's voice is not sufficiently loud as to stun or otherwise disorientate nearby creatures. However, the caster's voice can be heard very easily (+30% to Perception Tests) within 2 miles (3520 yards), and any Charm or Command tests directed towards crowds can affect twice as many people as usual (this bonus is cumulative with the Public Speaking or Master Orator Talents).

Deafen

Casting Number: 6

Casting Time: Half action

Ingredient: A small drum (+1)

Description:

The caster magically deafens one character within 24 yards unless the target passes a Will Power Test. The target is deafened for a number of rounds equal to the caster's Magic Characteristic. While deafened the target cannot hear at all and automatically fails all Perception or Language

Tests based on listening, and the affected target will shout at the top of their lungs if communicating.

Additionally, a deafened character has trouble casting spells and must pass a Hard (-20%) Arcane Language Test when casting or have the spell fail and the actions used to cast the spell wasted.

Note: It is normally assumed that the caster of a spell speaks the verbal incantations loudly. As an additional optional rule not related to this spell, a caster wishing to cast a spell while whispering the verbal incantations must pass an Average Arcane Language Test when casting

Detect Magic

Casting Number: 7

Casting Time: Two full actions

Ingredient: A monocle (+1)

Description:

By casting this spell the caster is able to perceive all magical items within his field of vision and within 48 yards. This spell is therefore similar to the innate "Whitchsight" (Magic Sense) that most spell caster's possess, but is more useful for quickly evaluating the magical status of a group of items. This spell does not determine the properties of a magical item, nor does it reveal the identity of spell casters or magical creatures.

Summon Small Animal

Casting Number: 7

Casting Time: One full action and one half action

Ingredient: A piece of feather or fur etc. from the type of creature to be summoned (+1)

Description:

This spell allows the caster to magically produce a small animal from thin air, generally from a pocket or a hat. Creatures such as mice, rabbits, doves and fish can be created. The creature remains indefinitely, and can be eaten for food if normally edible.

Ignite Missiles

Casting Number: 10

Casting Time: Full action

Ingredient: A match (+1)

Description:

This spell may be cast on arrows, crossbow bolts or thrown weapons within 24 yards and affects a number of missiles equal to the caster's Magic Characteristic + 1. When the missiles are fired or otherwise propelled towards a target they burst into flames in mid flight, cause an additional +1 fire Damage, and cause double damage to flammable structures and creatures as normal (e.g. mummy, OWB 102).

Missiles enchanted in such a way count as magical for the purposes of harming creatures immune or resistant to non-magical weapons, and the flaming missiles may ignite flammable targets

or structures. If not immediately fired, the enchanted missiles last for 1 hour.

Confuse Colours

Casting Number: 12

Casting Time: Full action

Ingredient: A broken crystal prism (+2)

Description:

This spell affects an area of 10 yards in diameter (large template) anywhere within 48 yards of the caster. The caster is able to disrupt the Winds of Magic, and any spell casting within this area is more difficult, and also more dangerous.

Any attempt at spell casting within the affected region suffers a -1 penalty to each Casting Dice used (reducing the value to a minimum value of 1). A roll of 1 or 2 are both counted as 1 for the purposes of Tzeentch's Curse.

e.g. Johan is attempting to cast a spell with Magic 2. He rolls 2d10 and rolls a 6 and an 8 for a total of $5 + 7 = 12$ (plus any bonus for ingredients or channelling).

e.g. Hert attempts to cast a spell with Magic 3. He rolls 3d10 and rolls 1, 2, and 10 for a total of $1 + 1 + 9 = 11$ (plus any bonus for ingredients or channelling), but has also brought about a Minor Chaos Manifestation because of the roll of "doubles".

Confuse Colours lasts a number of rounds equal to the caster's Magic Characteristic.

Physical Echo

Casting Number: 13

Casting Time: Half action

Ingredient: An iron needle (+2)

Description:

For a number of rounds equal to the caster's Magic Characteristic any damage caused to the caster, calculated after TB and armour, by melee combat or by missile fire from less than 8 yards, is also inflicted on the attacker. The "reflected" damage is unmodified by the attacker's TB or armour. In the event of a critical hit, take the location as the location that the caster was struck.

Mage's Armour

Casting Number: 13

Casting Time: Half action

Ingredient: A sheet of silk (+2)

Description:

When this spell is cast any armour worn by the caster becomes slightly ethereal for the next minute (6 rounds), reducing its physical protection, but also reducing its encumbrance and spell casting penalties. For the duration of the spell, any penalties to Agility or Movement due to worn armour are removed, and the spell casting penalty for wearing armour is reduced by 2 to a minimum of 0 (and is cumulative with the

Armoured Casting Talent). However, during this time Armour Points on every body part are reduced by 1 to a minimum of 0.

Steal Magical Power

Casting Number: 14

Casting Time: One full and one half action

Ingredient: Any magical item or potion (+2)

Description:

This spell may be cast against any single target within 48 yards. If the target is a non-spell caster or has a Magic Characteristic of 0 the spell has the effect, otherwise the target and caster make opposed Channelling Tests. If the target wins then the spell has no effect. If the caster wins or the result is a tie, the caster temporally steals 1 point from the target's Magic Characteristic which is added to the caster's Magic score. If the target's Magic Characteristic is reduced to 0 he falls unconscious for 2D10 hours and gains 1 insanity point. The stolen Magic lasts for 1 hour and cannot be cancelled or otherwise dispelled before this time.

A target can be affected by multiple castings of Steal Magical Power at a single time, and all stolen magic is cumulative.

Aethyric Snare

Casting Number: 15

Casting Time: Half action

Ingredient: A spider's web (+2)

Description:

The caster weaves thick strands of unseen magic towards a single target within 12 yards. Targets may attempt to resist the magical bonds by passing either a Strength or Will Power Test, whichever is higher. Affected targets may only take a half action for a number of rounds equal to the Caster's Magic characteristic. Targets that fail their Test by more than 30% are completely ensnared and instead count as Stunned for the duration of the spell.



Magic Trap

Casting Number: 16

Casting Time: 1 minute

Ingredient: A firework (+2)

Description:

The caster forms a magical trap on a single door, chest, 1 yard square section of wall or floor, or other similar sized object. The magical trap cannot be detected by non-magical means, but may be perceived by a successful Magic Sense Test, or the Divine Lore (Ranald) spell Trapsense or equivalent.

Once detected, the magical trap can be disarmed by antimagic spells such as Dispel, or by the Divine Lore (Ranald) spell Trapsense on a successful Channelling Test. Otherwise, the trap is detonated by the touching of the trapped door, etc., inflicting a Damage 3 hit fire attack, modified by armour and TB as usual – though the damage may be avoided on a successful Dodge Blow Test. The explosive detonation will also destroy any flammable material in a small radius, and as such, Magic Trap is often used to ensure the destruction of important documents in a chest or drawer, should they be interfered with.

Magic Trap spell lasts until the trap is triggered or until Magic Trap is cast on a different location.

Aethyric Ram

Casting Number: 17

Casting Time: Half action

Ingredient: The horn of a bull (+2)

Description:

The magical ether in front of the caster is compressed, sending a cone-shaped shockwave 16 yards long that is roughly 1 yard wide at the starting point, and 5 yards wide at the widest point (cone template). Any targets within the area of affect must pass a Strength Test or be knocked back 1d10 yards; suffering a single Damage 4 hit, and counting as Knocked Down until a Stand Action is used.

Aethyric Assault

Casting Number: 20

Casting Time: Full action

Ingredient: A silver dagger (+2)

Description:

The caster projects a lance of magical energy towards a target within 24 yards. Aethyric Assault is a *magic missile* and inflicts 1d10 Wounds regardless of TB or armour. However, magic using creatures can deflect the force of the attack; Magic users reduce the damage by their Magic Characteristic, while creatures with a Daemonic aura will reduce the inflicted damage by 2.

Suppress Aethyr

Casting Number: 21

Casting Time: Full action

Ingredient: A small magnet and a bone from a dead spell caster (+3)

Description:

The caster is able to disrupt magical effects within 12 yards in a similar manner to the lesser magic spell Dispel (WFRP 149). Any single magical, non-ritual, spell can be dispelled. However, unlike Dispel which operates only on ongoing spells, Suppress Aethyr allows the caster to dispel any one spell before its effects have manifested. Suppress Aethyr is therefore used to counter a spell cast by an enemy spell caster. Once cast, Suppress Aethyr can be used as a Free Action at any time before the caster's next turn, and can interrupt an opponent's turn to do so. The

mechanics to disrupt a spell are otherwise identical to Dispel (WFRP 149).

Accelerate Time

Casting Number: 24

Casting Time: Full action

Ingredient: A minute glass filled with diamond dust with value at least 100 gc (+3)

Description:

This spell affects one creature within Touch range including the caster and enables them to perform actions much quicker than normal. The target will appear to be moving unnaturally quick.

For 3d10 rounds, the target's Movement and Agility are doubled, they gain +1 Attacks, and can perform an additional Half Action each round. Normal rules for the number of attack actions used within a round still apply, but the target may therefore perform a Swift Attack action and still have a Half Action spare. Creatures affected by this spell cannot themselves cast spells or channel.

Teleportation

Casting Number: 24 or 36 (see description)

Casting Time: Full action

Ingredient: The hand of any daemon (+3)

Description:

This spell enables the caster to vanish into thin air – disappearing into another dimension for up to a number of rounds equal to 1d10 plus the caster's Magic characteristic – and optionally reappearing anywhere within 100 miles from the spot where the spell is cast.

The casting number of Teleportation depends on the distance that the caster wishes to travel: If the caster wishes to travel no greater than 24 yards, the CN is 24; otherwise if the caster wishes to travel between 24 yards and 100 miles the CN is 36. Additionally, the caster may teleport only to a destination that he has been to before, such as a safe house at an inn.

While transported into another dimension the caster is unaware of events occurring at the location of the spell casting, but is also immune to any spell effects or physical harm and cannot be brought back into existence by spells such as Dispel. The caster may remain in this limbo for a number of rounds equal to 1d10 plus the caster's Magic characteristic (rolled secretly by the GM), after which he instantly appears back to his original position. The caster may however return at any time before this if he chooses.

Teleportation is of primary use for evading prolonged area affect spells or poison gases (CN 24), or avoiding detection by vanishing (CN 24), for quick short range teleporting in combat (CN 24), or for long range retreats if the going gets tough (CN 36).

Finally, Teleportation may not be used more than 3 times per day.

~ Notes & Acknowledgments ~

This document is a combination of new material and also an amalgamation of other past documents I have written on priests and magic. Thus, the original credit remains unchanged, and correct credit should go to Moracai (Mikko Savolainen) from the Black Industries Forums for compiling and devising the additional spells for Ranald and Mórr (apparently inspired by Apocrypha Now 2), and for suggestions for the sub-cult of Manann. Other documents available online have been used, e.g. the Raven Knights article from Warhammer Forever was also used.

The original WFRP core book, Empire in Flames, The Restless Dead, and a few other WFRP1 supplements were also used for either inspiration for spells, or more commonly, for blatant copying of spells and their descriptions. A surprising amount of the spell ideas in this are actually my work, but it's not really worth anyone's time to distinguish between them in this article – I simply hope that they provide a useful set of spells for WFRP games.

The images in this article are mostly stolen from random Google Image searches; though a few are used with and without the knowledge of Claudio Pozas; all of his images are Copyright 1999-2006 Claudio Pozas. The parchment backgrounds to the new priest careers are used without any permission from the careers that can be downloaded from the Black Industries website, I've just stripped away the text and used them as a template for any careers that I make.

Finally I should note that I am just one person attempting to write hundreds of spells (if you include the non-human and forbidden worship article I wrote ages ago) and I'm not that creative or imaginative. The best things that anyone who uses this document can do are comment on any spells and recommend changes and additions to the spell lists, or just point out typos. I would have liked to brain storm such spells on the BI website, but have found that the response to these types of projects are a bit hit and miss.

