

WARHAMMER
FANTASY
ROLE-PLAY

**WINDS
OF MAGIC**

A COMPREHENSIVE GUIDE TO THE ARCANЕ PRACTICES
TAUGHT BY THE COLLEGES OF MAGIC

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AN ILL WIND

In earlier times folk in the Empire shunned magic, believing it inherently evil. Wizards were violently persecuted, with Sigmarite priests condemning them as the consorts of Daemons. Primitive magicians sought safety in the countryside, yet witch hunters rooted them out and many were burned at the stake.

In 2302 IC things changed. This was the time of the Great War against Chaos, when an army of marauders swept from the North to lay waste to the Old World. The horde posed such a terrible peril that Humans, Elves, and Dwarfs coordinated their efforts to defy it.

Teclis, most accomplished of High Elf Mages, travelled to the Empire at the request of Magnus the Pious. He sought out fugitive hedge wizards and taught them rudimentary spells of fire and lightning. Teclis explained that all magic was derived from Chaos and was invariably tainted but could be controlled by a trained practitioner. He demonstrated that eight sorcerous winds blew from the Realm of Chaos and provided energies that fuelled distinct magical practices.

Staunch Sigmarites were outraged that Magnus extended tolerance to practitioners of sorcery, but Teclis was persuasive. The new breed of wizards played a vital role in defeating the Chaos horde, and Magnus was crowned Emperor of the land of Sigmar.

Upon his ascension to the throne Magnus asked Teclis to create an institution to train wizards, and the Colleges of Magic were established in Altdorf. For each wind Teclis founded a separate school of magic. He judged the human mind inadequate to master all eight Winds of Magic but, with careful study, he believed Humans could glean the fundamentals of a single wind.

Today each of the Colleges forms the headquarters of one of the eight Orders of Magic in the Empire. The sorcery of each is different from the others, yet all are aspects of the great and terrible source of all magic — Chaos itself.

◆ TALES OF SORCERY ◆

THE HISTORY, LORE AND PRACTICE,
OF MAGIC IN THE EMPIRE



TZEENTCH'S CRYSTAL SHARDS

The origins of magic are recounted in Norscan folklore. Their shamans say that Tzeentch (known to them as 'Tchar', the god of hope and change) once ruled supreme in the Realms of Chaos. When humankind was still young, they say, Tzeentch was deposed by the other gods in an eternal cosmic struggle called the Great Game. Tzeentch's body was hurled with such force from his plateau on the Endless Mountains that he shattered into thousands of crystalline fragments.

Chaos Gods are immortal — Tzeentch was not destroyed, only diminished. His essence withdrew to the crystal labyrinth that interlaces the entire Realms of Chaos.

The Impossible Fortress at the very centre of this cosmic labyrinth defies the laws of reality, making it nearly unassailable. As Tzeentch convalesced, the iridescent shards of his shattered form blew across the world. In the material realm, each of these shards manifested as a unique spell or ritual.

Norscan folklore claims that every time a mortal wizard learns a new spell, the shards of Tzeentch multiply and magic proliferates. These northern shamans seek his favour by learning new spells at every opportunity and passing their magical knowledge down through generations. Each new spell shard they create contributes material to the Impossible Fortress and strengthens the body of Tzeentch.

In the lands south of Norsca, these legends are widely condemned as heresy.



REALM OF THE SORCERER

The uncanny geography and architecture of Tzeentch's realm is occasionally witnessed in the fevered nightmares of seers, zealots, and the inmates of Shallyan institutions. Daemon-princes of Tzeentch have visited the Sorcerer's domain and returned to spread its madness to mortals. According to mortal followers of these Daemon-princes, Tzeentch rarely leaves the Impossible Fortress. The god's obsession with infinite possibilities keeps him fascinated by the Well of Eternity, peering into its starry waters, seeing and knowing everything.

While Tzeentch sries across space and time, his Daemons busy themselves collecting lost spell shards. A portion of these shards are used to expand the crystal labyrinth and the Impossible Fortress. The remaining shards are returned to the Hidden Library for cataloguing.

Only the great Lords of Change have seen the Sorcerer's Library, concealed within the Impossible Fortress' ever-shifting halls. In the Hidden Library, spell shards are said to manifest as tomes and scrolls stacked upon endless rows of shelves.

Tzeentch himself transforms as spells are added to the Hidden Library. Nobody can describe or imitate the Changer of Ways, because his appearance and identity exist in a permanent state of flux. The only constant is Tzeentch's instinctive compulsion to meddle in the affairs of mortals, yet even the Great Conspirator has no apparent plan nor purpose. Tzeentch's fascination with seeing one of his schemes undo another is surely a sign that he is mad.

Mortal Schemes

In the material realm, the Winds of Magic determine Tzeentch's power. Most of his champions are sorcerers, and his Daemons require magic to corporealise. However, Daemons can also touch mortal minds while they're sleeping. Norscan shamans might awaken after a night of vivid dreaming with strange incantations on their lips, thus enabling them to learn sorcery in solitude, without reading a single scroll. By these means, Tzeentch's Daemons believe they win favour with their master by proliferating more spell shards.

The Imperial Colleges of Magic control and codify magic in a manner anathema to Tzeentch. The Colleges therefore provide irresistible targets for the god's schemes, in particular the College of Light, which uses the Sorcerer's own spell shards against him.

Promises of overwhelming arcane power are often sufficient to tempt wizards to apostasy. The former Light Wizard turned Chaos champion, Egrimm van Horstmann, will use the promise of that power to lure College wizards into a sorcerous cult called the Cabal.

Magically gifted mortals are implicated in Tzeentch's innumerable schemes from the moment their senses awaken to the winds. The first spells that Daemons whisper to young witches are often benign, but as their powers grow, they become hungry for more. Thus, mortal spellcasters unknowingly empower Tzeentch, even if they reject the ruinous powers. Over time, the accumulation of spell shards will enable Tzeentch to gain the upper hand in Great Game, to claim superiority over the other gods in the Realms of Chaos.

MAGIC AND THE OLD ONES

Prehistoric accounts of magic are recorded on ancient Lustrian tablets. According to the first generation of Slann Mage-Priests, magic was scarce in the primeval world. A mysterious alien race known as the Old Ones arrived in silver skyships when much of the planet was covered in ice. Its temperate equatorial region was inhabited by fearsome monsters and since-forgotten civilisations. The magical potential of these indigenous species was limited because the Winds of Magic were merely trickles of Aethyric energy.

When the Old Ones colonised the planet, they constructed Warp gates at the north and south poles, making travel through space as easy as sailing on a river. Next, the Old Ones built arcane structures to help harness the limited ambient magic. Finally, using powerful technology that's long since been lost, the planet's orbit was shifted closer to the sun — a warmer planet was better suited to the Old Ones, enabling them to work on their enigmatic plans in comfort and security.

After building the Warp gates, the Old Ones opened many smaller portals through space. These conduits of Aethyric magic would eventually fuel arcane rites powerful enough to shift continents. New forests were seeded, giving the Old Ones access to vast reservoirs of earthbound magic. In these magically engineered habitats, the Old Ones experimented with existing life forms and created entirely new species. The first generation of Slann were taught magic so they could assist the Old Ones to execute their ambitious plans.

When the Geomantic Web was sufficiently established, the Old Ones channelled its vast network of energy to create the island of Ulthuan as a homeland for their newest creations, the Elves. The Dwarfs were birthed in the south and led on migrations to populate the now-habitable northern mountain ranges. Unique magical disciplines were taught to these elder species, for purposes of which even the surviving Slann cannot ascertain.

Slann Mage-Priests recall that Chaos began to manifest in the world during this time, possibly because uncontrolled magic from the Old Ones' devices had begun leaking into the world. Humans were created and optimised for adaptability, followed by the Ogres and Halflings, which were hastily modified from indigenous creatures and intended to be highly resistant to Chaos. High Elven scholars often postulate that it was never the Old Ones' intention that these younger species would learn magic.

The Great Cataclysm

Around -5600 IC, the Old Ones' Warp gates collapsed without warning. Great waves of raw magical energy surged across the world, causing unnatural disasters and widespread mutation. Meanwhile, the resultant shockwaves in the Aethyr caused meteors of warpstone to rain from the heavens. Above the collapsed northern gate, the Chaos moon Morrslieb appeared for the very first time. This cataclysmic event forever tainted the northern lands, and the tribes that settled there since have had greater predilection for Chaos sorcery.

The Old Ones vanished, their fate unknown, leaving the Slann behind to contain the spreading corruption. Slann of the first generation, who had learned magic directly from the Old Ones, led the younger Slann in a heroic effort to stabilise the Warp gates. As Chaos Daemons poured from the cosmic void, the Slann employed eldritch wizardry against them. Many Slann perished, including the entire first generation of Mage-Priests.

Despite this great sacrifice, the Warp gates continued spilling raw magic into the world. The surviving Slann retreated to their pyramid-temples and continued the struggle to keep Chaos at bay. The Elves became custodians of the leylines using knowledge imparted by the first-generation Slann, however they had also been affected by Chaos in subtle ways. Though the elder races had inherited powerful magic to fight Chaos, the Old Ones' legacy had also left behind many vulnerabilities that Chaos could exploit.

CALEDOR AND THE GREAT VORTEX

The collapse of the Warp gates and the resultant magical surge caught the Elves unprepared. They watched in revulsion as mutations erupted amongst their people, and twisted monstrosities ravaged their settlements from mountains and forests. In the ensuing turmoil, the Daemonic legions of Chaos, sustained by the magical energy saturating the world, appeared on the shores of Ulthuan. Caledor Dragontamer was an Elven mage who had befriended the dragons, and it was their bond that allowed Ulthuan to withstand the coming of Chaos.

Unschooling in the arts of war, many Elves felt abandoned by the gods. One such Elf was Aenarion, who pleaded at the shrine of Asuryan, god of creation, and sacrificed himself to the eternal flames. However, Aenarion emerged reborn from the divine flames and turned the tide of the battle raging outside the shrine. Word of Asuryan's new champion spread throughout Ulthuan and the Elves rallied to his side as the Daemons reeled from their defeat.

Caledor immediately recognised the divine aura surrounding Aenarion and swore fealty to the newly crowned Phoenix King. The Elves regrouped and trained in both martial and magical combat under the tutelage of Aenarion and Caledor. Priests of Vaul created mighty weapons and armour of ithilmar steel, gifting them to those deemed most worthy. When the Daemons came again, they were met with steel and sorcery, their champions were matched, and their armies driven back.

Aenarion and Caledor

After fighting a seemingly fruitless war for a century the Elves felt disheartened. Caledor decided to search beyond Ulthuan for the source of the magic that sustained the Daemons and discover how it could be stopped. His answer was found in the Old World, amongst the Dwarfs. After an exchange of knowledge, Caledor made plans to use the leyline network in order to prevent the world from falling to Chaos. Meanwhile, the Dwarf king Grinnir resolved to march north and close the Warp gate.

Upon returning to Ulthuan, Caledor was unable to convince King Aenarion of his plan to summon a vortex that would drain magic back into the Aethyr, thus starving the Daemonic hordes. Their heated debate was interrupted by the arrival of tragic news: the Phoenix King's family had been slain. In his grief and rage, Aenarion drew the Sword of Khaine, a weapon of terrible power, and vowed to slaughter every Daemon in revenge.

The Sword of Khaine was awful to behold and exerted a subtle influence upon the Phoenix King. Those Elves hardened by battle joined Aenarion in a new kingdom, where tales of their cruelty earned his court a dark reputation. Caledor, who was unable to watch his friend descend into madness, left his liege's side and took with him the dragon-riders. In reprisal, the Phoenix King accused his old friend of treason, and of dividing the Elven forces.

The Great Ritual

The Daemons of Chaos exploited the division between Elves and mustered the largest horde yet to attack Ulthuan. Every Elf — except the mad Aenarion — could see that no army could stand against this Daemonic horde, and they despaired that the war was finally lost. In desperation, Caledor decided to execute his vortex plan unilaterally, and summoned Ulthuan's greatest mages to the Isle of the Dead at the centre of the inner sea.

Daemonic legions manoeuvred to interrupt the Elven ritual; Caledor sent a desperate plea for Aenarion to aid the mages. All seemed lost, but at the critical moment Aenarion arrived and repelled the Daemonic attack. Aenarion sacrificed his life to enable the ritual's completion, and Caledor surrendered his soul to become part of the vortex.

Ulthuan was ravaged by storms and earthquakes for three days as the vortex created a sudden magical vacuum. When the skies cleared, the Daemonic legions had vanished, no longer sustained by raw magic.

The Elves began to rebuild Ulthuan and appointed a new Phoenix King. In time, the Elves sailed abroad to explore the world and repair the ancient waystone network.

To reinforce Caledor's vortex, Elves began binding their spirits to waystones so that even in death they would contribute to the Great Ritual. Dwarfs were encountered once more, heralding cooperation between the two species.

Together, they expanded the leylines, improving the flow of magical energy towards the vortex. Thanks to their combined efforts, magic drains from the world as quickly as it enters through the shattered Warp gates.



FUEL FOR THE PYRE

THE PERSECUTION OF WIZARDS PRIOR TO MAGNUS

'Take no wizard for a friend — for though their words are honeyed, the power they wield corrupts all it touches. Cleansing flame is the only cure.'

— *Dicta Sigmaris Divi* (Altdorf, 5th century)

'Don't these halfwits realise the wonders that lie in the Aethyr, waiting for us to bend it to our will? Such good we could do, but they forbid and threaten punishment, like spite-filled children. No matter. I cannot unsee what I have seen and I shall delve deeper, even if it risks damnation.'

— *Diary of Baroness Magdalena Harrwitz von Kartwald*, circa 1911 IC. Temple of Sigmar restricted collection.

BEFORE THE EMPIRE AND SIGMAR'S BAN

Though not common, a few Humans have always been able to perceive and manipulate the Winds of Magic. Though their power was useful and worked wonders unavailable to priests, the people and their chiefs still feared them. Too often, the magician would lose control of their magic and be horribly mutated, driven insane, or even destroyed. Some were possessed by Daemons or became willing servants of the Lords of Chaos, attacking their own people.

They were dangerous. Too dangerous.

In his youth, Sigmar contended with the unholy revenants of the sorcerer Nagash, whose dark magics threatened to overwhelm the lands that would later become the Empire. Sigmar entrusted his companion Wolfgart Krieger with defending his realm from all forms of magic. The witch hunters of the Order of the Silver Hammer still claim that their authority derives from this decree.

The rise of Sigmar and the alliance with the Dwarfs against the Goblins led to the unification of the Human tribes into a vast federation — the Empire — but also to a hardening in attitudes against sorcery. A legend tells of a great meeting of Human clan chiefs, led by Sigmar, and the leaders of the Dwarfs under King Kurgan Ironbeard. There to plan the campaign that would end in the Battle of Black Fire Pass, they were interrupted by a group of Humans calling themselves 'Emissaries', and claiming to be students of the basic building blocks of the world.

They claimed to have come to the conference to offer their wisdom and power against the invaders. King Kurgan warned against trusting any magic save that of the gods and the ancestors, but the visitors' loud protestations of loyalty swayed Sigmar. The alliance's cause hung by a thread, and they needed help. Sigmar accepted their offer. And he almost died in their trap.

There by the light of the council fire, the magicians revealed themselves as, allies of the Goblins, unleashing their spells and summoning Daemons. Sigmar himself nearly fell before the Daemonic horde, saved only by Kurgan's hammer. Victorious at the end, Sigmar surveyed the wreckage, the comrades wounded and dead, and called himself a fool.

After defeating the Greenskins, the way was open for Sigmar to establish the Empire and declare himself Emperor. Soon after, perhaps on the very day of his coronation, Sigmar declared a ban against all sorcery throughout the Empire, on pain of death.

With Sigmar's ascension, this law became the command of a god.

PERSECUTION

In the early days, the Elector Counts rigorously enforced Sigmar's command across the Empire. They had the enthusiastic support of many cults, especially those of Verena and Morr, eager to root out hidden enemies and eliminate blasphemers... and possible competitors. As the Cult of Sigmar grew, its sternest devotees proved the most skilled at ferreting out hidden wizards.

The Order of the Silver Hammer was established as a brotherhood of witch hunters in the service of the Grand Theogonist. Their power reached its height in 852 IC under the 'Witch Hunter Emperor', Joachim II, who put the entire town of Stimmigen to the torch after its council was discovered using the services of a sorcerer.

But they could not catch everyone. In the slums of the growing towns, in isolated villages and farmsteads, or in the private chambers of the wealthy and powerful, children were born with 'the Sight', the ability to see and shape the Winds of Magic.

While some openly practised their craft and were inevitably hunted down, others kept their abilities to themselves. Some repressed their unnatural power and went mad from the strain. Others found strength in religion, and very often became the most fanatical foes of witchery.

Many hid their abilities under the guise of learning, pretending to be knowledgeable about herbs and other folkish wisdom, or merely scholars seeking information. Yet there was always the fear of discovery and a midnight knock at the door, or a public denunciation ending in a murderous mob.

The power itself could itself betray its wielder — a single miscast spell could alert the authorities, or cause obvious mutation. Summonings could go out of control and the ensuing carnage lead back to the summoner — who may have been the first victim. It was during this time of intense persecution that many sought refuge in other, often distant lands.

Anywhere there were less scrupulous lords to hide them from the rack and the pyre, wizards could be found. And yet even in lands with no lords or law at all, practitioners of the forbidden arts still had to fear the coming of the witch hunter.

THE COURT ELEMENTALIST

But it could not last. In 1105 IC, Boris Goldgather decreed that he should be allowed to appoint a courtier (their name now forgotten) as 'Court Elementalist', defying ancient law to grant him Imperial protection. The gold the sorcerer provided was good, after all.

Ten years later, a Skaven invasion added a measure of desperation to the mix, as the Empire fought for its life against a seemingly unending horde of ratmen. Scruples cast aside, the surviving leaders allied with whomever was willing to fight — including wizards and witches. Though not mentioned in sanctioned histories, old legends say that Graf Mandred, who led the fight against the Skaven and became Emperor, worked with a secret cabal of 'magickers' to counter the arcane powers of the Skaven.

But it was impossible to ignore the number of sorcerers who betrayed Humanity and served the Skaven. In the years after the war, the Cult of Sigmar renewed its repression and demanded religious and secular authorities in all parts of the Empire do the same.

As friction grew between the cults of Ulric and Sigmar and provinces dominated by each took sides, the demands of Sigmar's hierarchy were often resisted and even rejected. witch hunters and priests dispatched to root out sorcery found themselves harassed, blocked, and even murdered. As ever, Middenheim was a centre of this resistance.

MAGIC AND THE WOLF EMPERORS

From the earliest days, the Teutogens had been more tolerant of magic, even allowing a Guild of Wizards to exist in Middenheim, albeit under heavy supervision from the Grafs.

In 1152 IC, the Empire entered an extended period of strife, turmoil, and fragmentation that made it nearly impossible to keep sorcery repressed. It began as it often does, with corruption: 'gifts' presented to officials to look the other way as nobles, guildsmen, and even priests thought themselves wiser than their predecessors, able to dabble safely where others had failed. By the Age of Three Emperors, the rival northern courts sanctioned sorcery in all but name to counter the power of Altdorf and Nuln. Even when Middenheim was wracked by the Wizards War of 1979 IC, the Grafs refused to suppress the wizards, deeming their power too useful. So instead they suppressed the scandal.

With the collapse of the Imperial system that same year, the authority of the Electors themselves began to crumble. Seeing that the Electors could flout Sigmar's command, provincial grandees retained their own court sorcerers. Some openly practised magic, themselves. In the towns and villages, Hedge Witches and Warlocks began to operate openly, with little fear of being punished.



Magic was legal in all but name, but still far too wild and dangerous, too prone to corruption. The time was ripe for a reformation, something that would accept the existence of magic but make its practice safer, kept within acceptable bounds.

That time would not come for several centuries, until the Incursion of Chaos, the rise of Magnus, and the foundation of the Colleges of Magic.

A NEW ERA OF MAGIC

MAGNUS AND TECLIS, AND THE FOUNDING OF THE COLLEGES OF MAGIC

'I know it breaks ancient and cherished traditions, but did you see the reports from Praag? What choice have we? If we refuse, Asavar Kul will besiege Middenheim by next spring. We need Ulthuan's help. We need magic. I must accept Teclis' offer!'

— Magnus to the Grand Theogonist

'Yes, it is a risk to teach Humans the ways of true magic; they are prone to temptation and corruption. Yet if we don't the Old World will surely fall. There is a middle ground, however. We will show them a path that, with discipline, they can follow. We shall teach them, but we shall keep a close eye on them.'

— Teclis, in a private moment with Yrtle and Finreir

INVASION

By 2300 IC 'the Empire' was just a polite fiction for a patchwork of provinces and freiburgs, often at war against each other and with no central authority to keep order. By now there were three rival contenders to the

Empire's throne — Nuln, Middenheim, and Talabheim — but their claims were meaningless when the Electors had trouble controlling even their own provinces.

As the Empire waned, Chaos waxed. In the decades before the Great IncurSION, more and more mutant births occurred, illicit covens haunted the woods, academics felt free to delve into once-forbidden texts, and the dead stirred restlessly in their graves. From deep in the forests came Beastmen and Goblins, growing bold at their enemies' weakness. With the world going mad around them, the fearful turned ever more to those promising protection or an easy route to power, until whole towns were under the clandestine control of dark wizards. The crisis arrived when, in 2302 IC, the great Warp rift in the northern polar region surged with power, and from it Asavar Kul, Everchosen of Chaos, led an immense army against the Old World. Swarming over the city of Praag their goal was nothing less than to absorb all into the Realm of Chaos. It seemed the end had come.



A GLIMMER OF HOPE

It was at this darkest moment that a sign came, and with that sign came hope. A twin-tailed comet, the symbol of Sigmar, appeared in the skies over the Empire. Filled with inspiration at its sight, a young noble from Nuln whose life had been promised to the seminary, Magnus von Bildhofen, preached a message of unity and faith — that victory was possible. Gathering an army from all layers of society and supported by the Electors, Magnus marched to face Asavar Kul.

But the reports were grim, and Magnus quietly feared that steel and strong arms would not be enough. At a council of war in Talabheim, he made a fateful decision: to seek the aid of the Elves of Ulthuan. He sent his trusted friend, Pieter Lazlo, at the head of an embassy to beg the Phoenix King for an army. After a harrowing voyage from Marienburg, Lazlo arrived and presented the letter Magnus had given him. Weeks later, he set sail for home.

When he arrived, he brought no soldiers with him, but three wizards.

Pressed by an invasion of the Dark Elves, King Finubar could not offer an army, but he agreed to the suggestion of the archmage Teclis that he and two others, the Loremasters Yrtle and Finreir, return with Lazlo. In Talabheim, Teclis made a shocking proposal: end the ban on magic. It would take sorcery to fight sorcery. Humans had the talent, but they needed training.

Teclis offered that he, Yrtle, and Finreir would screen all those who answered Magnus's amnesty and call to service. Those found corrupted would be destroyed. They would teach the rest a safer, disciplined way to use some of the magic the Elves knew. They only needed to be granted Magnus's consent.

Casting aside his own misgivings and dismissing the protests of several priesthoods, Magnus agreed.

Over the following months, hundreds answered the call and sought the promised amnesty. Those who failed the Elves' tests were killed, but the survivors entered a program to unlearn all the false knowledge they had accumulated and absorb that which the Elves taught. Many failed this program, either driven mad or killed by a miscast spell, but those remaining became powerful sorcerers in their own right, the first Magisters of the Empire.

While their learning was but a fraction of that of the Elves, who taught them only what they thought the human mind could handle, it was enough. Magnus led his army of steel and magic to face Asavar Kul's horde. Though hard pressed, Magnus's forces won a great victory, routing the horde in panicked flight.

Now, what were they to do with all these trained and battle-hardened wizards?

THE FOUNDING OF THE COLLEGES OF MAGIC

The war with Chaos had been won — for now — but Magnus and Teclis faced a dilemma. The new Emperor knew a day might come when he or his successors would again need the power of the wizards, but they couldn't be allowed to operate unsupervised. The dangers of that were all too clear.

Turning again to Teclis, he secured the Loremaster's agreement to found a series of Colleges — one for each of the Winds of Magic — that would train the magically adept in the new methods, as well as police them. This fit well with Teclis's own closely held plans to limit the damage Human wizards might do through unrestrained experimentation, and so he agreed. He chose Altdorf as the site. The city is situated at the junction of several magical ley lines and was politically acceptable as a location. None of the Electors wanted the new Colleges in close proximity to the Emperor, where they might become his tools against them, but Altdorf was close enough that Magnus could still keep an eye on developments from Nuln.

Altdorfers were not happy at the news, however. When the Imperial herald read the proclamation from the podium in Carnival Square, rioting erupted instead of the expected cheers. The public remembered the horrors unleashed by wizards and wanted none of it. Lasting for three days, the riots were only put down with the arrival of Reikland State Army troops, as well as a few dozen public hangings.

Order restored, Teclis performed the rituals that would make a portion of Altdorf, thereafter known as the Wizards Quarter or 'Hexxerbezrik', suitable as a site for the Colleges. It also changed the area. The gathering magical energies rendered directions almost useless as streets seemed to shift periodically, making the use of landmarks essential. '*Selling a map to Hexxerbezrik*' became a saying for conning someone into buying something useless.



It was at this stage that Teclis created the curriculum and rules for Imperial Wizards — *'more loyal than the Emperor'* being chief among them — and created the system of Patriarchs, the heads of each college, that would govern the system. Chosen from among his most promising students, the greatest of these was Volans, whose ability to perceive all the Winds of Magic was unique among Humans. Teclis not only chose him to be the Patriarch of the Light College, but also Supreme Patriarch, with authority over all the Colleges and speaking on their behalf to the Emperor and the Electors.

After Teclis returned to Ulthuan, it was Volans who set the pattern for relations with the civil and ecclesiastical authorities. He made it clear that the wizards would clean their own house and give the witch hunters no excuse to intervene.

MAGIC TODAY

Prior to the Colleges of Magic, Humans widely misunderstood arcane phenomena. Loremaster Teclis taught the Empire's priests and scholars that raw magic blowing from the northern Warp gate could be refined and wielded against Chaos. The Elves educated these fledgling wizards on esoteric theories such as sympathetic attraction and leyline stewardship. As a result, Imperial scholars now understand that most of the magical energy flowing across the land originates from the north.

Thousands of waystones positioned throughout the Empire serve the purpose of controlling the Winds of Magic. These waystones redirect magic along leylines, refract raw magic into its component colours, dampen excess magic, and contain flows of corrupted magic. Although the ancient stones had always been understood to possess mystical properties, their exact purpose was largely unknown in the Empire. Elven Loremasters still guard their most advanced secrets from humans, who are not considered entirely trustworthy.



College-trained wizards are aware of the Great Vortex in Ulthuan, to which all the leylines eventually flow. However, a vow of secrecy must be sworn before any wizard is told the Vortex's true purpose of draining excess magic from the world. In the wrong hands, this knowledge could be exploited for evil. Leyline disruptions produce magical saturation that affects people and nature for miles around, because on some level every living thing is attuned to the Winds of Magic.

When pockets of magical saturation are allowed to linger, their swirling colours eventually stagnate and become dark magic (or *Dhar*, in the Elven tongue). Dark magic corrupts the landscape and its inhabitants with mutation, insanity, and Chaotic or necromantic inclinations. Evil sorcerers seek out these tainted places to practice their dark arts. Therefore, removing arcane corruption from a site or region is an excellent goal for a party of adventurers.

ARCANE KNOWLEDGE IN THE MODERN EMPIRE

Today, ignorance and prejudice remain rampant in the Empire, despite the Colleges of Magic being bastions of arcane knowledge. College wizards now understand how waystones function, and they can distinguish between leylines that sequester magic and leylines that clear it. Sorcerers, necromancers, and scholars must pay handsomely for proscribed texts to learn these same secrets. Whether the witch hunters of the Order of the Silver Hammer trust College-trained wizards or not, they keep their reservations in check — they can be useful allies against Chaos.

The Colleges of Magic teach journeyman that certain arcane sites predate even the Elves. However, students do not learn about the Old Ones or Slann Mage-Priests that created them. High Elf tutors cannot teach humans about the Geomantic Web because its modification to reinforce the Vortex was engineered covertly, without Elven knowledge. Dwarf runesmiths are theoretically capable of helping wizards repair waystones and stabilise Chaos portals, but Dwarfs are usually preoccupied with protecting their own holds.

Teclis taught human wizards a great deal about natural forces that affect magic, such as the spirit-world and Morrslieb's erratic orbit. Nevertheless, much remains unknown about the Worldroots, Weaves and nature spirits, whose secrets are closely guarded by Wood Elves.

Even hedge wizards who use spirit-magic daily do not comprehend Wood Elf arcana. Many of these natural arcane phenomena are still misunderstood by human priests and commoners to be miracles of the gods.

The relationship between divine miracles and arcane magic is contested. College wizards can explain some divine miracles with arcane theory, yet most wizards still honour the gods. Increasingly, common scholars favour magical theory over theology and join secret societies devoted to leyline research. Among regular citizens, the Colleges' monopoly on arcane lore has intensified paranoia. Ignorance often leads to conjecture and rumours of conspiracy. The constant fear of witch hunters only perpetuates public ignorance.

COLLEGES OF MAGIC RECRUITMENT

All humans are magically attuned to an extent, and thus eligible to join the Colleges of Magic. However, apprentices that lack natural aptitude require more tutelage from their masters.

Priority is normally given to applicants who've already demonstrated either second sight or the instinctive ability to cast cantrips. These exceptional talents can manifest at any age, but usually develop between the ages of 15 and 25. Master wizards will also take apprentices who can readily grasp arcane theory, or who happen to belong to wealthy families.

Before the Colleges of Magic were founded, gifted children could only enter the priesthood, join a hedge community, or spend their lives pursued by Witch Hunters. Today, the Articles of Imperial Magic place the burden of reforming young witches on the Colleges themselves. Therefore, applicants who've demonstrated magical aptitude cannot be turned away unless they've been corrupted beyond redemption. Master wizards can be ordered by their College Patriarch to accept new apprentices who are at risk of slipping through the cracks.

Journeyman wizards are tasked with scouting every town and village in the Empire for magically gifted College recruits. Gifted young adults are sent directly to Altdorf for apprenticeships. Children might instead be enrolled at a preparatory school in the nearest city. Witch hunters cannot convict children of sorcery without first consulting a College wizard. However, latent magical gifts that emerge after age 25 can be declared 'Metamorphoses of Power' and those who manifest them can be prosecuted as mutants.



PARANOTH'S WHEEL

In 2383 IC Magister Garvan Paranoth of the Jade College won the position of Supreme Patriarch. Among his many accomplishments was the codification of the hues and symbols associated with the eight lores of magic. This symbol has become known as the Great Wheel and has become a commonly recognized icon of the Colleges of Magic as a whole. To wizards however, it is known as Paranoth's Wheel.

It is not without controversy. In designing his wheel Paranoth hoped to illustrate his hypotheses that particular lores were associated according to their proximity on the wheel, that magisters working with a particular lore had superiority over those working with a lore clockwise to their own but were inferior to those working with the lore anticlockwise to their own, and that lores on opposite sides of wheel were antithetical to one another.

Time has not been kind to these suppositions, and they have failed to find support despite rigorous testing. Many magisters also note that the symbol of the Jade College is placed towards the top of the wheel purely due to Paranoth's personal biases. Despite this the wheel remains the most common representation of the Winds of Magic and is recognized as such far and wide.



NIGHT OF THE BLACK WALTZ

Whilst the Colleges of Magic were being established in Altdorf many unexplained events are rumoured to have taken place. Stories of moving streets and invisible buildings spread throughout the populace, who were primed to distrust wizards after centuries of persecution.

In the Dockland of Altdorf there were demonstrations against the magical structures and rituals that were suddenly present in the nearby Hexxerbezrik. The Dockland is never less than rowdy, and angry mobs formed, threatening to turf the wizards out of the city once and for all.

A story from the time tells that as the fog rose one night when Morrslieb waxed full, many of the citizens of Dockland took to the streets and proceeded to dance, swapping partners, and avoiding gawping bystanders with sublime grace. Unable to stop, they danced with increasing pace to wild pipes only they could hear.

The dancing continued until dawn. Onlookers, initially amused, became concerned. Many of them tried to stop the dancers or pull them free but were ignored or trampled underfoot. Then as the first rays of sunshine began to penetrate the thick pre-dawn fog the dancers collapsed in exhaustion.

Priests of Morr soon arrived from Toteninsel, searching out those who had died during the night's events. Many people had been stamped to death in the Black Waltz, and more still had danced until their hearts gave out. The bodies were pinned to the grounds with stakes, blessed, and decapitated before being taken away for burial.

The official story in the *Altdorf Spieler* was that drunken rioting had broken out on the Street of a Hundred Taverns. Whatever it was that resulted in the mysterious events of that night, it took the heart out of the Altdorf mob, and the folk of Dockland learned to live more harmoniously with their neighbours in Hexxerbezrik.



THE NIGHT OF A THOUSAND ARCANES DUELS

In 2415 IC sitting Supreme Patriarch Alric prepared to defend his position in the octennial duel. There were a remarkable number of contenders that year. Emperor Dieter IV was jealous of Alric and had stoked resentments between Altdorf's wizards.

The Hall of Duels in the Tower of Volans was overcrowded, and wizards spilled out into the streets, seeking fulcrums of power within their own College grounds from which to launch spells at their rivals.

The violence provided cover for a power grab. High Luminary Horx, the White Pretender, trapped Cornelius Quintscher, the Patriarch of the Light Order, within a crystal labyrinth. He then entered the vaults beneath the Hall of Duels and sought out the *Book of Volans*, which he believed explained the use of undiluted magic. Horx proved unable to contain the energies he unleashed. His mind snapped as vast energies emanated from the book.

Altdorf, already plagued by dueling magicians, became the site of a roiling Storm of Magic. Eldritch bolts of power rained down and pillars of liquid balefire careened through the streets. The wizards, rather than controlling the wild magic, believed their opponents were resorting to dangerous spells, and responded in kind. Altdorf was lit with fireballs, lightning bolts and multicolored flashes of light as wizards turned their powers and war machines on each other.

The Grand Theogonist, Viktor Helmgart, decided to settle matters. He mustered soldiers and witch hunters and marched upon the Hall of Duels. As soon as they burst through the doors, they were confronted by a maniacal Horx. Unleashing wild magic on them, he was only halted when Helmgart invoked the name of Sigmar. Horx paused in his assault and a witch hunter shot him with an enchanted bullet.

Horx's death caused a massive magical backlash that fried the minds of the duelling wizards. Of Altdorf's senior wizards only Supreme Patriarch Alric and Light Patriarch Quintscher survived. Many citizens of Altdorf were slain and a swathe of buildings had been destroyed during the chaos. The Cult of Sigmar persuaded Dieter IV to close the Colleges of Magic. They would not be reopened until 2430 IC.

ARCANES CORRUPTION

The Articles of Imperial Magic authorise College wizards to identify arcane corruption and determine how to resolve it. Collaboration between multiple Colleges is common under these circumstances. On matters of leyline corruption, wizards often consult High Elf advisors employed by the Sapherian embassy or Colleges themselves. Priests and witch hunters might cooperate with wizards when the corruption involves major Chaos cults and daemonic portals or possessions. College wizards can either lead these corruption purges or serve as advisors.

Solutions to fixing corruption are varied, and they aren't always mystical in nature. Military action might be the only practical method of defeating a Beastman warherd or powerful necromancer. In some cases, subterfuge is employed to locate the source of corruption or assassinate the individuals causing it. Ancient artefacts of Elf, Slann, or Dwarf creation sometimes hold the key to fixing corruption. In many cases, the only realistic option for purging a taint is with fire.

Chaotic corruption manifests in a variety of guises but is often marked by sudden or random changes. In 2512 IC, Warp rifts opened in the sky above Altdorf, unleashing daemonic incursions that nearly destroyed the Imperial Palace and Grand Cathedral. Since that event, awareness of arcane phenomena has increased amongst College wizards and the populace at large. Wizards now agree that greater vigilance could have lessened the damages and saved hundreds of lives.

Whether corruption is Chaotic or Necromantic, the Articles of Magic require College wizards to drop all other commitments to fix it. Battle wizards must take leave from their army if necessary. Should a wizard deem the corruption beyond their own abilities, it must be reported to the Colleges of Magic without delay. Though each College teaches specific protocols to diagnose and triage threats, destroying the root source of corruption usually takes highest priority.

PERCEIVING ARCANES CORRUPTION

Arcane corruption is caused by an excess of dark magic, or *Dhar*. Finding the root cause of Chaotic corruption may require observing strands of colour magic amongst the *Dhar*. Necromantic corruption is simpler to identify, because it's caused by True *Dhar* which is easily distinguishable from other types of magic.

Wizards may spot the subtle signs of corruption before it appears with a Hard (-20) Perception Test. Magical phenomena are perceived in various ways according to an individual's background and training (see *Second Sight*, WFRP, page 233).



From the Desk of Lorenz

I am a vampire.

I did not ask for this, I did not want this, but there it is. However, I see two advantages. Sigmar willing (and I pray to him for the incompetence of his witch hunters) I have decades, centuries of magical research ahead of me. I also find I have acquired some knowledge of the Dark Arts, specifically of the necromantic variety. I have no desire to begin messing about with grubby old bones and rotten corpses, but... do not my beloved plants also die? Does Death see any difference between a fallen branch and a picked-clean femur? Directed by a wizard's Will and Words I see no reason why not. To the garden, and the lab!

Another small success. I cut several long strands of dead bramble from the blackberry bushes and braided them as best I could (my macrame needs practice). I used a subtly rephrased Life to Death spell (Raise Dead is accurate but prosaic to my increasingly long ears) and drew on the remnants of Ghyrán in the brambles. The snaking creeper (ooh, I like that)... the Snaking Creeper writhed and crawled around the bench and down a leg before falling still. I believe another element is needed to give mind and longevity, something to attract and sustain the Dhar. Sadly, I expect some small deaths will be involved.

Such are the Dark Arts!

A joyful day! I finally fused Ghyrán with Dhar to animate a little. The crafting has desiccated me, was the anim fellow carry for quite a while. Must see off.

I have hired a basket weaver to use their skills to fashion something in the shape of a dog or wolf. Thorns for teeth, brambles for tail. All dead wood, but with a wolf's heart in the basket of its chest! A good guard dog, perhaps, but not for stealth. Too creaky, methinks!

Twigmen offer some amusement, but proper servants? Guards? Scarecrows would make sense. Joints could be complicated and require work. Catgut and sinew for binding? That dead animal element to attract Dhar. A heart perhaps. Dog or human? And for the head... a turnip?

New construct idea, but with less construction! A barrowload of sycamore seeds. Soak them in birds' blood (need something to stop it clotting... cinnamon?) from one dusk to the next. Then bake in an oven until as dry as a Carstein's victim. Infuse them with Ghyrán and Dhar. I shall call the magic Summon the Sycamore Swarm! Well, it might work. But imagine: a sack of flying seeds! They could be spies, whispering in my ears what they witness without eyes or mouth. They could harass a foe to facilitate my escape. Could the edges of the wings be sharp enough to cut? Maybe...

A tremendous thunderstorm this night; it continues as a write. (Oh! I'm a poet; and I never knew it! Oh well, perhaps not.) Three times lightning struck the old dead oak on the edge of the garden. It prompted me to take two books from the shelf: Stella of Nuln's Heavenly Mechanisms and Wittgenstein's Life in the Graveyard. Wittgenstein is particularly obsessed with the idea of using lightning to animate constructs stitched together from animal and human body parts (sometimes combining both).

He favours kites for drawing Heaven's ire, but Stella waxes lyrical on the beauty of weather vanes for the same purpose, although she favours the fabrication (nice bit of alliteration there!) of metallic constructs. Wittgenstein is, unsurprisingly, utterly mad (a noble, so what can you expect?), but Stella is persuasive. So, consider: a lightning struck oak, symbolically infused with Azyr. As a former living plant, it is associated with Ghyr. Water the soil around its roots with blood to attract Dhar. Perform magic.

Result... an undead treeman? A powerful guardian construct that appears nothing more than an old dread tree.

Worthy of some export.

Made another Scarecrow today.
Pumpkin head!

NEW AND REVISED SPELLCASTING RULES



Rules for casting spells are summarised here, but for more examples see **Chapter 8** of the **WFRP Core Rulebook**. These rules supersede those in the **WFRP Core Rulebook**.

These rules have been slightly refined and updated. You'll find that Channelling is somewhat more rewarding, and certain other rules have been simplified or clarified. Of course, you are free to use whichever ruleset you wish.

SECOND SIGHT

A Character requires the *Second Sight* Talent to perceive the Winds of Magic. A Character with the *Second Sight* Talent could use it to take Intuition, Perception, Track, and other Skill Tests when sensing the Winds of Magic to provide information.

Second Sight is equivalent to a sense and may not be switched off. Characters with the *Second Sight* Talent may be aware of, or even overwhelmed by, the Winds of Magic when they do not wish to be.

Spells come in four different types. Petty Spells are simple tricks involving small amounts of magic. Arcane Spells are generic spells that only a serious, well-trained spellcaster can learn. Lore Spells are those which are exclusive to a particular tradition of magic. Chaos Spells are practised by those who have sold their souls to Chaos.

MEMORISING SPELLS

Spellcasters memorise spells by spending the amount of XP noted in the *Petty Magic* or *Arcane Magic* Talents.

GRIMOIRES

Grimoires are books containing notes on how to cast spells. Grimoires typically contain instructions on how to cast four spells from the same Lore of Magic.

A spellcaster may cast a spell from a grimoire if the spell belongs to a Lore they possess. In order to use a grimoire, the caster needs to keep both hands free in order to flick through the pages. The spell's CN is doubled, representing the spellcaster's unfamiliarity with the spell.



ANATOMY OF A SPELL

Spells have the following format:

CN: The Casting Number. This is the minimum number of SLs a successful Casting Test, or process of Channelling, must generate to successfully power a spell.

Range: The range of a spell is typically given in yards. If the range is 'you', it can only be cast on the spellcaster. If the range is 'touch', the caster must be able to touch the target, or use an Enchanted Staff to do so.

Target: This describes what can be targeted by the spell. Often this will be 1 or more individuals. Spells marked AoE (Area of Effect) affect all individuals within that diameter. If the target is noted as 'special' this will be clarified in the description. Spells with a target of 'special' cannot use Overcasting to affect additional targets.

Duration: How long the effect lasts. Instant means the spell occurs instantaneously then is finished. Duration expressed as related to a Characteristic Bonus Rounds/minutes/hours etc means a number of that unit of time equal to the Characteristic Bonus of the Caster.

Description: The effect of the spell is described here.

CASTING TEST

Characters can cast spells they have memorised or those they can read from a grimoire.

To cast a spell a Character must make a **Language (Magick)** Test. This is the Casting Test.

If the Casting Test is successful, calculate the SL and compare it to the CN of the spell. If the SL are equal to or greater than the CN, the spellcaster casts the spell as explained in the spell description. If not, the spell fails.

Critical Casting

If a spellcaster rolls doubles on a successful Casting Test, they cause a Critical Casting. Characters must roll on the Minor Miscast Table (WFRP, page 234) unless they have the *Instinctive Diction* Talent. Characters who Critically Cast may also choose one of three extra effects:

- ☠ **Critical Cast:** If the spell causes Damage, it also inflicts a Critical Wound.
- ☠ **Total Power:** The spell is cast even if the spellcaster did not achieve enough SLs for the Casting Number. The spell can be dispelled as normal.
- ☠ **Unstoppable Force:** The spell is cast if the spellcaster achieved enough SLs and it cannot be dispelled.

Fumbled Casting

If the spellcaster rolls doubles on a failed Casting Test, they Fumble the cast. They must roll on the Minor Miscast Table (WFRP, page 234).

DURATION

A successfully cast spell remains in effect for its Duration. The only way to end a spell before the Duration has elapsed is to dispel it.

MAGIC MISSILES

Magic missiles are damage-causing spells. When a *magic missile* is successfully cast, reverse the dice rolled on the Casting Test and refer to the Hit Locations Table (WFRP, page 159) to see where the target is struck. To calculate Damage, add the caster's Willpower Bonus to the spell's listed Damage. This Damage is reduced by the target's Toughness and Armour Points as usual.

RANDOM VORTICES

Certain spells are called *random vortex* spells in their descriptions. These spells typically summon a destructive maelstrom of magical energy which moves out of the caster's control as soon as it is unleashed. *Random vortex* spells are usually very dangerous spells because they may teeter towards the caster or their allies. When they work as intended, they can wash over multiple enemies.

Spells using the *random vortex* rules have effects that remain in play and move randomly every round. These spells are easy to track if using maps and gaming pieces. If not, the GM can either roll and describe the vortex's movement in detail or narrate its destructive path abstractly.

Random vortex spells use the following procedure:

1. If the caster succeeds on their Casting Test, they summon a vortex. The Area of Effect occurs adjacent to, but not touching, the caster. The caster then chooses a direction and makes an **Average (+20) Willpower** Test to determine the initial trajectory.
2. If the Test succeeds, the Area of Effect immediately moves 2d10 yards directly away from the caster in the chosen direction. If the caster fails the Willpower Test, the vortex immediately moves in a random direction. In either case, everything in its path is affected (possibly including the caster).

3. On every subsequent round, at the end of the caster's turn, the vortex moves 2d10 yards in a random direction, affecting everything in its path. There are two sets of results below, one for where the GM has a detailed depiction of where people stand in relation to one another, and a second for more abstracted movement. Rolling a 1 on the random direction die results in the vortex disappearing prematurely, otherwise it continues moving randomly for the spell's duration.

VORTEX MOVEMENT TABLE

Roll	Movement Direction – Map Based	Movement Direction – Abstract
1	Vortex disappears	Vortex disappears
2	North	Caster chooses direction
3	Northeast	Caster chooses direction
4	East	Caster chooses direction
5	Vortex remains in place	Caster chooses direction
6	Southeast	Vortex remains in place
7	South	GM chooses direction
8	Southwest	GM chooses direction
9	West	GM chooses direction
10	Northwest	GM chooses direction

TOUCH SPELLS IN COMBAT

Certain spells require you to touch the target. To touch a Character who does not wish to be touched, or who is in combat, the spellcaster must make an **Opposed Melee (Brawling)** Test (generally opposed by the Melee or Dodge Skill) after making a successful Casting Test. If the spell is a *magic missile*, the Melee (Brawling) Test is reversed to determine the Hit Location struck.

INGREDIENTS

An ingredient may be used during spellcasting to reduce the risk of Miscasts. If a spellcaster uses an ingredient while casting, they can do one of the following:

- ☠ A Major Miscast may be reduced to a Minor one.
- ☠ A Minor Miscast may be reduced to no effect.

Ingredients must be bought for a specific spell and cost the CN in silver shillings.

SPELLCASTING LIMITATIONS

A spellcaster must speak or sing to cast spells. If a spellcaster's voice is inhibited, the GM should increase the Difficulty of Casting Tests by one step. Generally, the higher the CN of a spell the louder the spell is chanted.

If a spellcaster casts a spell it must end, or be dispelled, before they can cast the same spell again.

When spells provide bonuses or impose penalties, the best bonus and worst penalty is applied from all spells cast on a target. They do not stack.

Unless otherwise stated, a spellcaster must have Line of Sight to their target.

ADVANTAGE AND MAGIC

Advantage applies to Casting Tests but not Channelling Tests. If a target already had a spell from the same Lore cast on it that Round, a spellcaster gains +1 Advantage when casting spells that target that creature or include it in a spell's area of effect.



CHANNELLING TEST

Characters can gather the power needed to cast particularly powerful spells by Channelling. To channel magic a Character must decide which wind they wish to Channel, and use their action to make an Extended Channelling Test. Each SL adds to a special pool of power, which the Character may use to reduce the CN of any spell they are capable of casting using the Wind they have Channelled.

Each SL generated in this way reduces the CN of a spell by one, to a minimum of 0. Once the Character feels they have gathered enough power, they must make a Casting Test on their turn, casting the spell at the reduced CN. Any additional power is lost once a spell is cast.

If the Casting Test fails, the stored energy is lost and the spellcaster must roll on the Minor Miscast Table.

Channelled power may not be used to Overcast a spell, though of course reducing a spell's CN sufficiently will make Overcasting more likely.

If a Character wishes to interrupt their Channelling to do something else — other than casting a spell using their gathered power — they may do so, but this counts as an **Interruption** (below).

Critical Channelling

If a spellcaster rolls a double whilst Channelling, they may immediately add a number of bonus SL to the Extended Channelling Test equal to their Willpower Bonus. However, unless they possess the *Aethyric Attunement* Talent, they must also roll on the Minor Miscast Table.

Fumbled Channelling

If the spellcaster fails a Test and rolls doubles during the Extended Channelling Test to cast a spell, they Fumble and must roll on the Minor Miscast Table.

Interruptions

If a spellcaster is distracted by anything whilst channelling, such as receiving damage or taking a *Surprised* Condition, they must pass a **Hard (-20) Cool** Test. If they fail this Test, any SL generated on the Extended Channelling Test to cast a spell are lost and the spellcaster must roll on the Minor Miscast Table.

MALIGNANT INFLUENCES

If a Character is in the vicinity of a Corrupting Influence and makes a Casting Test or Channelling Test, there is an additional risk. Any failed roll requires the Character to roll on the Minor Miscast Table. If the roll would already result in a roll on the Minor Miscast Table (such as a Critical Casting Test or Fumbled Channelling Test), they must roll on the Major Miscast Table instead.



Warpstone

A spellcaster who uses Warpstone doubles any SL they generate on Casting Tests or Channelling Tests. However, Warpstone is a dangerous Corrupting Influence (*WFRP*, page 182) and counts as a Malignant Influence as explained above.

Warpstone is a powerful fuel for magical energy, but it is not limitless. Keep track of how many CN of spellcasting a piece of Warpstone can supply before being entirely consumed. 1 gram of warpstone typically supplies 20 CN worth of magical energy.

REPELLING THE WINDS

Metal and leather armour repel most winds due to containing quantities of *Chamon* (in the case of metal) or *Ghur* (in the case of leather). Spellcasters wearing armour suffer -1 SL to all Casting and Channelling Tests for every Armour Point on the location with the most armour. Casters with the *Arcane Magic (Metal)* Talent may wear metal armour without penalty; those with the *Arcane Magic (Beasts)* Talent may wear leather armour without penalty. Chaos Sorcerers may wear Chaos Armour with no penalties.

The GM may also decide that other forms of dress are inappropriate to spellcasters and impose similar penalties if they see fit.

OVERCAST TABLE

SL	Additional Target	Extra Damage	Extra Range	Extra AoE	Longer Duration
1	+1 Target	+1 Damage	2 × Range	Listed AoE	Listed Duration
2	+1 Target	+2 Damage	2 × Range	Listed AoE	2 × Duration
3	+1 Target	+3 Damage	2 × Range	2 × AoE	2 × Duration
5	+2 Targets	+4 Damage	3 × Range	2 × AoE	2 × Duration
8	+2 Targets	+5 Damage	3 × Range	2 × AoE	3 × Duration
13	+2 Targets	+6 Damage	3 × Range	2 × AoE	3 × Duration
21 or more	+3 Targets	+7 Damage	4 × Range	3 × AoE	3 × Duration

DISPELLING

A spellcaster may attempt to dispel any spells that target them, or a point they can see within Willpower yards. A spellcaster may attempt to dispel a single spell every round.

The spellcaster attempting the dispel must make an **Opposed Language (Magick)** Test against the spellcaster attempting to cast the spell. If the dispelling spellcaster wins the Opposed Test then the incoming spell is dispelled and has no effect. If the casting spellcaster wins the Opposed Test use the SL for the Casting Roll.

Dispelling Persistent Spells

A spellcaster may attempt to dispel a spell with a lasting effect as an Action. They must make an **Extended Language (Magick)** Test. When their SL reaches the CN of the ongoing spell it is dispelled.

Multiple spellcasters attempting to dispel the same spell make Tests separately. If they cast using the same Lore as each other they may make an Assisted Test instead.

A spellcaster dispelling their own spell receives a bonus of +1 SL to the Language (Magick) Test.

MULTIPLE ARCANE LORES

An Elf spellcaster may learn a number of Arcane Lores equal to their Willpower Bonus. An Elf Character may not purchase a new *Arcane Magic* Talent until they have spent at least 20 Advances in the Channelling Skill of, and learning at least 8 spells from, the previous Lore.

Any spellcaster may learn a single Dark Lore in addition to another Lore.

OVERCASTING

If a Casting Roll generates SL beyond those required to cast the spell, the spellcaster can spend the remaining SL on Overcasting. This involves imbuing a spell with greater efficacy, but it is subject to several limitations.

- Overcasting can be used to add additional Range, Area of Effect, Duration, or Targets to the initial values listed in the spell. If the spell is a *magic missile*, Overcasting can also add to the Damage it inflicts.
- Spells with a Range of 'You' only ever target the spellcaster making the Casting Test. Spells with a range of 'Touch' may not be extended. Spells with no Duration, or a Duration of 'Instant', may not be extended. Spells with no Area of Effect may not have their area increased.
- Refer to the Overcast Table to see how additional SL may be spent on Overcasting. It is relatively easy to achieve minor boosts, but more pronounced enhancements cost a great deal of magical energy.
- Effects can be drawn from multiple columns, but each column may only be accessed once per casting. Any remaining SL are lost.

Example: *Hengus the Hedge Witch wishes to cast the Dart spell. He succeeds on a Casting Test that generates 6 SL. Dart has a CN of 0, meaning Hengus has 6 SL to spend on Overcasting. Dart does not have an Area of Effect, and the Duration is Instant, so Hengus cannot improve either Duration or Area of Effect. Dart is a magic missile, so Hengus could improve Damage, Range, or the number of Targets. Hengus spends 3 SL on giving the spell a Damage of 0 + WPB + 3 and 1 SL on doubling the range to 2 × Willpower Yards. The remaining 1 SL is lost.*

MINOR MISCAST TABLE

01–05	Witchsign: The next living creature born within 1 mile is mutated.
06–10	Soured Milk: All milk within 1d100 yards goes sour instantly.
11–15	Blight: Willpower Bonus fields within Willpower Bonus miles suffer a blight, and all crops rot overnight.
16–20	Soulwax: Your ears clog instantly with a thick wax. Gain 1 <i>Deafened</i> Condition, which is not removed until someone cleans them for you (with a successful Average (+20) Heal Test).
21–25	Freezing Breath: The temperature in your immediate vicinity falls suddenly and people's breath can be seen in the air. People within Willpower Bonus yards of you must make a Challenging (+0) Endurance Test or suffer –10 Ballistic Skill, Agility, and Dexterity due to the sudden cold until they leave the area. The effect lasts for 1 minute.
26–30	Unfasten: On your person, every buckle unfastens and every lace unties, which may cause belts to fall, pouches to open, bags to fall, and armour to slip.
31–35	Wayward Garb: Your clothes seem to writhe with a mind of their own. Receive 1 <i>Entangled</i> Condition with a Strength of 1d10 × 5 to resist.
36–40	Curse of Temperance: All alcohol within 1d100 yards goes bad, tasting bitter and foul. This helps explain why spellcasting is frowned upon in many of the Old World's taverns.
41–45	Cloyed Tongue: You suffer a –10 penalty to all Language Tests (including Casting Tests) for 1d10 Rounds.
46–50	Driven to Distraction: If engaged in combat, gain the <i>Surprised</i> Condition. Otherwise, you are completely startled, your heart racing, and unable to concentrate for a few moments.
51–55	Unholy Visions: Fleeting visions of profane and unholy acts harass you. Receive a <i>Blinded</i> Condition; pass a Challenging (+0) Cool Test or gain another.
56–60	Hexeyes: Your eyes turn an unnatural colour associated with your Lore for 1d10 hours. While your eyes are discoloured, you have 1 <i>Blinded</i> Condition that cannot be resolved by any means. You lose the ability to use the <i>Magic Awareness</i> and <i>Second Sight</i> Talents during this time.
61–65	Rupture: Your nose, eyes, and ears bleed profusely. Gain a <i>Bleeding</i> Condition.
66–70	Fell Whispers: Pass an Average (+20) Willpower Test or gain 1 Corruption point. The GM may choose two reversed symbols from the Symbols Table (see page 45).
71–75	The Horror!: You are disturbed by a sudden rush of disturbing visions of the Realm of Chaos. The GM may select a reversed symbol from the Symbols Table (see page 45). Pass a Hard (–20) Cool Test or gain 1 <i>Broken</i> Condition.
76–80	Curse of Corruption: Gain 1 Corruption point.
81–85	Intestinal Rebellion: Your bowels move uncontrollably and you soil yourself. Gain 1 <i>Fatigued</i> Condition, which cannot be removed until you can change your clothes and clean yourself up.
86–90	Marked by Magic: You suffer from an arcane mark, associated with the Wind of Magic you worked. See page 58 for Marks of <i>Hysb</i> , page 70 for Marks of <i>Chamon</i> , page 82 for Marks of <i>Ghyran</i> , page 94 for marks of <i>Azyr</i> , page 106 for Marks of <i>Ulg</i> , page 118 for Marks of <i>Shyish</i> , page 130 for Marks of <i>Aqshy</i> , and page 142 for Marks of <i>Ghur</i> . If no Arcane Marks Table exists for your magical tradition, roll again on the Major Miscast Table .
91–95	Multiplying Misfortune: Roll twice on this table, rerolling any results between 91–00.
96–00	Cascading Chaos: Roll on the Major Miscast Table .

MAJOR MISCAST TABLE

01–05	Ghostly Voices: Everyone within Willpower yards hears darkly seductive whispering of voices emanating from the Realm of Chaos. All sentient creatures must pass an Average (+20) Cool Test or gain 1 Corruption point.
06–10	Aethyric Shock: You suffer 1d10 Wounds, ignoring Toughness Bonus and Armour Points. Pass an Average (+20) Endurance Test or also gain a <i>Stunned</i> Condition.
11–15	Death Walker: Your footsteps leave death in their wake. For the next 1d10 hours, any plant life near you withers and dies.
16–20	Double Trouble: The effect of the spell you cast occurs elsewhere within 1d10 miles. At the GM's discretion, it should have consequences whenever possible.
21–25	Soulfire: Gain an <i>Ablaze</i> Condition, as you are wreathed in unholy flames with a colour associated with your Lore.
26–30	Speak in Tongues: You gabble unintelligibly for 1d10 rounds. During this time, you cannot communicate verbally, or make any Casting Tests. You may otherwise act normally.
31–35	Swarmed: You are engaged by a swarm of aethyric Rats, Giant Spiders, Snakes, or similar (GM's choice). Use the standard profiles for the relevant creature type, adding the <i>Swarm</i> Creature Trait. After 1d10 rounds, if not yet destroyed, the swarm retreats.
36–40	Ragdoll: You are flung 1d10 yards through the air in a random direction, taking 1d10 Wounds on landing, ignoring Armour Points, and receiving the <i>Prone</i> Condition.
41–45	Limb frozen: One limb (randomly determined) is frozen in place for 1d10 hours. The limb is useless, as if it had been Amputated (WFRP , page 180).
46–50	Darkling Sight: You lose the benefit of the <i>Second Sight</i> Talent for 1d10 hours. Channelling Tests also suffer a –20 penalty for the duration.
51–55	Chaotic Foresight: Gain a bonus pool of 1d10 Fortune points (this may take you beyond your natural limit). Every time you spend one of these points, gain 1 Corruption point. Any of these points remaining at the end of the session are lost. The GM also assigns you a number of reversed symbols (see page 45) equal to your Willpower Bonus.
56–60	Levitation: You are borne aloft on the Winds of Magic, floating 1d10 yards above the ground for 1d10 minutes. Other Characters may forcibly move you, and you may move using spells, wings, or similar, but will continually return to your levitating position if otherwise left alone. Refer to the falling rules (WFRP , page 166) for what happens when levitation ends.
61–65	Regurgitation: You spew uncontrollably, throwing up far more foul-smelling vomitus than your body can possibly contain. Gain the <i>Stunned</i> Condition, which lasts for 1d10 Rounds.
66–70	Chaos Quake: All creatures within 1d100 yards must pass an Average (+20) Athletics Test or gain the <i>Prone</i> Condition.
71–75	Forgetfulness: The spell you are trying to cast is lost to your memory. If you had previously memorised the spell, you no longer recall it and must memorise it again. If casting from a grimoire, the page upon which the spell is written bursts into flames. The spell is lost and, unless appropriate action is taken quickly, the grimoire receives an <i>Ablaze</i> Condition.
76–80	Traitor's Heart: The Dark Gods entice you to commit horrendous perfidy. Should you attack or otherwise betray an ally to the full extent of your capabilities, regain all Fortune points. If you cause another Character to lose a Fate point, gain +1 Fate point.
81–85	Foul Enfeeblement: Gain 1 Corruption point, a <i>Prone</i> Condition, and a <i>Fatigued</i> Condition.
86–90	Hellish Stench: You smell really bad! You gain the <i>Distracting</i> Creature Trait (WFRP , page 339), and probably the enmity of anyone with a sense of smell. This lasts for 1d10 hours.
91–95	Power Drain: You are unable to use the Talent used to cast the spell (usually <i>Arcane Magic</i>) for 1d10 minutes.
96–00	Aethyric Feedback: Everyone within Willpower Bonus yards — friend and foe alike — suffers 1d10 Wounds, ignoring Toughness Bonus and Armour Points, and receives the <i>Prone</i> Condition. If there are no targets in range, the magic has nowhere to vent, so your head explodes, killing you instantly.

NEW ARCANES SPELLS

Spellcasters of any Lore of Magic can learn Arcane Spells. This is just a selection of the vast number of Arcane Spells that exist; the GM is encouraged to think of extra spells that perform equivalent feats.

Some spells here are designed to empower Fenbeasts (see page 179). The Fenbeast has been chosen to illustrate how Arcane Spells and Rituals can be used with constructs. The GM should not be limited by these descriptions — there will be other spells to improve Fenbeasts beyond those listed here (for example, we have not listed spells that would grant a Fenbeast their optional Traits of *Hungry*, *Infestation*, or *Territorial*, though such spells surely exist).

Similarly, any magical construct, from Zombies to Nehekharan statues to Greenskin Idols embodied with Waaagh! energy, could be created or improved through similar spells. A GM with a Necromancer Player, for example, should be able to work with the Player to come up with spells based on those that improve the Fenbeast to improve Zombies. Whether these are generic Arcane Spells, or those associated with a specific Lore, is left up to the GM.

Belligerence of the Bloodmarsh

CN: 2

Range: Willpower Bonus yards

Target: Any 1 Fenbeast

Duration: Instant

You imbue a Fenbeast with a sense of urgent purpose and hot temper. If it does not already possess it, the Fenbeast gains the *Frenzy* Trait (WFRP, page 190).

Collapse Construct

CN: 6

Range: Willpower Bonus yards

Target: Any 1 Construct

Duration: Instant

You work to unravel the magical energies holding a construct together. If you successfully cast the spell, make an **Opposed Willpower/Toughness** Test against the construct. If you succeed, the construct becomes inert and lifeless.

Decipher Curse

CN: 4

Range: Willpower yards

Target: Any item

Duration: Instant

You perform a magical investigation into whether an item is cursed. Successfully deciphering a cursed item reveals its secrets: the fact that it is cursed, the details of its boons and banes, and how the curse is triggered. Those who create curses do not like having them deciphered. If you decipher the curse, make a **Challenging (+0) Intelligence** Test. Failure means you suffer Moderate Exposure to Corruption (WFRP, page 182) due to spiteful secondary wards worked into the cursed item.

Note: Whilst the curse is deciphered it is still in effect. The *Remove Curse* Ritual (page 33) must be performed to remove the curse.

Disrupt Magic

CN: 8

Range: Willpower yards

Target: 1

Duration: Instant

You know a more aggressive form of dispelling that targets a wizard who is channelling magic for a spell or ritual. If you successfully cast *Disrupt Magic* before the other spellcaster finishes their spell, you can opt to take an **Opposed Willpower** Test against the spellcaster. If you win, their spell fails and they suffer a Minor Miscast.

Fly-Infested Rotweed

CN: 4

Range: Willpower Bonus yards

Target: Any 1 Fenbeast

Duration: Willpower bonus minutes

You cause flies and other insects resting in the matter that makes up the Fenbeast to issue forth and fly around the creature. The Fenbeast gains the *Distracting* Creature Trait (WFRP, page 339).

Lifebloom Silt

CN: 4

Range: Willpower Bonus yards

Target: Any 1 Fenbeast

Duration: Willpower bonus minutes

You imbue a Fenbeast with greater regenerative power. For the duration of the spell it regenerates double the number of Wounds it would normally.

Silence**CN:** 4**Range:** You**Target:** AoE (Willpower Bonus Yards)**Duration:** Willpower Bonus minutes

You create a zone around you through which no noise can travel. Within the zone no sound can be heard, and people outside the zone cannot hear anything emanating from it. This interferes with the casting of spells, which suffer from a penalty of -3 SL as a result.

Succour Magical Servant**CN:** 2**Range:** Willpower Bonus yards**Target:** One of your Familiars**Duration:** Willpower bonus minutes

You impart magical power to your familiar. It immediately recovers Wounds equal to its Toughness Bonus.

If you cast this spell with +3 or more SL, the familiar may recover double its Toughness Bonus in Wounds.

RITUAL MAGIC

Rituals are powerful and complex spells whose casting often depends on being in a certain environment and having assembled certain ritual ingredients. They are dangerous magical workings that require a wizard to channel large quantities of magical power and even surrender some of their own being to complete the rite.

Grimoires and Rituals

Rituals are sometimes transcribed into grimoires (or scrolls, stone tablets, and so on), though such books are usually jealously guarded by wizards. Rituals are complex processes, and often a whole grimoire is devoted to explaining the techniques required for a single ritual.

A spellcaster may cast a ritual from a grimoire if the ritual belongs to a Lore they possess. In order to use a grimoire, the caster needs to keep both hands free in order to flick through the pages. The ritual's CN is four times what it would be otherwise.

RITUALS

There are a great many rituals. They tend to cover the summoning of powerful entities or beasts, the creation of magical constructs, and the manufacture of magical artefacts. GMs are encouraged to come up with their own rites using these as a guide. The rituals to conjure up the various forms of Incarnate Elemental (see page 173) should provide some ideas for how even similar rites can differ in the details, whilst other rituals show the variety of effect that rituals can produce.

Example: *Gerdta is playing a Necromancer who wishes to learn a ritual to construct and power a Necrofex Colossus (see the **Empire in Ruins Companion**). Gerdta's GM decides that the best basis for this ritual should be Materialise the Living Swamp, as it creates a magical construct: the Fenbeast. However, a Necrofex Colossus is a far bigger and more powerful construct, and the background to such monstrosities suggest that for Ingredients the Necromancer must construct a gigantic form from wood and sinew, and inter both living and dead bodies within the structure. The Conditions, Sacrifices, and CN for the ritual should be scaled up significantly to represent the power involved, and dire Consequences should be thought up in case of failure.*

ANATOMY OF A RITUAL

Rituals have the following format:

CN: The Casting Number. This works for rituals as it does for spells, though rituals require far more energy.

Type: Many rituals are available to many different types of wizard or witch, whilst others are limited to a single Lore. A spellcaster that doesn't practise one of the ritual's listed Lores cannot participate in the ritual.

Learning XP: It takes great effort to commit a ritual to memory, and the more complicated the ritual the harder it becomes. A spellcaster may purchase a ritual with the number of XP shown.

Ingredients: Ingredients mitigate the risk of miscasts like spell ingredients, but they are not optional. The ingredients are required for the ritual to work.

Conditions: Many rituals require certain environmental conditions, such as being performed in a specific place or in an area with a high concentration of magical energy.

Sacrifices: Often a wizard must give up something of themselves to complete a ritual. Usually this involves risking injury, but some rituals require more extreme sacrifices.

Consequences: Once a ritual is commenced it must be completed, or the consequences described occur.

Description: The effect of the ritual is described here.

BIND MONSTROUS BEAST

CN: Equal to the Beast's Wounds **Type:** Lore of Beasts

Learning XP: 400

Ingredients: The skull or hide from the same species as the beast being bound.

Conditions: The inhabited lair of a suitable beast must be within Willpower yards of the caster.

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or gain a *Fatigued* Condition.

Consequences: The beast becomes immediately aware that someone has tried to enslave it to their will and regards this as a serious threat.

You project your will onto that of the target beast. You must win an **Opposed Willpower Test** against the creature to control it. Failure almost always results in the creature attacking the wizard who failed to bind it.

If the creature is successfully bound, it serves you for Willpower Bonus days. During this time, it will follow clear orders you give it. At the end of this time, the beast's own will reasserts itself. How resentful it feels about the escapade depends on what use it was put to during its period of servitude, but it is unlikely to regard you with fondness.

BIND SPIRIT WITHIN POWER STONE

CN: 32 **Type:** Any Lore of the Eight Winds

Learning XP: 600

Ingredients: A Power Stone and a Minor Elemental (or similar spirit)

Conditions: If the ritual takes place at a Leyline Junction (page 197) or Arcane Fulcrum (page 198), the CN is halved.

Sacrifices: No sacrifice required.

Consequences: None.

You bind a minor spirit within a Power Stone. Wizards often summon Minor Elementals for this task. The benefits of possessing a Power Stone inhabited by a Minor Elemental are explained on page 167.

Versions of this ritual are said to exist for other sorts of spirit — Forest Spites, Ghosts and Spectres, Daemons, Incarnate Elementals, and so on. The details of such rituals are left up to the GM, but bear in mind that these creatures tend to be more wilful than Minor Elementals, and resentful of those who seek to control them without carefully justified warrant.

CARVE OGHAM STONE

CN: 50 **Type:** Any

Learning XP: 450

Ingredients: A large piece of granite shot through with veins of quartz. The stone should be around six feet in height and a foot in breadth, or larger.

Conditions: Before the ritual begins you must inscribe the stone with suitable magical symbols, warding off magical energies or attracting them depending on what purpose the stone will serve. You must have the *Read/Write* Talent and make a **Difficult (-10) Language Magick** Test followed by an **Average (+20) Art (Engraving)** Test. If you succeed on both Tests, the ritual may begin.

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or gain a *Fatigued* Condition.

Consequences: The ritual fails.

You create an Ogham stone. Whilst it is not a true substitute for the waystones created by Elves or Dwarfs, it can have one of the following waystone properties: Attraction, Containment, or Dampening. Ogham stones can also be constructed into a druidic circle. See page 194 for details.

CREATE POWER STONE

CN: 64 **Type:** Any Lore of the Eight Winds

Learning XP: 400

Ingredients: None

Conditions: At least two apprentices must assist with triangulating the desired Wind of Magic for aethyric deposition. If the ritual takes place at a Leyline Junction (page 197) or Arcane Fulcrum (page 198), the CN is halved.

Sacrifices: The spellcaster and their apprentices must spend d10 hours in preparation before beginning this ritual.

Consequences: None.

The ritual for producing Power Stones is taught only to a select few master wizards and wizard lords in each College of Magic. Power Stones are very difficult and time consuming to produce. After performing this ritual, you create one Power Stone of a type corresponding to the Lore of Magic you work with.

CONJURATION OF THE BLOODY HIDESMAN

CN: 85 **Type:** Lore of Beasts

Learning XP: 500

Ingredients: A constructed totem comprised of the bones and freshly flensed pelts from eight or more large animals.

Conditions: Extreme Saturation, an Arcane Fulcrum, or a Storm of Magic (see **Chapter 14**).

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or gain a *Fatigued* Condition.

Consequences: Individuals within Willpower Bonus yards of the spellcaster, including the caster, suffer a freezing blast of pure *Ghur*. This is an attack with a Damage of +12 that ignores armour made from leather or furs.

The bloody totem takes on the form of an Incarnate Elemental of Beasts (page 176).

CONJURATION OF THE INCARNATE ELEMENTAL OF DEATH

CN: 90 **Type:** Lore of Death

Learning XP: 500

Ingredients: An hourglass filled with sand made from the powdered bones of a monarch.

Conditions: Extreme Saturation, an Arcane Fulcrum, or a Storm of Magic (see **Chapter 14**).

Sacrifices: Each Round of Channelling the spellcaster must make a **Challenging (+0) Endurance** Test or gain a *Fatigued* Condition.

Consequences: Individuals within Willpower Bonus yards of the spellcaster, including the caster, suffer Damage equal to the caster's Willpower Bonus and suffer the *Prone* Condition. This is a magical attack that is not reduced by Toughness Bonus or Armour Points.

The twin-headed serpentine form of an Incarnate Elemental of Death (page 175) hatches from the hourglass.

CONTROLLING ELEMENTALS

Once an Incarnate Elemental has been summoned you must win an **Opposed Willpower/Strength** Test against the creature to control it. Uncontrolled elementals attack the nearest creature until they are destroyed.

The creature lives for Willpower Bonus days. If the Elemental enters an area of Extreme Saturation its lifespan is extended whilst it remains in that environment.

If the creature is controlled, it follows clear orders you give to it. You can dismiss the elemental at any time, whereupon it vanishes and, short of another ritual, will not return.



CONJURATION OF JACK O' CINDERS

CN: 85 **Type:** Lore of Fire

Learning XP: 500

Ingredients: A colossal pyre must be constructed and kept ablaze whilst the ritual is in progress.

Conditions: Extreme Saturation, an Arcane Fulcrum, or a Storm of Magic (see **Chapter 14**).

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or gain a *Fatigued* Condition.

Consequences: Individuals within Willpower Bonus yards of the spellcaster, including the caster, suffer 4 *Ablaze* Conditions.

From the inferno you summon forth an Incarnate Elemental of Fire (page 174).

CORRUPT WAYSTONE

CN: 60 **Type:** Any Dark Lore

Learning XP: 450

Ingredients: An unbroken waystone.

Conditions: No particular conditions necessary.

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or gain a *Fatigued* Condition.

Consequences: The ritual fails.

You alter the properties of a waystone, corrupting it to produce the effects described on page 194.

If the waystone is part of a planned leyline, not only does this affect the stone in question, but magic stops flowing through the leyline. Magic coalesces and stagnates around the closest 'upstream' waystone that isn't also corrupted. The next stone in line becomes a new gathering stone, and then magic is passed on from this point.

This is quickly noticed by the High Elf Mages of Saphery, who will make it a priority to locate the source of the disruption and hunt down those responsible.

CREATE CONSTRUCT

CN: 60 **Type:** Any Lore

Learning XP: 400

Ingredients: A suitable form for the construct to inhabit.

Conditions: No conditions necessary.

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or permanently lose a point of either Strength or Toughness.

Consequences: The ritual fails.

Given the vast differences between various constructs it is impossible to catalogue them all or detail the methods of their creation beyond some general principles. A wizard wishing to create a construct must have raw materials to form the construct's body. Suitable materials include a metal automaton, a puppet, a pile of organic matter, or an empty suit of armour. Detailed ideas for forms of construct are given on page 177. A construct has the following profile by default.

CONSTRUCT

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
4	25	–	45	45	10	20	10	–	–	32

Traits: Construct, Painless, Size (Large), Stupidity, Unstable, Weapon +8

Wizards may provide their construct with additional Creature Traits, but doing so increases the CN of the ritual. Constructs tend to be lumpen and massive, so Traits that boost their strength and resilience are relatively easy to imbue, whilst Traits that improve their manoeuvrability can be challenging. See **WFRP** pages 338–343 for more on Creature Traits.

CONSTRUCT TRAITS

Trait	CN
Big	+10
Brute	+5
Champion	+10
Die Hard	+10
Fast	+20
Flight (20)	+30
Hardy	+5
Horns (SB+3)	+5
Rear	+5
Size (Tiny)	–20
Size (Little)	–15
Size (Small)	–10
Size (Average)	–5
Size (Enormous)	+60
Size (Monstrous)	+120
Stride	+20
Tough	+10
Wallcrawler	+20

MINOR ELEMENTALS

Minor Elementals, and the more mindless sorts of nature spirits, are sometimes summoned by spellcasters of many traditions. Because of the variety of form these beings possess, they are treated much like constructs. However, these summons are temporal, soon dissipating back from whence they came despite their summoner's best efforts to control them. The ritual used to summon such creatures follows the Create Construct Ritual, with the following alterations:

Decide on the Elemental's Traits as you would if creating a construct. Minor Elementals do not require a shell to inhabit, but more magic is needed to embody them. The total CN is then doubled.

Minor Elementals have the *Magical Creature* Trait. They also possess the *Suffuse With (Wind)* Talent, corresponding to the wind with which they were summoned.

Minor Elementals have the *Size (Small)* Creature Trait.

When the Minor Elemental manifests, the summoner must make an **Opposed Willpower/Strength** Test against the Minor Elemental to control it. Uncontrolled Elementals react as the GM sees fit; usually vanishing back to the Aethyr, attacking anyone who gets too close, or obeying the first person with the wit to instruct it.

Minor Elementals only exist in the material plane for a short time. The creature lives for a number of days equal to the summoner's Willpower Bonus. If the Minor Elemental remains in an area of Heavy or Extreme Environmental saturation, its lifespan is doubled while in the area.

Whilst it lives, the Minor Elemental may be bound to a Power Stone using the *Bind Spirit Within Power Stone* Ritual (page 28). Whilst within the Power Stone, the Minor Elemental may remain in the material world as long as the stone remains unbroken. If released from the stone, the Minor Elemental begins to age once more.

CREATE FAMILIAR

CN: 45 **Type:** Any Lore

Learning XP: 250

Ingredients: You must prepare a suitable vessel for the familiar. This could be almost anything from a marionette to a pet cat, a small skeleton, or a grimoire. More information on vessels is found on page 180.

Conditions: No conditions necessary.

Sacrifices: Familiars are a serious investment. The spellcaster must permanently surrender either a Wound, a Fate point, or a Resilience point during the ritual.

Consequences: The ritual fails and the vessel is destroyed.

You imbue the vessel with a portion of your own essence, as well as a degree of magical power. You now possess a familiar, which can be one of three types: a Power Familiar (which can help with spellcasting), a Spell Familiar (a wizard in its own right), or a Combat Familiar (a magical bodyguard devoted to your safety).

Familiars are Characters of their own; they do not necessarily like their creators, but they are bound to protect and obey them. Familiars may even improve over time and even be played by other Players. See page 184 for more information.

Most wizards make do with a single familiar, but some create a second. It is a trickier process, as personal essence is used up at a greater rate to imbue an additional familiar with the required potency. The sacrifice is increased to two Wounds, Fate Points, or Resilience Points, and the CN is increased to 80.

By default, familiars are assumed to be humanoid in appearance. If a wizard wishes to construct one that deviates from a humanoid appearance, the GM should consider what sort of abilities or deficits result from its new shape.

If a wizard seeks to create a more useful servant through altering its form they can do so, though this will make the process of creating the familiar more difficult. The table below indicates how the CN should be altered to account for familiars of greater or lesser complexity. This is not necessarily an exhaustive list but gives GMs some ideas on how creating a familiar may be easier or more complex.

FAMILIAR TRAITS

Trait	CN
Size (Tiny)	-10
Size (Little)	-5
No Arms	-10
May not talk	-10
May not smell	-5
Amphibious	+20
Dark Vision	+5
Flight (20)	+20
Stride	+10
Ward (10)	+30

CREATE WAYSTONE PROPERTY

CN: 40 **Type:** Any

Learning XP: 300

Ingredients: An unbroken waystone.

Conditions: The waystone must be an active part of a planned leyline (see page 193).

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or gain a *Fatigued* Condition.

Consequences: The ritual fails.

You alter the properties of a functioning waystone to create an Amplification, Containment, Dampening, or Refraction effect. These properties are described beginning on page 194.

If the creating the new property disrupts the flow of magic towards the Great Vortex, High Elf Mages from Saphery may, in time, investigate the cause of the magical disruption and mete out harsh consequences to those who caused the interference.

CURSECRAFT

CN: 50 (25) **Type:** Any Lore, though curses are mostly associated with witches. Numbers in brackets represent a reduced difficulty for spellcasters who practise one of the following Lores: Witchcraft, Daemonology, Necromancy, or any Chaos Lore.

Learning XP: 200 (100)

Ingredients: The item to be cursed.

Conditions: No conditions necessary.

Sacrifices: Curses are powered by the lifeblood of the practitioner who creates them. The creator of a curse must sacrifice a single Wound, which will never heal. Additionally, the process is equivalent to Moderate Exposure to Corruption (**WFRP**, page 182).

Consequences: The ritual fails and the ingredients are destroyed.

You imbue the item with a magical ability (a boon), that also comes with the deliberate cost of an ironic or dangerous side-effect (a bane). It is up to the player and GM to decide on the nature of the benefit and the curse, but several examples of cursed items are provided on page 170.

IMBUE STAFF

CN: 35 **Type:** Lore of Light, Lore of Metal, Lore of Life, Lore of Heavens, Lore of Shadows, Lore of Death, Lore of Fire, Lore of Beasts

Learning XP: 100

Ingredients: A quarterstaff or metal rod of similar length. Paraphernalia and decorations relating to the caster's Lore of Magic.

Conditions: No conditions necessary.

Sacrifices: A Fortune or Resolve point.

Consequences: The ritual fails and the ingredients are destroyed.

You imbue the staff with magical symbology and power. It is now an Enchanted Staff (see page 152).

INVOCATE DAEMON

CN: The Daemon's Willpower **Type:** Lore of Daemonology

Learning XP: 400

Ingredients: Bounds of good taste inhibit a discussion of ingredients, but Daemons typically pay no heed to mortals unless they know at least one of the names the Daemon uses. The invoker must also cause significant mayhem, suffering, or death during the ritual.

Conditions: The invoker must cast *Octagram* (**WFRP**, page 256) before beginning the ritual.

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or permanently lose a point of Strength or Toughness (randomly determined).

Consequences: The Daemon becomes aware that a mortal has tried to invoke it. Their reaction depends on the Daemon in question, though most find such invasions of their privacy a serious affront.

You invoke the Daemon, which manifests inside the *Octagram* you prepared earlier. It remains there for a number of days equal to the caster's Intelligence Bonus, after which it returns to the Realms of Chaos.

You can communicate with the Daemon during this time, but it is not required to answer you or obey you in any way. Daemonologists must be prepared to make additional sacrifices and bargains once they have invoked a Daemon, but what exactly these bargains are, and what the Daemon is willing to offer in return, is left up to the Player and GM to decide.

Daemons have multifaceted identities, involving a nigh-unpronounceable true name, assorted common names, euphemistic epithets, and grandiloquent titles. Generally, the more you know the more you can bargain with, but there is a matter of etiquette. Knowledge of their true name can give power over a Daemon, but they invariably seek to destroy those who possess it. The best strategy is to use a Daemon's common name whilst insinuating that you know their true name but also reassuring them that you will guard it respectfully. The GM may award up to +3 SL to Tests made to complete this ritual based on how much research the Daemonologist has undertaken into learning the identity of the Daemon they are invoking.

MATERIALISE THE LIVING SWAMP

CN: 40 **Type:** Lore of Death, Lore of Life, Lore of Shadows, Lore of Hedgecraft, Lore of Witchcraft

Learning XP: 400

Ingredients: A heartstone (see page 179) and access to a suitable quantity of organic matter.

Conditions: Heavy, Extreme, or Corrupted Saturation, an Arcane Fulcrum, or a Storm of Magic.

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+20) Endurance** Test or permanently lose a point of Strength or Toughness (randomly determined).

Consequences: The ritual fails.

Marsh matter and vegetation coalesce into the form of a Fenbeast (see page 179). The creature lives for a number of days equal to your Willpower Bonus. If the Fenbeast enters an area of Extreme Saturation its lifespan is extended whilst it remains there. The creature follows your orders. You can dismiss the Fenbeast at any time, whereupon it collapses into a pile of rotting sludge.

REMOVE CURSE

CN: 40 **Type:** Any Lore

Learning XP: 200

Ingredients: The cursed Item.

Conditions: The item must be confirmed as a cursed item through a successful *Decipher Curse* spell (see page 26).

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+10) Cool** Test or suffer Moderate Exposure to Corruption (*WFRP*, page 182).

Consequences: The ritual fails.

You may opt to lift the curse, removing all boons and banes from the item. A weapon whose curse has been lifted retains its *Magical* Quality.

THE CROSSED SCYTHES

CN: Willpower of the entity **Type:** Lore of Death

Learning XP: 400

Ingredients: No ingredients, though the caster requires the tools with which to create the carving.

Conditions: Before commencing the ritual, the wizard must engrave a symbol of crossed downward-pointing scythes over the entrance to a tomb, cave entrance, gatehouse, or other portal. This requires an **Extended Challenging (+0) Art (Engraving)** Test to a total of 20 SL. Beyond this portal there must be an Undead creature the Wizard seeks to suppress.

Sacrifices: Each Round of Channelling the spellcaster must make an **Average (+10) Cool** Test or 1 Damage which cannot be reduced by Toughness Bonus or Armour Points.

Consequences: The ritual fails; the entity becomes aware of the effort to contain it.

Occasionally, an Amethyst Wizard will mark a tomb with a pair of overlaid and reversed *Shyish* runes. Only a fool would enter such a place, for this symbol warns of great evil slumbering within and acts as a ward against its escape. If an Amethyst Wizard seeks to create such a carving, they must be gifted at channelling *Shyish* and also deft with a hammer and chisel.

Once the symbol is carved and the ritual complete, any Undead creature without the *Construct* Trait that tries to cross the threshold must make a **Very Difficult (-30) Cool** Test to do so. If the creature fails the Test, they cannot pass the engraving and must take a *Fatigued* Condition for every -SL. They must do this even if they would not normally suffer *Fatigued* Conditions.

The creature could try to cross the threshold again the following turn, but would continue to accrue *Fatigued* Conditions until they pass the Cool Test. The creature can only recover from these *Fatigued* Conditions after a full night's rest.

Undead creatures with the *Construct* Trait must make a **Very Difficult (-30) Endurance** Test. If the creature fails the Test, they cannot pass the engraving and suffer 1 Wound for every -SL.



NEW ENDEAVOURS

The following Endeavours are available to spellcasting characters in between adventures. Note that Endeavours for crafting magical items are described in **Archives of the Empire vol II**.

Brew Potion

Creating potions can be a laborious process, and many Characters might like to reserve brewing potions to between adventures. A Character may attempt to brew a single batch of a particular potion as an Endeavour following the process described on page 160. This assumes they have all the ingredients to hand or manage to find them by taking the *Shopping* or *Gather Ingredients* endeavours.

The Character must also have access to a laboratory unless they have the *Concoct* Talent (**WFRP**, page 135).

Gather Ingredients

Gathering ingredients for potions normally requires a Character to spend a week in an appropriate locale as explained on page 155. If the GM thinks such a locale is close enough, a Character can spend an Endeavour gathering ingredients. If they fail on the first attempt, they can try again as a second Endeavour.

Improve Familiar

Familiars are rather limited in their abilities to improve themselves, being driven in part by the will of their creator wizard. Familiars cannot use the Endeavours rules themselves, unless their creator spends time nurturing them.

To improve their familiar, the the wizard that created them must take this endeavour and make a **Hard (-20) Research** Test. The Familiar may assist. If the wizard passes this Test, they succeed in imbuing their familiar with enough drive to undertake an Endeavour of their own. However, whilst the wizard has managed to provide an opportunity to their familiar, the familiar must still perform the Endeavour to benefit from it.

Each time their creator completes an *Improve Familiar* endeavour, a Familiar can immediately undertake one of the following Endeavours:

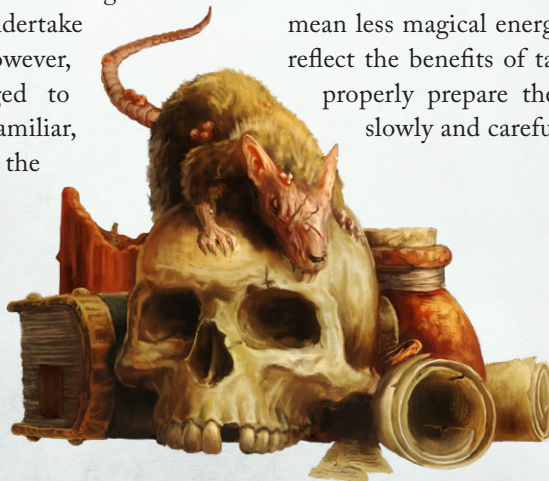
- ☠ Training (**WFRP**, page 199)
- ☠ Unusual Learning (**WFRP**, page 199; a familiar may not learn the *Bless*, *Invoke*, or *Pure Soul* Talents)
- ☠ Train with Unusual Weapon (**Altdorf**, page 219; Combat Familiars only)
- ☠ Test Magic Item (**Altdorf**, page 219; Spell Familiars only)

Perform Ritual

Rituals can be performed between adventures as an Endeavour. It is prudent to spend as much time preparing for a ritual as possible, and to proceed with the rite without undue haste — there are advantages to undertaking rituals as endeavours rather than performing them during normal game time. The disadvantage of performing rituals as Endeavours is that the effects of the ritual may have worn off by the time the adventure recommences, or the spellcaster's enemies may get word of the magical workings they have undertaken and adopt countermeasures.

A ritual performed as an Endeavour can take place in an environment conducive to magical activity. There are magical sites all over the known world, so if the GM and Player agree it should be easy enough for the spellcaster to find a site of Heavy or Extreme magical Saturation.

The second benefit is that because the spellcaster can approach the ritual at a steady pace they are more likely to complete the ritual without mishap. To represent this, the ritual's CN is halved (rounding up). This does not mean less magical energy has to be channelled but does reflect the benefits of taking lengthy periods of time to properly prepare the rite and undergo the process slowly and carefully.



◆ ARCANES ACTIVITIES ◆

NEW ARCANES PRACTICES & CAREERS



NEW CAREERS

Along with four new Careers related to the practice of magic in the Empire, this book also contains eight Wizard Careers (see **Chapters 4-11**). Each represents one of the traditions of magic taught by the Colleges of Altdorf, founded under the instruction of Teclis. However, this does not mean the older Wizard Career is obsolete.

When a player generates a Wizard starting Character, or enters the Wizard Career from another Career, they should decide whether they choose one of the College Careers listed in this book or follow the Wizard Career given on page 60 of the **WFRP Core Rulebook**.

In both cases the Character must affiliate with one of the Colleges of Magic. The Careers in this book represent a whole-hearted adoption of the traditions and practices of one of the colleges, whilst the Career in the **WFRP Core Rulebook** represents a more generalised or individualistic approach to practising a lore of magic. It is important to remember that even if a character follows the general Wizard Career they are still beholden to the order to which they belong, gain the appropriate arcane marks, and work with the associated lore.

Randomly Generating New Careers

If using the Random Career tables on **WFRP** pages 30-31 to generate a Career, refer to the following table to see if the Career generated might warrant further options. If it does, roll again to see if one of the Careers in this book should apply instead.

A Player can always opt to remain in the first Career they generate. For example, if a Player generates a Mystic, they do not need to see if they are a Scryer. If they do wish to see if they can become a Scryer, they might well discover that they are destined to remain a Mystic after all.

Besides that, the Careers are all still common to the Empire, and Players can buy their way into any of these Careers as experience and circumstances allow.

Existing Career	Second Roll
ACADEMICS	
Apothecary	01-75: Apothecary 76-00: Alchemist
Wizard	01-95: Either use the Wizard Career from WFRP Core Rulebook or choose a College-specific Wizard Career (Hierophant, Alchemist, Druid, Astromancer, Shadowmancer, Spiriter, Pyromancer, or Shaman). 96-00: Magister Vigilant
PEASANTS	
Mystic	01-90: Mystic 91-00: Scryer
WARRIORS	
Guard	01-75: Guard 76-00: Beadle

10 STARTING SKILLS?

You may notice that rather than having 8 available Skills to choose from at their first Career level, Careers in this book have 10. Future Careers will also follow this format, and look out for a PDF with recommendations for additional Starting Skills for the existing careers.

To advance to a new level of the Career, you must Advance at least 8 of these Skills as described in the **WFRP Core Rulebook**. However, this means you have the option to choose 2 Skills not to Advance, if you so wish.



BEADLE

Dwarf, Halfling, Human

You are a specialised guard, balancing vigilance and a strong arm with the dignity expected of the institution you protect.

Professors at the University of Altdorf and wizards at the Colleges of Magic tend to lose themselves in the study of their discipline. They prefer researching old volumes for obscure facts and theories or conducting experiments and furthering science over the day-to-day running of the organisation they are part of. That is why these organisations require a staff of a more practical bent.

Beadles, who guard the college halls, libraries, and laboratories from burglars, spies, and — most of all — misbehaving students.

'If you need to know anything more, ask our beadle. He knows more about this college than the academics in this place.'

— Professor Pfaff, University of Altdorf

'Watch out for our beadle, though. That soundrel seems to be everywhere, and his main task seems to be to make sure that students cannot have fun. The portly old beast is... wait, why are you staring over my shoulder like that?'

— Rickhardt Kettenhemd of the League of Karl-Franz

BEADLE ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+				☠	⚔		+	+	☷

CAREER PATH

⚔ Laboratory Assistant – Silver 1

Skills: Consume Alcohol, Dodge, Endurance, Gamble, Gossip, Intuition, Melee (Basic), *Perception*, Stealth (Urban), Trade (Carpenter)

Talents: Diceman, Read/Write, Savvy, Warrior Born

Trappings: Uniform in the Colours of the Faculty

⚔ Beadle – Silver 2

Skills: Athletics, Charm, Cool, Intimidate, Lore (Any), Ranged (Blackpowder)

Talents: Carouser, Etiquette (Scholars), Reversal, Strike Mighty Blow

Trappings: Pistol or Blunderbuss with 12 shots, Sleeved Mail Shirt

☠ Groundskeeper – Silver 4

Skills: Entertain (Storytelling), Heal, Melee (Any), Track

Talents: Argumentative, Fearless (Intruders), Menacing, Stout-hearted

Trappings: Helmet, Master Key to the Faculty

☷ Terror of the Faculty – Silver 5

Skills: Leadership, Lore (Any)

Talents: Frightening, Public Speaker, Suave, Unshakeable

Trappings: Breastplate, Crew of beadles



ROLE AND RESPONSIBILITIES

Beadles are responsible for ensuring that the academics of the institution are fully supported, so that they can devote themselves to their work. Beadles and their staff take care of the maintenance of the building and its premises, keep supplies of materials well stocked, maintain relations with the authorities, organise the rituals and customs of their college, and do everything else to keep the institution running.

How much work this is depends very much on the college a beadle serves. The Faculty of Medicine at the University of Altdorf, which has dozens of professors and hundreds of students, needs a lot more support than the ramshackle and almost deserted college building of the Grey Order, whose members typically prefer travelling across the Empire rather than being stuck in Altdorf.

BEADLES OF NOTE

August Denkmit is the scarecrow-like beadle of that latter college, and the only staff he has are Max, a twelve-year old orphan with spindly legs, and his dog Rufus, a Nordland Terrier who excels at catching rats and chasing cats. All the hard work befalls upon Denkmit himself.

In contrast, the beadle of the Faculty of Military History at the University of Altdorf, the highly formal and punctual Ursula von Klopff, oversees a staff of almost sixty clerks, not including the porters who act as watchmen at the university grounds, and she still complains (usually with scores of figures to support her claim) that she is chronically understaffed. But then, she must deal with many demanding and annoying students, as well as with the consequences of the explosive demonstrations orchestrated by visiting members of the Imperial School of Engineers. And that is without mentioning the ghosts of ancient army generals, who consider the College of Military History to be a great place to hang out after their deaths.

THE BEADLE BOUT

The previous beadle of the Jade College has disappeared, presumed dead. With the Spring Equinox Rite coming up, the patriarch of the college is hard-pressed to replace her. There are several candidates, and to find out the best one, he sets several challenges for them. But not all candidates play fair...

THE GOLEM SITUATION

'Walther, come in!' Balthasar Gelt, the Patriarch of the Gold College, moved an arm vaguely in the direction of a chair in front of his desk. *'Here to give the weekly update?'*

The beadle nodded affirmatively as he took his seat. *'That's right, sir.'* He took a breath. *'I would like to discuss your innovative solution to our recent staff shortage. Although I protested at first, you were right. The golems you created to assist us have had a significant effect on our workload.'*

'You can thank me later for that,' Gelt said. *'First, I'd like to hear your explanation for this invoice for new laboratory material. Surprisingly steep! Can you clarify that?'*

'Of course, sir. I'd like to start by reminding you that you suggested that the golems could be used in the laboratories, as they are more resistant to the materials used there than living staff. But they unfortunately also lack the precision needed to handle glassware and delicate instruments without damaging them. I had the golems clean the laboratories, and now several of the workshops need to be re-equipped.'

Gelt gave a metallic and disappointed groan that made Walther feel uncomfortable. *'Another issue that has come to my attention as well. The students have apparently started a gambling ring.'*

The beadle nodded. *'That's the case sir. You're right. They have found a way to give the golems a series of elaborate instructions, and used that to start a golem fighting pit.'*

Gelt inclined his head, the candlelight reflecting from his golden mask. *'A fighting pit?'*

'That's right, sir. In one of the unused basement forges. They let golems fight each other – they call it Construct Conflict. Each wizard equips and controls one golem, and the audience place bets on which one will win. At this moment, more than half of the golems are beyond repair.'

The patriarch leaned back in his chair. *'Perhaps this golem project was not such a good idea after all,'* he sighed. *'I'll have them deactivated – even though that means that they cannot assist your staff anymore.'*

'As you wish, sir.' Walther's face was a study in morose composure, even though his traditionalist's heart leapt cartwheels for joy.

An extract from 'The Bothers of Beadledom— The Life and Death of Walther von Gaffen.'



MUNDANE ALCHEMIST

Dwarf, Halfling, Human

You are at the cutting edge of understanding the properties of matter, combining science and magic to great effect.

Alchemists, being schooled in the properties of matter, are experts at producing new materials and improving existing ones. They can prepare chemical concoctions and often work together with metalworkers. Theirs is a specialised kind of knowledge, and one that is in high demand. The Artillery School in Nuln, for example, keeps a whole department of alchemists tasked with the creation of blackpowder, and improving its efficiency.

I don't know what they are doing in their secret laboratories with all their strange concoctions, but my brother-in-law, who knows someone who can read, told me he read an Altdorf Spieler article reporting that someone said that those alchemists are using some kind of unlicensed sorcery, and that their buildings always explode.'

– Dimbo Ashfield, Haffenstadt Raconteur

Alchemy? I think that it's wonderful! Imagine if everyone could make gold! We'd all be rich and nobody would have to work anymore!

– Lena Steiner, Student with Koszowskiite Tendencies

MUNDANE ALCHEMIST ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
			+	+	+	+	+	+	+

CAREER PATH

✦ Tinkerer – Brass 3

Skills: Charm, Consume Alcohol, Gossip, Haggle, Language (Classical), Lore (Chemistry), Lore (Geology), Lore (Science), *Trade (Alchemist)*, Trade (Poisoner)

Talents: Concoct, Craftsman (Alchemist), Read/Write, Savvy

Trappings: Book (Blank), Leather Jerkin, Pestle and Mortar, Tripod, Test Tubes and Alembic, Writing Kit

✦ Alchemist – Silver 2

Skills: Intuition, Lore (Medicine), Language (Guilder), Perception, Research, Secret Signs (Guilder)

Talents: Criminal, Etiquette (Guilder), Magical Sense, Nimble Fingered

Trappings: Guild License, Trade Tools

✦ Master Alchemist – Silver 3

Skills: Drive, Language (Any), Leadership, Lore (Any)

Talents: Bookish, Detect Artefact, Master Tradesman (Alchemist), Petty Magic

Trappings: Apprentice, Book (Alchemy), Laboratory

✦ Transmutator – Gold 1

Skills: Channelling (*Chamon*), Ride (Horse)

Talents: Arcane Magic (Lore of Metal), Master Tradesman (Poisoner), Resistance (Poison), Savant (Alchemy)

Trappings: Fine Quality Laboratory, Letter of Commission



FOR LOVE OF SMOKE AND POWDER

Other alchemists in the same faculty work to find an alloy that makes for better barrels for cannons and blunderbusses. In civilian life, alchemists invent, improve, and produce products like dyes and pigments, medicines, pesticides, or soap. This can be a lucrative business and, next to inventing new concoctions, they have become quite adept at convincing people to buy these products for outrageous prices.

Not all alchemists have such a practical bent. Some consider these worldly concerns unworthy of their attention. Their sole interest is in acquiring knowledge. Transmuting metal is a popular subject of research among these alchemists, with the transmutation of lead into gold being the ultimate goal. However, to date, nobody has managed to succeed in this — not permanently, at least.

But whether they choose a worldly path or an academic one, alchemists need a laboratory to conduct experiments or to prepare materials. They spend much of their time there, many even live at their workplace. An alchemist's laboratory will have containers for all sorts of different ingredients, a pestle and mortar, a furnace, cauldrons to melt stuff and purify metal, and glass bottles and bowls to mix ingredients in.

ALCHEMY AND TRUE MAGIC

The art of alchemy has inextricable links to *Chamon*, the wind of transmutation and experimentation. Some master alchemists develop a sense for this wind — they can see its golden glow around their experiments. Some even claim to be able to read the wind, to predict the success or failure of their experiment by the way that the wind behaves.

This is why the Gold College maintains good relationships with, and even supports, alchemical institutions in the Empire. Many wizard apprentices in the Gold College are recruited from alchemical schools.

But not all alchemists who develop the Sight join the Golden Order. Some of them don't recognise the magic wind for what it is, and treat it as just another ingredient or accelerant, without acknowledging its danger — often they don't even realise that this ingredient they are working with is raw magic.

A NASTY SURPRISE

'Yes, that's right. I am Master Sammelnkraut's apprentice. Or at least, I was up to half an hour ago, when he fired me. Which is fine, really, because I was just about to quit the job myself. I wasn't really an alchemist apprentice there, but more of a man-of-all-work, an errand boy who had to do everything that the great master himself was too lazy, or too important, to do himself. "Tomas, the roof leaks. Go and repair it." "Tomas, clean the glassware in the laboratory." "Tomas, I'm out of refined sphalterine. Run over to Kaufof at the other end of the city and fetch me a vial of the stuff. I need it now!"

"Do this, do that", but he never did anything interesting. I even saved him some money; Heinrich Kadewer, just around the corner, sells sphalterine too. And much cheaper. OK, perhaps not so refined, but what does that really matter? I was going to tell him about the money I had saved him, but then the laboratory exploded. Oh, well, maybe alchemy is not for me anyway. Perhaps I should try my luck at something less dangerous and join the Gold College or something like that.'

— Overheard on the Street of a Hundred Taverns

THE NAVY CONTRACT

The alchemists Johannes Kühne and Rudolph Nagel are both in the running for a lucrative contract to supply the Imperial Navy with a better, water-resistant blackpowder. Within two weeks both alchemists are to demonstrate their material to the Navy, who will then decide who gets the contract. It causes a heated competition between the two, and neither of them is above hiring a bunch of ne'er-do-wells to sabotage their opponent's factory or to steal samples or secret formulae.

ALCHEMYISTS AS SPELLCASTERS

Alchemists can gain access to the Petty Magic and Arcane Magic (Lore of Metal) Talents. Alchemists who take this Talent can only learn the following spells, representing an untutored and instinctive link with *Chamon*:

Petty Magic: Bearings, Open Lock, Shock, Warning

Arcane Spells: Mundane Aura, Ward

Lore of Metal: Enchant Weapon, Fool's Gold, Forge of *Chamon*, Mutable Metal

To gain access to more spells, they would need to enter a Wizard Career.

Dwarf Alchemists may not become spellcasters, and may not take the following Talents: *Petty Magic*, *Arcane Magic (Lore of Metal)*.



MAGISTER VIGILANT

Human

You protect the reputation of the colleges by hunting down and eliminating rogue wizards.

Even though the patriarchs of the Colleges refuse to confirm their existence, the lowliest of apprentice wizards have heard of Magisters Vigilant, mages who seek out and destroy those who have broken their oaths and betrayed their order. Each college sponsors a small cadre of Magisters Vigilant, though the Grey College is said to sponsor several of their members to take on the role during their careers.

'A Magister Vigilant? I'm so sorry, we don't have members holding such an office in this college.'

– Egrimm van Horstmann, former Patriarch of the Light College

'Shh! Watch what you're saying! A Magister Vigilant might hear you!'

– The Skull of Katam, in Conversation

MAGISTER VIGILANT ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		■		■	■		+	+	

CAREER PATH

✦ Vigilant's Apprentice – Brass 4

Skills: Channelling (Any Colour), Charm, Cool, Dodge, Intuition, Language (Magick), Lore (Magic), Melee (Basic), Melee (Polearm), *Perception*

Talents: Blather, Petty Magic, Read/Write, Savvy

Trappings: Disguise, Grimoire

✦ Magister Vigilant – Silver 4

Skills: Charm, Gossip, Intimidate, Language (Battle), Pick Lock, Research

Talents: Arcane Magic (Any Arcane Lore), Fast

Hands, Menacing, Shadow

Trappings: Magical License

■ Magister Inquisitor – Gold 1

Skills: Navigation, Secret Signs (Any), Sleight of Hand, Stealth (Urban)

Talents: Break and Enter, Magical Sense, Second Sight, Sixth Sense

Trappings: Magical Item

■ Lord Vigilant – Gold 2

Skills: Lore (Any), Set Trap

Talents: Alley Cat, Frightening, Iron Will, Nose for Trouble

Trappings: Standard Robes



AN OLD TRADITION

The traditions that uphold the role of Magister Vigilant date back to the Wizards' War of 1976 IC and are therefore older than the colleges themselves. At that time, the wizards of Middenheim realised that if they were going to continue to be tolerated in the city, they had better adopt the habit of hunting down and destroying rogue magic users, otherwise the people might demand that Sigmarite witch hunters be allowed to do the job for them.

Unlike other wizards, Magisters Vigilant are not expected to take on apprentices or display the panoply of a wizard. They combine the skills of spy, investigator, witch hunter, and wizard. The degree to which they are honoured has less to do with the spells they can master and pass on, but how good they are at tracking down and killing witches, necromancers, and Chaos sorcerers.

Magisters Vigilant report to the head of the college, who often is the only person who knows their secret role. And even though they confer with their superior, a Magister Vigilant is often judge, jury, and executioner in one.

Those wizards who have erred don't often appear before a formal court — the colleges prefer to keep their dirty laundry hidden.

SIBLING RIVALRY

No love is lost between Magisters Vigilant and witch hunters as they don't see each other as working for the same cause. Magisters Vigilant are preoccupied with upholding the reputation of their orders and try to leave few traces of their work. Witch hunters, on the other hand, usually wish to demonstrate how dangerous magic is and like to make a show of catching rogue wizards and prosecuting them.

THE STATUE

The Characters are contacted by a Magister Vigilant, who asks them to break into a wizard's mansion and steal a small statue, the evidence of her corruption. When the wizard finds out about the theft, however, she raises hell. It turns out that the Characters' employer wasn't a Magister Vigilant at all, but simply posed as one to steal the item. It's up to them now to find out who tricked them and get their revenge — and if possible, get the statue back.

WHAT HAPPENED TO MORITZ?

Thibault approached the table, carrying a hunk of bread in one hand and a jug of watery ale in the other. *The Black Bat* was one of the most grimy and despondent taverns in Altdorf, but it wasn't far from the college and the fare was affordable. *'Mind if I join you?'*

Klaus and Lisa shuffled about, their stools clattering on the flagstones, making space for him. *'We were just discussing Moritz,'* Lisa said. *'We haven't seen him in classes for over a week. Have you?'* She broke off a chunk of her own bread, fiddled with it for a second, then popped it into her mouth.

'I haven't seen him either,' said Thibault. *'Not since Master Preussler vanished, anyway.'*

Klaus leaned forward, giving them all a sardonic grin. *'Vanished? Hah! Preussler was made to vanish, more like.'*

'What do you mean?'

Klaus brought his hand to his mouth and whispered. *'I mean, I heard it from Gertle Trauder that Master Preussler absconded with several ritual items they kept down in the vaults, and he sold them to the von Riessenheim family. Now he's disappeared.'*

The three looked at each other. They all knew what that meant — had all heard the rumours about Magisters Vigilant.

'Well... how does that involve Moritz?' Lisa asked. *'I know he was Master Preussler's apprentice, but that doesn't mean he had*

anything to do with the thefts, does it? Do you know where he is now?'

'Well,' mused Thibault, *'I heard he has an aunt living down in Ogasse. He might be laying low there.'*

'If I was Moritz, I'd be taking the first boat to Marienburg,' said Klaus. *'That's where he's from, isn't it? I thought he said he worked one of those one-man ferries they have there, before he realised he had the Sight and joined the college.'*

Lisa and Thibault nodded, chewing their bread. It was near midnight when they spilled out onto the Street of a Hundred Taverns and wandered back to the college.

'Neither Klaus nor Thibault seem to know where Moritz is, but he has an aunt in Ogasse, or he could be looking to return to his old life, downriver in Marienburg.'

The hooded figure nodded. In the darkness Lisa couldn't see her face. *'An aunt in Ogasse? That could prove useful.'* She had a strange voice, like a child's, not quite able to form the words without lisping. The woman dug about in her robes and pressed two shillings into Lisa's hand. *'An observant girl could make a fine wizard one day.'*

As the woman stood up and left, Lisa fidgeted with the coins. Of course, she thought, the reputation of the college must be protected. But can't it be done without spying on one's friends?



SCRYER

Human

You possess the rare ability to infer facts about the past through contact with a person, item, or place.

A scarce few Humans possess an ability to look back into the past, to see what happened in a specific location, with a certain object, or to a certain person they touch. Even fewer people can use that ability without being driven out of their wits. Those people who use this rare ability regularly are known as scryers.

'Lost your purse? Go to Madame Zelda. She can often tell where lost objects are. But of course, she likes to be paid for her services, and since you've lost your purse...'

– Alfric Half-Nose, Information Broker

'Scrying? That cannot be natural, can it? It must be a form of witchcraft.'

– Received wisdom throughout the Old World

'Haagen's new office clerk is good. More than once he has warned his employer off from engaging in deals with con men. It's as if he can smell a dishonest deal.'

– Overheard near the New Palace in Paleisbuurt

SCRYER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
				⚔	💀	🛡	+	+	+

CAREER PATH

✚ Haunted – Brass 1

Skills: Dodge, Intuition, Lore (Local), Melee (Basic), Outdoor Survival, Navigation, *Perception*, Psychometry, Sleight of Hand, Stealth (Rural)

Talents: Beneath Notice, Luck, Orientation, Second Sight

Trappings: Backpack with Tent, Dagger, Practical Outdoor Clothing

⚔ Scryer – Brass 3

Skills: Bribery, Cool, Endurance, Gossip, Haggle, Intimidate

Talents: Coolheaded, Criminal, Savvy, Sixth Sense

Trappings: Permanent Abode

💀 Psychometrician – Silver 2

Skills: Charm, Evaluate, Lore (History), Lore (Politics)

Talents: Etiquette (Nobles), Menacing, Nose for Trouble, Well-prepared

Trappings: Respectable Clothing

🛡 Reader of the Past – Gold 1

Skills: Entertain (Storytelling), Leadership

Talents: Commanding Presence, Frightening, Magical Sense, Strong-minded

Trappings: Fine Clothing, Town House



A RARE BREED

Scrying is a rare talent. This rarity makes it difficult to describe a typical scryer, because each of these individuals, and each of these talents, are unique. Some scryers can read the thoughts of people they touch, others can find out an object's history, others again touch an object and catch a glimpse of that object's previous owners.

Some scryers use tools, such as cards or crystals, to help them get their visions. Others take herbal preparations, bulbs of Weirdroot, or perform personal rituals to get into a state of mind that is sensitive to visions. Others turn to alcohol after scrying, to dull their senses and forget what they have seen.

Scryers are sought after by nobles, who employ them as a source of information, a way to read the intentions of their political rivals, or as a status symbol. Other scryers live in cities or villages, offering their services to whoever wants to pay for them. This can be dangerous, however, for the public may get the idea that the scryer is practising a kind of witchcraft. Scryers can easily create mistrust if they are not careful. They must be truthful, but also diplomatic.

CHARLATANS AND IMPOSTERS

Pretending to be a scryer can be an easy way to earn a living, as some charlatans have found. These imposters are often more attuned to their clients' needs than actual scryers, and less encumbered by visions of the truth.

This allows them to say what their clients want to hear, and to pretend to have insights actual scryers don't have, such as the power to see into the future, or to reach the spirits of those interred at the local Garden of Morr. This client-focused approach often makes the public appreciate these charlatans more than authentic scryers, who often tell truths that their clients don't wish to hear.

THE TELLTALE RING

Upon finding a ring in the street, a Scryer immediately gets powerful visions of a gruesome ritual that has taken place, a ritual including a murder. But was the ring's owner the murderer or the victim? And what was the purpose of the ritual?

A SCRYER'S FAVOUR

A scryer approaches the Characters and tells them of a vision she had, of preparations for a big crime. The authorities don't believe her, and she asks the Characters to stop it. But was the scryer's story (and for that, the scryer herself) real, or are the Characters victims of an elaborate con?

SEARCHING FOR A BURGLAR

Red-hot steel. Thunderclouds. Blood.

Olga didn't need her talent to see that the man who had entered her tent was powerful. His fine clothes were a sure sign, as were his pair of accompanying bodyguards. His composed demeanour showed no trace of the violent rage she sensed boiling up behind that façade of control.

'*Frau Olga*', the man started, taking the seat in front of her table, 'I'll cut to the chase. A possession of mine has been stolen, and I would appreciate your help in getting it back.'

At his sign one of the bodyguards pulled a glove out of his pocket and placed it on the table. '*The thief dropped this during his escapade*,' her client explained. '*Can you find out anything about him?*'

Olga took the glove.

A green door ... a familiar white house with a green door.

She saw the look in his eyes and realised that he had been studying her reaction, and knew that she knew it.

'*I've seen the house where your thief is*,' she answered his questioning look. '*It's in the harbour district, a small white house opposite the Arms of Manann.*'

He was already rising before she had finished speaking. No word of thanks, just a few shillings dropped onto the table as he left.

There was a knock on the green door of the white house. The woman who opened the door was surprised to see her visitor. '*Olga!*' she exclaimed, waving her in. '*What are you doing here? You said you never wanted to see me again, remember?*'

'*No time for that, Nadia*,' Olga replied. '*Sister, someone powerful is very angry at you, and looking for you. I sent him to the other end of town, but he'll find you eventually. You must leave Marienburg at once.*'

There was another knock at the door. The sisters froze for a moment, then Olga recovered. '*Run!*' she hissed. '*Take the back door and run away — now!*'

NEW ARCANES SKILLS

Winds of Magic introduces new and revised skills, Augury and Psychometry, and extra detail on the Trade Skill when used with Alchemy.

There are certain practices that seem, to the easily mystified common folk, to be sorcerous, but carry only a passing similarity to working the Winds of Magic into spells.

Augurs and scryers may not be able to work spells, but their abilities do rely on some connection to the Winds of Magic and are like those of magicians. They may be suspected of sorcery and witchcraft by those who lack the nuance to distinguish between spells and premonitions.

Even mundane alchemists may demonstrate more in common with wizards than they do with engineers or other scientific tinkers. Low Alchemy, as the Gold College calls it, such as isolating metals from ore or constructing simple optical devices, can be the work of any scholar, but High Alchemy involves manipulating *Chamon* in a way that might easily be confused with spellcraft.

AUGURY (INT)

Augury is the ability to glean insights into the future. There are many methods by which a person can use this Skill, but some of the most common in the Old World are:

- ☠ Priests of Morr or Sisters of Sigmar receiving prophetic visions or interpreting dreams.
- ☠ Celestial Wizards reading the future in the stars.
- ☠ Mystics using tools such as cards or dice to tell fortunes.
- ☠ Consulting the Thaumodivinator in Altdorf.
- ☠ Consorting with Daemons such as Kairos Fateweaver or a Keeper of Secrets.

A Character can make a single Augury Test once per day. Characters may also make Augury Tests on behalf of others, but usefully communicating prophetic insights is complicated. These Tests are **Difficult (-10) Augury Tests**.

The GM should decide what information to provide a successful Augury Test. With a success, the augur could discern likely plot developments or a key NPC's motivations. Failures result in misleading and often dangerous misinformation. If the GM does not want to give away such information, there is a system for using augury in a more symbolic way as an alternative.

Consult the **Augury Table** to determine the effect of fortune telling. After determining the result, roll or choose from the Symbol Table. If you roll the same symbol more than once, the second or third rolls are wasted. Augury is fickle.



Take note of any symbols and related Tests generated through successful Augury Tests. The GM makes note of any reversals that result from failed Augury Tests.

After receiving an augury, a Character may benefit from +1 SL (or -1 SL if they prefer) to the first Test they take related to the Skill listed in the Symbol Table.

This represents a forewarning regarding such activities. A -1 SL penalty is imposed to the first Test that relates to reversals, as the Character is misled due to their impaired understanding of the future. If multiple Skills are listed, the Character benefits (or suffers from) the effects once for each Skill.

AUGURY TABLE

SL	Result	Effect
+6 or more	Astounding Success	Choose two symbols from the Symbol Table.
+4 to +5	Impressive Success	Roll twice on the Symbol Table.
+2 to +3	Success	Choose a symbol from the Symbol Table.
+0 to +1	Marginal Success	Roll once on the Symbol Table.
-0 to -1	Marginal Failure	No information is received.
-2 to -3	Failure	Roll once on the Symbol Table. The symbol is reversed.
-4 to -5	Impressive Failure	Roll twice on the Symbol Table. The symbols are reversed.
-6 or less	Astounding Failure	Roll three times on the Symbol Table. The symbols are reversed.

SYMBOL TABLE

Roll	Symbol	Common Meanings	Related Tests
1	Morrslieb	Misfortune, Chaos	Perception. Reversed: Tests made to resist Corruption.
2	Morr	Death, Dreams	Intuition. Reversed: Intuition.
3	Ulric	Battle, Wolves, Winter	Charm Animal, Endurance, Outdoor Survival. Reversed: Ranged (Blackpowder) Tests. Tests made to resist Prejudice or Animosity.
4	The Tower	Hubris, Hidden Threat	Bribery, Stealth. Reversed: Perception.
5	Sigmar	Victory, Unity, Hope	Leadership. Reversed: Channelling.
6	Ace of Hammers	Defiance of Evil	Melee (Any). Tests made to resist Corruption. Reversed: Ranged (Any), Charm.
7	Verena	Justice, Wisdom	Lore (Any). Charm Tests made to convince a person of the truth. Reversed: Pick Lock, Sleight of Hand, Channelling (<i>Ulg</i>).
8	Blitzbeil	Strength, Ferocity	Melee (Basic). Tests to enter Frenzy. Reversed: Gossip Tests. Haggle Tests.
9	The Fortress	Fortitude, Safety	Melee (Basic) Tests made to oppose attacks. Reversed: Athletics, Climb.
10	The Daemon	Manipulation, Danger	Charm, Channelling, Language (Magick). Reversed: Leadership.

AUGURY AND EXISTING CAREERS

The following Careers should have access to the Augury Skill at Tier 1: Mystic, Nun (provided they have the *Bless (Sigmar)*, *Bless (Morr)*, *Invoke (Sigmar)* or *Invoke (Morr)* Talents), Priest (provided they have the *Bless (Morr)* or *Invoke (Morr)* Talents), and Warrior Priest (provided they have the *Bless (Morr)* or *Invoke (Morr)* Talents).

Any Character with the *Arcane Lore (Daemonology)* Talent may learn the Augury Skill to represent consulting with Daemons about their fate. However, every time such a Character rolls The Daemon on the Symbol Table, they suffer from Moderate Exposure to Corruption (**WFRP**, page 182).

A Character may not possess both the Augury Skill and the Psychometry Skill. Only Humans and Elves may take this Skill.

THE THAUMODIVINATOR

The Thaumodivinator is a mechanism invented by a conclave of wizards that purports to tell the future. It is a large brass device made from several interlocking discs and rings decorated with the sorts of symbols found on fortune telling cards and dice. Alchemists from the Golden Order constructed the physical shell of the machine, whilst astromancers of the Celestial Order imbued it with charms of augury. All a petitioner must do is drop a shilling in the slot and the device whirs about and presents them with the symbols most pertinent to their future.

The Thaumodivinator is a controversial device. Morrite Priests and other seers claim that it is a vulgar implementation of magic intended to monopolise the practise of augury. The wizards deny this but claim the device is more reliable and objective than Human augurs.

Most folk regard the Thaumodivinator with suspicion — it is a creation of wizards after all — but it does somewhat democratise the business of augury. Anyone who spends a shilling on the machine may make a **Difficult (–10) Intelligence** Test in place of an Augury Test. If the petitioner has the *Read/Write* Talent, this becomes an **Average (+20) Intelligence** Test. Consult the Augury and Symbol Tables above to determine the effects of the Thaumodivinator's predictions.

PORTENTOUS SPELLS

There are several spells in the repertoire of Celestial Wizards that grant visions of the future, such as *Fate's Fickle Fingers*, *Starcrossed*, and the three *Portents of Amul*. See **WFRP**, pages 248–249 for more on these spells.

These spells produce the described effects, but the caster may spend any additional SLs on the Casting Test to receive a more definitive prophetic vision. This works in the same way as Overcasting, described on page 23. In addition to adding to the number of targets, area of effect, and so on, a Celestial Wizard can choose to roll on the Symbol Table.

There is a downside to using prophetic spells. If a miscast occurs when trying to cast one of these spells, the GM may roll on the Symbol Table and give the target of the spell a reversed symbol in addition to any other miscast effects.

AUGURY SPELLS OVERCAST TABLE

SL	Effect
1	Roll once on the Symbol Table.
2	Roll once on the Symbol Table.
3	Choose a symbol from the Symbol Table.
5	Choose a symbol from the Symbol Table.
8	Roll twice on the Symbol Table.
13	Roll twice on the Symbol Table.
21 or more	Choose two symbols from the Symbol Table.

INTOXICANTS AND AUGURY

There are certain herbs and concoctions associated with prophetic visions. Imbibing Dreamwine or taking a chunk of Weirdroot may allow someone who normally cannot perform augury to receive a vision. This is not an exact science, and prophecies received by those who lack the training and discipline of the Augury Skill should rarely be trusted.

Dreamwine

Dreamwine is a dark syrupy dessert wine said to be cultivated in vineyards hidden in the Grey Mountains. The secrets of producing Dreamwine are closely guarded, and tragically bound up in the wiles of Chaos. Details of the production and effects of Dreamwine can be found in **Altdorf: Crown of the Empire**, page 185.

Dreamwine can be used with the Augury Skill rules in the following way.

- ☠ The drinker must first make a **Challenging (+0) Consume Alcohol** Test. If they pass the Test, there is no effect. If they fail, the drinker may be granted visions.
- ☠ The normal penalties for failing a Consume Alcohol Test still apply (**WFRP**, page 121).
- ☠ Whilst under the effects of Dreamwine, the drinker benefits from the *Sixth Sense* and *Magical Sense* Talents and gains a +2 SL bonus to any Intuition-based Tests they make.
- ☠ The drinker chooses whether they want an extra Fortune Point (which must be spent that session), or to make a roll on the Augury Table using their Intelligence rather than the Augury Skill.
- ☠ Whether the drinker passes or fails the Consume Alcohol Test, they must Test for Moderate Exposure to Corruption (**WFRP**, page 182). They must also pass an **Average (+20) Cool** Test or 'hear the call'. A drinker can hear the call a number of times equal to their Willpower Bonus, at which point they must either spend a Fate Point or abandon their life in search of the Grey Mountain vineyards where the wine is produced.

Dreamwine is considered highly dangerous and its sale and consumption is banned in the Empire.

Weirdroot

Weirdroot is chewed, bringing a sense of euphoria and pleasant hallucinations, which some suggest may be connected to *Azyr*. A dose gives a +10 bonus to Toughness and Willpower Tests, but a penalty of -10 to Agility, Initiative, and Intelligence Tests.

Duration: Active when chewed plus an additional 1d10 × 10 minutes.

Most folk who chew Weirdroot know to ignore the visions they see — they are famously unreliable. However, if an imbibor wishes, they may make a **Hard (-20) Intelligence** Test in place of an Augury Test.

Other Intoxicants

There are other substances associated with prophetic visions, such as Purple Cap Mushrooms (see the **Empire in Ruins Companion** for more information). Any of these could be used to take Intelligence Tests in place of Augury Tests, but these Tests should always be at least Hard, and other side-effects may occur.

PSYCHOMETRY (INT)

Psychometry is an innate ability possessed by small numbers of Humans, called scryers. It is a difficult skill to master, and many Scryers suffer great anguish due to their gifts. Using the Skill, a Character can receive visions and sensations relating to a recent event or another person's unspoken thoughts. The Skill is based on Intelligence, and to use it a scryer must either be in a place associated with an event, touching an item associated with an event, or touching someone whose thoughts they seek to read.

Consult the table on page 48 whenever making a Psychometry Skill Test. The first column gives general advice. The second relates to a specific example of making the Test whilst in the presence of a person accused of committing a burglary. The person is a witness to the crime but is frightened to talk for fear of suffering retribution from local racketeers.



For the purpose of the Test, a piece of information would include such things as: time, number of people involved, a sensation experienced by one of the participants during the event, an important preoccupation of one of the participants, an item used in the event, the appearance of a participant, a strong smell or taste associated with the event, and whether or not a person is speaking honestly.

Scrying requires a great deal of mental and physical effort. Every time a Character makes a Psychometry Test, regardless of the result, they must make an **Average (+20) Endurance** Test or gain a *Fatigued* Condition.

BEWARE THE WITCH!

Given the potential for Psychometry to cut short investigations, GMs should consider the Skill's impacts on mystery-heavy stories. The Skill should take a lot of practice to develop, even in those with the ability to use it.

To represent this difficulty, a Character can take the Psychometry Skill at character creation if they give up a random Species Talent. Furthermore, the Character would have to begin as or enter one of the following Careers before they can spend Experience Points on advancing the Skill:

- | | |
|----------|---|
| ☠ Mystic | ☠ Scryer (page 42) |
| ☠ Hedge | ☠ Warrior Priest |
| ☠ Witch | ☠ Witch |
| ☠ Nun | ☠ Wizard (from the WFRP Core Rulebook , or this book). |
| ☠ Priest | |

These limitations do not apply to Characters who generate a Scryer as their starting Career. Only Human characters may take the Psychometry Skill.

PSYCHOMETRY RESULT TABLE

SL	Result	General	Burglary Example
+6 or more	Astounding Success	At least three pieces of information are received; one is of significant pertinence.	The Scryer feels a pronounced sense of fear. They see a group of loutish folk break a window. A voice speaks 'You ain't seen nothing, got it?'.
+4 to +5	Impressive Success	Two pieces of information are received.	The Scryer sees one of the racketeers approach a window with a rock in their hand and feels unable to speak.
+2 to +3	Success	A piece of information is received.	The Scryer hears glass breaking.
+0 to +1	Marginal Success	Vague impression of the event. A piece of information is revealed metaphorically.	The Scryer sees a fish swimming in water. The gang of racketeers belong to an organisation known as 'the Fish'.
-0 to -1	Marginal Failure	No information is received.	The Scryer fails to read anything useful.
-2 to -3	Failure	A vaguely misleading piece of information is received.	The Scryer understands that the victim was afraid of someone entirely unconnected with the crime.
-4 to -5	Impressive Failure	The Scryer receives disturbing and misleading impressions.	Emotions and images flood the Scryer's mind, but nothing stands out as relevant.
-6 or less	Astounding Failure	Overwhelmed by nightmarish impressions. Gain a point of Corruption.	The Scryer is overwhelmed by feelings of fear, impotence, and shame and gains a point of Corruption.

ALCHEMY

Alchemy is a wide field that shares practices with those of engineers, apothecaries and herbalists, and even Gold Wizards. Mundane, or 'Low', Alchemists satisfy themselves with working to understand base matter, isolating and recombining elements, gleaning insights into the properties of light, and so on.

These scholars of the material world may be able to work wonders simply through their mastery of scientific thought, able to use their abilities to create draughts or poultices from parts harvested from the bodies of animals (see **The Imperial Zoo**, page 98) or have a go at creating other alchemical potions (see page 154).

High Alchemists are those who possess and make use of the *Magical Sight* Talent in their work. Not only can they combine the physical properties of materials to their best effect, but they can work with any magical energy imbued within those materials to create true artefacts of power.

MUNDANE ALCHEMY

Mundane Alchemy, or Low Alchemy, may be attempted by anyone with the Trade (Alchemy) Skill. It mostly involves isolating chemical elements, combining them to create compounds, or utilising scientific knowledge in the creation of small, simple artefacts.

To make use of the Trade (Alchemy) Skill, a Character needs access to a laboratory or to possess the *Concoct* Talent (**WFRP**, page 135).

Alchemical processes are not without danger. If a Character Fumbles a Trade (Alchemy) Test to create an alchemical artefact, something has gone terribly wrong. Roll a d10, add the degrees of failure, and consult the **Brewing Disasters Table** on page 161.

WHAT TRADE DOES WHAT JOB?

There are several different Careers, and specialisations of the Trade Skill, and therefore it can be difficult to distinguish between them. There is also a lot of crossover between certain trades. Here is a brief look into those pertaining to alchemy and its related trades.

Trade (Alchemist): One who works to understand physical materials, their separation, and recombination.

Trade (Apothecary): One who works to produce medicines, draughts, and stimulants.

Trade (Herbalist): One who works to understand the properties of plants and how they can be used to make herbal preparations.

Trade (Poisoner): One who can use select knowledge from the fields to create and deliver poisons.

In some cases a particular practice may be attempted through different methods. Creating potions, for example, can be attempted through several of these approaches, though some find it harder than others.



PORTABLE ALCHEMICAL LABORATORY

A large travelling trunk that opens to reveal the tools of the alchemist's trade — mortar and pestle, crucibles, a small forge, artisan's tools for metal work, glassware for refining and handling liquids, and many drawers containing ingredients. The kit costs 12 GC.

ISOLATING BASIC ELEMENTS

Isolating basic elements, such as extracting metal from ore, sulphur from brimstone, liftgas for dirigibles and so on, requires suitable raw materials, suitable tools, and an **Average (+20) Trade (Alchemy)** Test. Any extra SL generated on the Test may increase the yield of units by up to 5% per +SL to a maximum of 20% without increasing the cost of raw materials.

PRODUCING SIMPLE COMPOUNDS

Alchemists are in high demand to craft mundane compounds such as soap, dye, ink, mineral oil, blackpowder, and so on.

To make a simple compound an alchemist must gather the raw materials, prepare them over a period (blackpowder may take several hours to prepare, dyes may take months), and make a **Challenging (+0) Trade (Alchemy)** Test. If they succeed, the alchemist creates one of the items in the table below. Any extra SL generated on the Test may increase the yield of units by up to 5% per +SL to a maximum of 20% without increasing the cost of raw materials.

CAUSTIC OR CORROSIVE SUBSTANCES

Alchemists can create strong acids and alkalis used in engineering and other alchemical processes. A vial of strong acid or alkali may be flung with similar effect to an Incendiary (**WFRP**, page 295), though any resulting *Ablaze* Conditions are chemical burns rather than actual fire.

MAGNETISM

Alchemists have a rudimentary understanding of magnetism. They can create a magnet after a day's labour and an **Average (+20) Trade (Alchemist)** Test, or make a compass after 2 days labour and a **Challenging (+0) Trade (Alchemist)** Test.

OPTICS

Many alchemists learn about the principles behind light and learn to make mirrors, lenses, or prisms. A simple mirror or magnifying glass could be made after a day's labour and an **Average (+20) Trade (Alchemist)** Test. A simple periscope or telescope would take a week and a **Challenging (+0) Trade (Alchemist)** Test.

FINDING A CUSTOMER

We assume that you are selling in a large town or city, unless your product is silver, which can attract customers pretty much anywhere. Make a Gossip Test in order to find a suitable buyer — the difficulty of this Test varies according to the product you are trying to sell. One test can be made per day.



ALCHEMICAL PRODUCTS

Product	Units	Raw Material Cost per Unit	Preparation Time	Market Value per Unit	Gossip Test Difficulty
A pound of Silver	1	10/–	8 Days	1 GC	Easy (+40)
Bladders of Liftgas	12	14	2 Days	1 GC 6/–	Very Hard (-30)
Keg of Blackpowder (contains enough for 12 horns, which each contain enough for 12 shots)	1	4/–	3 Days	8/–	Challenging (+0)
Keg of Improved Blackpowder (contains enough for 12 horns, which each contain enough for 12 shots)	1	4/–	5 Days	2 GC	Difficult (-10)
Bars of Soap	24	–/4	1 Week	–/8	Difficult (-10)
Vials of Dye (Green or Yellow)	120	–/3	1 Week	1/–	Difficult (-10)
Vials of Red Dye (Red or Blue)	60	–/6	1 Week	2/6	Hard (-20)
Vials of Purple Dye	12	2 GC	1 Month	10 GC	Very Hard (-30)
Vials of Caustic/Corrosive Liquid	12	–/6	2 Days	1/3	Difficult (-10)
Magnet	1	1/–	1 Day	3/–	Hard (-20)
Compass	1	4/–	3 Days	1 GC	Hard (-20)
Prism	1	4/–	2 Days	1 GC	Very Hard (-30)
Hand Mirror	1	5/–	3 Days	1 GC 1/6	Hard (-20)
Reading Lens	1	6/6	1 Week	3 GC	Very Hard (-30)
Periscope (1 yard)	1	15/–	1 Week	3 GC	Very Hard (-30)
Telescope	1	1 GC	2 Weeks	5 GC	Very Hard (-30)

ALCHEMICAL PRODUCTS

Alchemy is capable of many wonders, and the term is often used for any substance or device that is beyond the understanding of ordinary folk.

Bladder of Liftgas: A pig's bladder filled with a volatile lighter-than-air gas. Whilst this balloon floats merrily in the air it can only carry an ounce or so of weight before sinking to the earth and is little more than an amusing distraction to most customers. The military do make use of liftgas balloons for signalling, and Dwarf master engineers are known to make flying machines that use liftgas to provide some or all their buoyancy.

Blackpowder: Produced through the careful mixing of powdered sulphur, charcoal, and saltpetre. Gunsmiths

often sell blackpowder along with bullets, but they rarely produce it themselves.

Improved Blackpowder: Produced by turning the basic mixture into a paste and crumbling it into coarse grains, weapons loaded with this powder benefit from the following rules:

- ☠ **Reload Time:** Reduce reload time by 1 to a minimum of 1.
- ☠ **Misfires:** Should the weapon misfire, the user can make a **Challenging (+0) Ranged (Blackpowder or Engineering)** Test to ignore the effects of misfire.

Compass: Compasses use a light magnetic needle to indicate north. In cases where knowing which direction is north is relevant, Navigation Tests made with a compass benefit from +2 SL.

Dye: A vial of dye contains enough unfixed pigment to change the colour of a single set of clothes. Green and yellow dyes are usually made from vegetable dye and are cheap but fade quickly. Vivid blue and red dyes are rather more expensive. Purple dye is a great luxury, requiring a laborious, exacting, and noxious process involving the fermentation of carefully prepared wheelks.

Reading Lens: Glass lenses with handles provide a +20 bonus to Language Tests for deciphering tiny or unintelligible writing. Perception Tests to search for fine details such as secret doors or compartments also receive a +20 bonus.

Periscope: The periscope involves carefully angled mirrors to provide a person with a different point of view, from about a yard above their own head. Periscopes are useful if you wish to see what's going on past a castle wall without exposing yourself to cannon fire.

Telescope: Glass lenses set within interlocking brass tubes. Perception Tests made to glean information from distant objects or figures receive a +20 bonus.

HIGH ALCHEMY

High Alchemy takes a pinch of the principles learned in mundane alchemy and adds a dash of *Chamon* into the mix. By choosing components rich in magical energy an Alchemist can create artefacts of great power. Only Characters with the *Second Sight* Talent may attempt High Alchemy.

Gold Wizards and experienced Mundane Alchemists make materials with High Alchemy. To do so the alchemist must first create the mundane substance associated with the material. They must make this themselves to ensure the use of raw materials with the correct latent magical energies within them. They must then make a subsequent Extended Trade (Alchemy) Test to imbue the substance with the magical quality.

High alchemical processes can be disastrous when they go awry. If a Character making a Trade (Alchemy) Test whilst undertaking High Alchemy Fumbles, roll d10 + 3. Add the degrees of failure and consult the **Brewing Disasters Table** on page 161.

Creating an item using High Alchemy is a source of pride for a Gold Wizard or Alchemist. Such grand concoctions win their creators great respect among their peers. They are precious items and, if they were sold, they could command a price equal to 100 times the raw material cost.

However, it would be considered highly vulgar, if not a threat to state security, to mass manufacture and market such items. Their sale is under a soft ban; no one much cares if an alchemist creates a few vials of Al-kahest to sell to some bold adventurers, or to give as a gift to a friend in the army. However, if that same alchemist were found producing gallons of the stuff and selling it without carefully vetting customers, they would soon find themselves dragged to Crackle Hill and burned at the stake. Exactly where the legal boundaries exist in regard to the manufacture and sale of magical substances is not well known. Most alchemists play it safe and keep acts of High Alchemy to a minimum.

AL-KAHEST

Al-kahest is known as the universal solvent, the strongest acid known to alchemists. To create Al-kahest an alchemist must first create a corrosive substance with raw materials costing 10/6 and then make an **Extended Hard (-20) Trade (Alchemy)** Test with 20 required SLs. This produces a single vial of Al-kahest.

A single vial of Al-kahest, carefully applied, could melt a hole wide enough for a person to crawl through in a stone wall 6 feet thick, or a steel door 10 inches thick. The vial of Al-kahest could be thrown as a weapon, visiting horrible damage on those it strikes. Treat this as an Incendiary (**WFRP**, page 295) that gives every affected target 5 + SL *Ablaze* Conditions.



LEONARDO'S ALCHEMICAL POWDER

This powder was developed by the famous Leonardo di Miragliano, who was a master of High Alchemy as well as a renowned artist and engineer. It is a superior blackpowder infused with magical energy. To explode it just needs to be exposed to air rather than set alight. The powder can be made through High Alchemy. To create enough for a Bomb or 12 shots for a Handgun or Pistol, an alchemist must create a keg of blackpowder with raw materials costing 3/- and make an **Extended Difficult (-10) Trade (Alchemy)** Test with 20 required SLs.

If the powder is used the Damage inflicted by the firearm or explosive is increased by a further +2 in addition to any other bonus that would normally be conferred by powder and shot. However, any damage inflicted by a misfire is also increased by +2.

COMPASS OF METEORIC SILVER

A compass made with Meteoric Silver does not indicate where north lies. Instead, it points to concentrations of magic. To create a Compass of Meteoric Silver, an alchemist must first create a compass with raw materials costing 10/- and then make an **Extended Difficult (-10) Trade (Alchemy)** Test with 20 required SLs.

When making Navigation Tests to locate areas of Heavy or Extreme magical saturation, Arcane Fulcrums, gathering Storms of Magic, or other magical locations or phenomena, a Character with a Compass of Meteoric Silver benefits from a +2 SL bonus. See **Chapter 14** for more on magical locations.

Following are common sources of magic in descending order of strength: Arcane Fulcrums, Warpstone, Leyline Junctions, Magic Items, Leylines, and Wizards. If multiple sources of the same type are present within AoE, only the most powerful one is identified. Spirits and divine entities can be ranked on an individual basis by the GM. The compass can be used by anyone.

PRISM OF POWER

Magister Theodor Habermas, third Patriarch of the Gold College, spent years studying the legendary *Prism of Power*, which had been invented three centuries earlier by the renowned genius Leonardo di Miragliano. Habermas eventually used aethyric refraction to create Power Stones. However, converting magic into solid matter is a more advanced ritual (see Power Stones, page 167).

A Prism of Power can be used to isolate certain Winds of Magic, and even exchange them in the correct circumstances. To create a Prism of Power, an alchemist must first create a prism with raw materials costing 8/- and then make an **Extended Hard (-20) Trade (Alchemy)** Test with 20 required SLs.

The prism can be used in several ways. In order for it to work the prism must be set up in a location so that the source of any affected Winds of Magic must pass through the prism to reach the spellcaster seeking to benefit.

Drawing a single wind from a source of Dhar: A spellcaster may use the prism to isolate a single wind from a nearby source of *Dhar*. This would have the benefit that the source of *Dhar* may be used as a source of magical energy without being a corrupting influence.

This is only useful in circumstances where other Winds of Magic are absent, and the spellcaster would have to remain at some distance from the source of *Dhar* to benefit from the prism.

A piece of Warpstone could be used in this way, but if the spellcaster wants to benefit from the Warpstone to gain additional SL they must be close enough to it so that it counts as a corrupting influence, whether they possess a Prism of Power or not.

To use a Prism of Power in this way requires an **Extended Difficult (-10) Lore (Magic)** Test with 5 required SLs.

Cause one wind to alter to another: A spellcaster could set up a Prism of Power to refract one wind into another. This could have the effect of creating a wind where it might otherwise be absent, or deny the presence of a wind where it might otherwise be present.

To use a Prism of Power in this way requires an **Extended Very Hard (-30) Lore (Magic)** Test with 20 required SLs.

Example: *Kristine the Bright Wizard is sailing the Sea of Claws. Cold and in the middle of the ocean, the GM informs her that Aqshy is in short supply (-1 SL to Channelling (Aqshy) Tests), but that Ghyran is abundant (+1 SL to Channelling (Ghyran) Tests). Kristine sets up a Prism of Power so that it bathes the deck of the ship in the red hues of the Bright Wind, and passes the required Lore (Magic) Test. The respective benefits and penalties are reversed; Kristine finds it much easier to channel Aqshy despite the surrounding conditions.*

◆ HYSH ◆

THE WHITE WIND OF MAGIC & THE LORE OF LIGHT



‘The domain of Hysh is not knowledge, it is wisdom. It is not facts, it is truths. Those who seek to study the facts and details of this wind invariably fail — for this wind cannot be learned. It must be felt, experienced, understood.

During my sojourn in Araby I have seen Hysh in its purest form, uncontaminated by the other winds. I have visited the ruins of ancient Nebkhara, the pyramids and obelisks that funnel the White Wind. I have felt its concentrated power, and bathing in its light gave me great insights in its nature.

Hysh is an illuminating wind. It banishes darkness and clears the mind. It lifts the mists of life’s daily distractions that obscure one’s thoughts and enables one to focus on serious matters.

Hysh is a cleansing wind. It blows away corruption in the mind and its light burns away Chaos. No Daemon can withstand its force.

Hysh is a healing wind. It repairs, protects, and it preserves.

But Hysh is elusive too. The wind is difficult to observe, hard to catch, slippery when we try to channel it. One must enter a serene state of mind, ignoring distractions and diversions, when one hopes to manipulate this wind. For all the power that Hysh gives, it requires determination and devotion of those who strive to understand it, to use it. And even then, it is hard to manipulate the wind on one’s own. Groups of wizards who are attuned to each other, who work together in harmony, can use this wind to great effect.

So open yourself to the wind, my friend. Let it blow through your body, let it flow through your pores. Let the wind cleanse you and blow the darkness away. Be illuminated.’

— Immanuel Rauenscheid,
third Patriarch of the Order of Light



THE LIGHT ORDER

Symbols: Serpent, Candle, Mirror, Pillar

Focus: Truth, Enlightenment, Purity, Protection

Study: Illuminatory Thaumaturgy

Title: Hierophant

The Lore of Light lies under the province of the First Lore of Magic which is called the Wind of *Hysh*. The wizards of the Light Order are sometimes known as the White Wizards or hierophants. Their especial study is knowledge and for this reason they are also called the Order of the Wise. The colour of the robes of the Order are brilliant white, and a serpentine staff is often carried.

The energies of *Hysh* are the most effusive of all kinds of magic. They quickly penetrate solid things and soak away, even into the rock beneath the ground. Light Magic is reckoned to be the most difficult to master; spells that bind the Wind of *Hysh* are elaborate and ritualistic.

Because of this, there are many acolytes and lowly wizards at the Light College whose duties are to keep up a chorus of incantations which is sung constantly, night and day. They also ensure that the thousands of candles and lamps are kept alight, that the incense burners are full of offerings, and that chimes are struck at appointed ritual hours.

SEMIOTICS OF THE LIGHT ORDER

The symbols of the First Lore are many, and the most important is the Serpent of Light. The College's rune is a curiosity, for it little resembles the serpent that it represents. For Light Wizards, its form underpins their belief that they are the most accomplished and learned of wizards, for the rune seems to indicate one preminent lore atop the Wheel of Magic. Whilst this belief might seem conceited, it carries a kernel of truth. Light Magic is hard to detect and even harder to master. Moreso than other wizards, Light Wizards must commonly act in concert to best harvest the wind they work with.

Rumour has it that many of Light College's teachings come from a source other than Ulthuan. Indeed many hierophants' trappings, titles, and rituals echo magical practices of lands far to the south. The precinct of the Light College in Altdorf is startling in appearance, with its buildings and monuments seemingly transported from the deserts of ancient Khemri, or even constructed from light itself.



A DIFFICULT WIND

Hysh is justly considered the hardest of the eight winds to perceive and control. Casting Tests and Channelling Tests using the Lore of Light suffer a penalty of -1 SL in most conditions. Tests made to perceive *Hysh* using the *Second Sight* Talent, such as Perception, Intuition, and Track Tests, suffer a -2 SL penalty.

You can offset this penalty with the aid of a College-trained acolyte. If another character in the vicinity of a Light Wizard has the *Channelling (Hysh)* Skill and passes an **Easy (+40) Language (Magick)** Test, the Light Wizard may negate these penalties if the assistant's voice can be clearly heard. Provided they pass the Test, the effect lasts until the assistant stops chanting. If they stop for any reason, they must begin a new chant and pass another **Language (Magick)** Test.

For this reason, hierophants often travel in the company of an apprentice and, despite their reputation for being learned, are rarely welcomed at Verenan Temple-Libraries.

This may seem an unfair burden on Light Wizards. GMs should keep in mind that whilst *Hysh* is elusive, it also penetrates the ground and drifts to areas far from the poles. So whilst it is always hard to control, it may reach places other winds cannot.



HEIROPHANT

Human

You are a member of the Order of Light, respected for its difficult practise and regarded as exotic and austere.

Most common folk make no distinction between mages; they call them all 'wizards' (or less respectful names behind their backs). But among people who do make the distinction, Light Wizards are also known as white wizards, hierophants or, sometimes, exorcists.

These wizards usually dress in pristine white clothes, a colour that tends to attract the Light Wind. Any decorations are in silver or gold embroidery, referring to symbols of the order — the Serpent of Light, the Tree of Learning, or one of the many others.

HEIROPHANT ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
☠				+	⚔		+	+	☠

CAREER PATH

✚ Acolyte of the Light Order – Brass 3

Skills: Channelling (*Hysb*), Dodge, Entertain (Singing), Intuition, *Language (Magick)*, Lore (Magic), Lore (Nehekhara), Melee (Basic), Melee (Polearm), Perception

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Grimoire, Staff, Candle with Holder

✚ Hierophant – Silver 3

Skills: Charm, Cool, Gossip, *Language (Any)*, Leadership, Lore (Warfare)

Talents: Arcane Magic (Light), Detect Artefact, Savvy, Sixth Sense

Trappings: Magical License, Practical Robes

☠ Master Hierophant – Gold 1

Skills: Evaluate, Lore (Daemonology), Research, Ride (Horse)

Talents: Dual Wielder, Instinctive Diction, Magical Sense, Tower of Memories

Trappings: Acolyte Apprentice, Light Warhorse, Magical Item, Standard Robes

☠ Guardian of the Light Order – Gold 2

Skills: *Language (Any)*, Lore (Any)

Talents: Combat Aware, Iron Will, Menacing, Resistance (Chaos)

Trappings: Elaborate Robes, Library (Magic), Study

'Yes, Horstmann's betrayal marred us all — do not for a moment listen to those who claim that we bear no portion of the shame. He was a canker at the heart of our college, a rot that by sheer luck did not spread as far as it might. In a generation or two we might shake off the shadow of what our former patriarch has done, but until that day we must bear responsibility for it.'

— Heiropphant Gertrude Langtrosser

'Light can do one of two things — illuminate, or blind. Be sure to make good use of both.'

— Unknown Heiropphant to an acolyte



A LIGHT TOUCH

The Order of Light's apprentices are called acolytes, and there are more apprentices in this order than any other. They are typically younger as the Order of Light rarely accepts apprentices in their teenage years or older, preferring to mould acolytes from a young age.

Housed in sparsely decorated barracks, their life consists of an unending series of repetitive tasks and studies — ensuring candles are kept lit, incense burners filled, and bells rung at the right time. Acolytes form the choirs which sing the chorales that keep the walls of the Pyramid of Light intact, or the hymns that help senior wizards to manipulate *Hysb* in different ways.

The college's acolytes contemplate *Hysb*, learning meditation and concentration, and practise working in teams to assist the senior wizards. Unique among the colleges, acolytes learn to channel magic not only to feed their own spells, but to feed spells cast by senior wizards. Acolytes hardly have any time off, and are rarely allowed to leave the college grounds, except in the company of a senior wizard.

It's not the sort of life that attracts many high-class folk or the nobility. However, the prospect of a roof over one's head and three nutritious, although bland, meals a day is enough to entice lower-class children. The order actively recruits their acolytes from among these classes, even scouring the orphanages of Altdorf and other cities a couple of times a year, looking for children with latent magical talents.

THE WANDERERS PATH

Most acolytes fail to progress. They might rise to a position of senior acolyte, but only a few of them have the capacities and aspirations to become a proper wizard. Those who do tend to have a calm demeanour and rarely show their emotions — the result of both their years of training as an acolyte and of their exposure to *Hysb*. This serene disposition lends them grace and authority.

As a wizard, they are allowed to leave the college grounds, and even encouraged to go and experience the outside world. They learn about the Empire during this period, about the people who live there, and about the dark forces that threaten them. These years of wandering are the ultimate test for aspiring hierophants and determine what kind of wizard they will become.

Those who return from their *Wanderjahr* have several paths available to them. Some come back to Altdorf and lose themselves in theoretical study. These scholars seek to better understand magic and to develop even greater insights into the workings of the Winds of Magic in general and innovate ways to oppose Chaos. Others stay out in the field, either becoming exorcists intent on seeking out the dark practices of Chaos, Daemonology, and Necromancy, and destroying them. Others act as advisors to noble courts and otherworldly powers. A few white wizards make a career as battle mages in the Imperial armies.

The hierophants that find a career outside Altdorf usually come back to the College of Light every few years, learning about improvements in the use of *Hysb* and sharing the experiences they have had since their last visit. These visits are usually simple stays-overs of individual wizards but can also result from organised yearly group reunions or large conferences. Whatever form they take, these visits are expected of white wizards, and are meant not only as an opportunity to share knowledge, but also to keep relationships between members of the order close and warm.

Novice hierophants generally go out on their own during their *Wanderjahr* and the first couple of years afterwards. But as they learn the heavier spells that need to be fuelled with considerable amounts of the Light Wind, they usually get one or more acolytes assigned to them, to help them channel *Hysb* into those spells.

Senior hierophants can rise to the position of Lord Magister. These senior wizards form an advisory group for the head of the order, the patriarch. The current patriarch is Vespasian Kant, who lived as an orphan in a workhouse in Marienburg, where his talents for magic and eagerness for study was recognised by a visiting hierophant. Kant was sent to the Order of Light in Altdorf, where he proved to be a talented and diligent student who quickly rose through the ranks.

It was Kant who, in 2507 IC, discovered that then-patriarch Egrimm van Horstmann secretly worshipped Tzeentch, and exposed the cultist. In the resulting chaos many senior hierophants were shown to be corrupted by van Horstmann. In the end, the remaining Lords Magister elected Kant as the new patriarch of the order.



THE WHITE WIND

Hysb is the lightest of the Winds of Magic. Floating high in the air, it drifts from the Warp gates all over the Old World, as far as Araby and Nehekhar, where it settles in the scorching desert. No other wind reaches so far in useful quantity. Ancient Nehekharan sorcerers discovered that the wind concentrates around certain geometrical shapes, and built pyramids and obelisks to capture it.

Next to those shapes, the wind is also attuned to the colour white, to sunlight, to mirrors and lenses, and to harmonious sounds like music and songs. Wizards have observed the calming effect *Hysb* has on people who gather to listen to music.

The White Wind is almost invisible, even for those with the sight. It shows itself as a lightly glowing haze, but because it tends to accumulate in bright, sunlit places, it is difficult to spot. Even when noticed, the wind's fleeting nature makes it difficult to manipulate. When casting major spells and rites a light wizard uses a choir of acolytes whose harmonic chorales channel the wind.

When controlled, however, *Hysb* can light up dark rooms and uncover hidden objects. With greater intensity it blows away disguises and illusions, as well as the dark forces of Chaos. In very high concentrations, however, it blinds those who can see it and strips away any illusions wizards have about themselves, to reveal the bare reality of who and what they are. Only the most strong-minded individuals (or, it is said, the humblest ones, those who have no illusions about themselves) can stand this self-scrutiny.

Hysb has three domains. The first one is illumination, both literal and metaphoric. *Hysb* can bring light to dark environments and makes visible what is hidden or obscured. It banishes the darkness in peoples' minds, illuminating illusions and falsehoods.

The second is the domain of healing, protection, and preservation. This is not a healing of the body — such as is associated with *Ghyran* — but a healing of the mind. *Hysb* can remove mental anguish, can inspire and enthuse, embolden people, and even protect them against the debilitating effects of fear and terror.

ARCANE MARKS OF *HYSH*

d10 Roll	Mark
1	Vulnerability to Darkness: When in areas of darkness, Channelling (<i>Hysb</i>) and Language (Magick) Tests suffer from -1 SL.
2	Aura of Light: You give off a radiant energy that makes other light sources glow brighter. All light sources within 20 yards provide stronger light (+2 yards). Further manifestations increase this effect.
3	Autoluminescent: You give off a constant glow, making it nearly impossible to conceal your movements. You give off soft light allowing you to see 2 yards in darkness. Further manifestations increase this by 2 yards. This cannot be turned off but becomes much dimmer when sleeping. This does not counteract the Vulnerability to Darkness manifestation.
4	Stoicism: Given your wisdom, you have a deeper understanding of the nature of the Realm of Chaos and how emotions can feed its influence. You must resist Psychology Tests when you are able to, even if you feel that to do so is not in your interest. Gain +2 SL to Cool Tests made to resist Psychology.
5	Enlightened Condensation: You see yourself akin to a beacon of knowledge blazing up above a black sea of ignorance. Even among your equal and lower peers, your deep knowledge (or rather your opinion about your own education) comes off as arrogant and pretentious. You take a -10 penalty to your initial Fellowship score as you can't help but express pity at other people's lack of comprehension.
6	White Eyes: You are momentarily blinded by the light of <i>Hysb</i> and gain 3 <i>Blinded</i> Conditions. Once you regain your sight your irises have lost all colour, and your eyes become pure white globes. Suffer -1 SL to all Fellowship-based Tests.
7	Bleaching: <i>Hysb</i> swirls around your head, making your hair stand out in all directions. When the winds disappear, they have taken the pigment with them — your hair becomes completely white.
8	Instant Recall: Whenever you use a Fortune Point to reroll a Test to recall information, such as using a Lore Skill, you automatically succeed.
9	Purging: You feel bathed in purifying light, but this is not a gentle sensation. You must pass a Hard (-20) Endurance Test or suffer the <i>Fever</i> Symptom (WFRP , page 188) for the next 2d10 days. However, afterwards you feel energised. <i>Hysb's</i> powers of preservation and healing have done their work. Gain +1 SL to any Tests to resist contracting disease.
10	Mark of <i>Hysb</i>: The rune of <i>Hysb</i> appears somewhere on your body. You gain the <i>Suffuse with <i>Hysb</i></i> (page 186) Talent.

The third domain is that of exorcism. The concentrated power of *Hysb* burns away Chaos and banishes Daemons. Few creatures of Chaos can withstand its searing light. This property makes *Hysb* perhaps the most powerful weapon mortals may wield against the Ruinous Powers.

THE LIGHT COLLEGE

The buildings of the Light College are some of the most peculiar in the Empire. The sphinxes and obelisks that occupy the campus make one think that a piece of ancient Khemri has been transported to Altdorf. The two great alabaster pyramids in the middle of the square only reinforce that image. Few Altdorfers feel comfortable in this foreign place, where the air is filled with the constant singing of acolyte choirs. And those Altdorfers don't even see the third, giant pyramid. That one is fabricated from *Hysb*, invisible to those without the Sight.

The third patriarch of the order, Immanuel Rauenscheid, devised the college's architecture. Before becoming patriarch, he had travelled to Nehekhar and Araby, where he learned how the ancient Nehekharans could accumulate and control great concentrations of *Hysb* through architecture. Back in Altdorf, he designed buildings that would achieve the same, enabling his students to more easily study *Hysb*. It seems to have worked; the Light Wind, normally scant under the grey skies and roiling fogs of Altdorf, is nevertheless present in the city.

The two visible pyramids are carved from magically reinforced alabaster, so intensely white that they almost seem to emit light. The entrance is marked by large silver doors, engraved with the signs of the Tree of Knowledge on the doors of one pyramid, and the Tower of Isolation on the doors of the other. Inside, the pyramids are a warren of twisting corridors leading to large, sparsely decorated but well-lit halls and scores of private rooms for the hierophants who reside here. For those who don't know their way it is easy to get lost. Furthermore, it is difficult to hide, as there is light everywhere.

The walls of the third pyramid are made of the light of *Hysb*. Hierophants maintain ongoing rituals, fuelled by the wind that is channelled by chorales of acolytes. This pyramid of light sits atop underground vaults within which are held numerous magical artefacts and entities, some so strong that only the concentrated power of *Hysb* can keep them imprisoned. If the rituals that strengthen the walls were to falter, it could mean disaster, for the College, for Altdorf, and for the Empire as a whole.

RELATIONSHIPS

The College can sometimes be seen as aloof, but nevertheless cultivates many important relationships.

Chaos

The powers of Chaos stand for everything white wizards abhor. Where *Hysb* stands for enlightenment, order, and healing, Chaos stands for obfuscation, disorder, and destruction. White wizards are sworn to fight Chaos in all its forms.

Military and Nobility

The skills of hierophants make them a welcome presence in Imperial armies campaigning against the forces of Chaos. The military respects Light Wizards, who often make the difference between a hard-won victory over Chaos and utter defeat. For the same reason these wizards are often found at noble courts, especially those in the northern provinces of the Empire. There, where Chaos is more prevalent, Light Wizards help identify and combat this threat in all its forms. They illuminate the wilderness where Beastmen roam and unmask mutants and Chaos cultists in settlements and cities around the Empire.

These activities have earned them a good reputation, and a willing ear from the Emperor and his advisors at the court, who appreciate the wisdom and calmness of the Order of Light's patriarch. However, van Horstmann's unveiled corruption has tarnished that reputation.

The Witch Hunters

Although Light Wizards and witch hunters fight the same fight, there's little trust between the two. Witch hunters tend to mistrust wizards in general, whether licensed or not. The hierophants have received special attention since many notable magical heretics have arisen from within the ranks of the Light Order, such as High Luminary Horx and Egrimm van Horstmann. Suspicious as witch hunters are, they suspect that behind the Light Order's outward display of purity hides a tendency towards corruption.

The Loremasters of Saphery

High Elves, on the other hand, respect the Order of Light — or at least the contempt they have for Humans is somewhat less for hierophants. Where most Humans have a poor understanding of the Winds of Magic, these wizards can control the most ephemeral of the winds. The Elves feel that the white wizards' views on magic are closest to how they themselves see these forces.

ASHAMIRA DIB

Short-Term Ambition: Reach the Light College in Altdorf.

Long-Term Ambition: Master her art to the best of her abilities.

Ashamira Dib grew up in a small village at the foot of the Atalan mountains, which separates the Great Desert from the more settled lands along the coast. She never felt at home in Arabyan society, though, for she could see things that others couldn't. When she talked about clouds of light, others couldn't understand what she was talking about and took her to be addled. She wasn't, though — she had the Sight. Perhaps it was a talent she had inherited from her great-great-great-grandfather, Immanuel Rauenscheid, who would become patriarch of the Order of Light, and who became her ancestor during his travels through Araby. But whatever the source of the gift, it made her feel separated from society, unwanted, a misfit.

At a young age Ashamira stayed at the edge of society. She moved into the mountains and became a hermit. She found a place near a spring and started an ascetic life there, basking in the hot dry sun of the country, at a place where *Hysb* was abundant.

A traveller came to visit Ashamira, claiming to have tracked her down by observing currents in the flow of *Hysb*. The traveller was swathed in robes of pure white linen, and only their kohl-rimmed eyes gave any sign that a living being inhabited the robes. Ashamira could not tell whether they were man or woman, Human or Elf. But they proved an excellent tutor. And yet, after a year and a day of instruction, Ashamira woke to find the traveller had moved on.

Her own reputation had grown. Supplicants came to consult her and ask her for guidance and for healing. Ashamira had found her role in society. Meanwhile, she started having dreams and visions of a pyramid built completely of *Hysb*. That pyramid of light seemed a key to a deeper understanding of the white wind.

Then disaster struck. A regiment of the Undead crossed the mountains and invaded part of Araby. Coming in forces that were too large for her to fight. They killed her followers and destroyed the villages where they lived, and even with the power of *Hysb* she was unable to stop them.

It was then Ashamira understood she had to learn even more about *Hysb*, about how to use it to combat and destroy the Undead. And that she wouldn't learn that on her own. She knew that she had to find that pyramid of light.

ASHAMIRA AS PATRON

Ashamira is on her way to Altdorf, to the pyramid at the College of Light. She has crossed the Southern Sea that separates Araby from the Old World and travelled northward through Tilea. Characters can get involved with her as she travels to Altdorf — perhaps the College of Light has even asked them to accompany her, or to investigate her. They might meet her in the south of the Empire, making her way up north, to Altdorf. And she will need their guidance. Her command of Reikspiel is poor and she knows little of the customs and traditions of the Empire. She has learned, though, that her main talent — wielding magic — is not allowed without a licence.

She needs protection, for not only the College of Light has heard of her. Necromancers who fear her powers may stop her before she reaches the capital. Witch hunters warily follow her, waiting for the first sign of her using unlicensed magic. Even some in the White Order itself may oppose her, fearing that her quaint source of knowledge may upset the orthodoxy of the order. Accompanying Ashamira Dib towards Altdorf can thus lead to a fair number of adventures.

In return she could help the Characters, whether on the way to Altdorf or when she has arrived there. She is a specialist on the threats posed by Khemri. She has a fine nose for the foul stench of their wicked magic and a wide knowledge of the most effective ways to oppose both their sorcery and several types of Undead. She can teach Characters how to spot necromancers and fight them. In addition, she can be a teacher (although an unorthodox one) for any Character aspiring to be a wizard.





Once in Altdorf, Ashamira can be a powerful contact for the Characters, and she can introduce them to other hierophants. Next to that, she needs people to help her navigate Imperial society, and who can accompany her on her travels and missions. She is not the type to just stay at the college grounds and study there — she'll want to travel around and learn more of the Empire or go on missions to defeat necromancers. When she does, she will need company.

She's also as close to a specialist one can find in Altdorf on Khemri. People with plans to start a military or treasure-hunting expedition to Khemri might want to consult her. Perhaps she will even send adventurers there, asking them to bring back certain powerful items from the ancient Nehekharans, which are now lost in the ruins of Khemri.

Eventually Ashamira will want to return home and help the people there fight the foul forces from Khemri. She will welcome any adventurer who accompanies her on that quest.

ASHAMIRA DIB
HIEROPHANT (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	26	28	28	32	49	43	33	58	53	35	13

Traits: Weapon (Quarterstaff) +6

Skills: Channelling (Hysh) 73, Cool 58, Dodge 63, Entertain (Singing) 56, Intuition 69, Language (Magick 78, Nehekharan 63, Reikspiel 73), Lore (Araby 78, Magic 73, Necromancy 68, Nehekharan 68), Melee (Basic 39, Polearm 36), Outdoor Survival 68, Perception 63, Stealth (Rural) 52

Talents: Aethyric Attunement, Arcane Magic (Light), Petty Magic, Read/Write, Savvy, Second Sight, Sixth Sense

Spells: **Petty:** Bearings, Dazzle, Conserve, Light, Magic Flame, Shock, Warning

Lore of Light: Daemonbane, Dazzling Brightness, Eyes of Volans, Light of Purity, Phä's Protection, Pierce the Veil

Trappings: Grimoire, Enchanted Staff, Practical Robes of the Light Order, Purse containing coins to the value of 4GCs

Marks: Mark of *Hysh*, Stoicism

THE LORE OF LIGHT



Spells sung from the Lore of Light tend to emit dazzling rays of blinding white light or shroud the caster in shimmering waves of radiant purity. You may choose to inflict one *Blinded* Condition on those targeted by Lore of Light spells unless they possess the *Arcane Magic (Light)* Talent.

If a target has the *Daemonic* or *Undead* Creature Traits, Lore of Light spells also inflict an additional hit with Damage equal to your Intelligence Bonus that ignores Toughness Bonus and Armour Points.

Ingredients: Hierophants of the Lore of Light use many artefacts associated with holiness and holy places, supplemented by crystals, glass, pyramidions, and small statues, all carved with sacred symbols, twisting snakes, and moral tales. White candles, silver carvings, and bleached paper are also common.

Abulla's Snare

CN: 5

Range: Initiative yards

Target: 1

Duration: Willpower Bonus rounds

You hurl a magical snare that gives the target 2 *Entangled* Conditions with a Strength equal to your Willpower. The snare lifts the target 2 yards above the ground. Next round, the target is pulled toward you, and remains hanging about 5 yards above, and 2 yards to the front of, your head until the spell ends, moving along with you. For every +1 SL, add one *Entangled* Condition, or levitate the target 2 yards higher (maximum 10 yards). The target suffers falling damage when released (WFRP, page 166).

Assault of Stone

CN: 12

Range: Willpower yards

Target: Special

Duration: Instant

You draw upon earthbound *Hysb* to reshape the ground. Churning rocks and soil form a hill approximately 20 yards in diameter and 5 yards tall. Characters standing on the rising ground must make a **Challenging (+0) Dodge** Test or suffer 20 Damage to a random body location. Even those who manage to dodge suffer 10 Damage. The hill remains permanently.

Banishment

CN: 12

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Instant

You open your hands and a cleansing halo of *Hysb* issues forth, affecting all creatures within the Area of Effect whose Toughness is lower than your Willpower. Targets with the *Undead* or *Daemonic* Creature Traits gain the *Unstable* Creature Trait (WFRP, page 343). If they already have the *Unstable* Trait, they are reduced to 0 Wounds.

Blinding Light

CN: 5

Range: Willpower yards

Target: You

Duration: Instant

You emit a bright, blinding flash of light from your hand or staff. Everyone looking at you, unless they possess the *Arcane Magic (Light)* Talent, receives +SL *Blinded* Conditions.

Clarity of Thought

CN: 6

Range: Touch

Target: 1

Duration: Intelligence minutes

You calm your target's mind, allowing them to think clearly. The target ignores any negative modifiers to their mental processes, such as Conditions like *Stunned*, Mental Mutations, Psychologies, and so forth while the spell is in effect.

Crevasse

CN: 8

Range: Willpower yards

Target: Special

Duration: Willpower Bonus rounds

You open a rumbling crevasse in the ground. The crevasse is 3 yards wide, long, and deep. You can increase the length and depth by +1 yard for every +2 SL to a maximum depth of 10 yards. Targets standing on or adjacent to the crevasse must pass a **Challenging (+0) Dodge** Test to avoid falling in. Marginal Failures allow targets to grab on to the edge. Horses and vehicles fall automatically. Affected structures might partially collapse. When the spell ends, the crevasse closes and victims inside are crushed for 20 Damage, burying them alive. Buried victims are subject to *Suffocation* (WFRP, page 181).

Daemonbane**CN:** 10**Range:** Willpower Bonus yards**Target:** 1**Duration:** Instant

You summon a blast of *Hysb* that passes through the border between the Realm of Chaos and the material world. The Casting Test is Opposed by the target's Willpower. If you win, you obliterate a target with the *Daemonic* Creature Trait with a blinding white light, sending it back whence it came. If the spell successfully banishes a Daemon, everyone looking at your target, unless they possess the *Arcane Magic (Light)* Talent, receives +SL *Blinded* Conditions.

Healing Light**CN:** 9**Range:** Willpower Bonus yards**Target:** 1**Duration:** Instant

Your target glows with a bright, cleansing light the brightness of a campfire. They regain Wounds equal to your Intelligence Bonus + Willpower Bonus. If the target passes a **Very Hard (-30) Endurance** Test, they also remove 1 Corruption point gained within the last hour.

Dazzling Brightness**CN:** 5**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** Instant

You create a burst of purest light. Everyone in the affected area receives 1 *Blinded* Condition unless they possess the *Arcane Magic (Light)* Talent. Daemons receive 1 *Stunned* Condition.

Driving Intent**CN:** 4**Range:** Touch**Target:** 1**Duration:** Willpower Bonus hours

You bestow a target with clarity and resolve, providing a +2 SL to Willpower Tests to resist Charm, Blather, and Intimidation. When cast upon yourself, you may instead choose to receive a +2 SL bonus to Charm Tests, provided you only speak the truth. The College of Light frowns upon this latter application as a form of glamour.

Erect the Edifice**CN:** 9**Range:** Willpower Bonus yards**Target:** Special**Duration:** Special

You raise the ground into a crude wall of packed earth and stone. Exact material composition depends on the area's terrain. The wall is 5 yards long, 1 yard high, and 6 inches thick. The wall is **Hard Cover (WFRP, page 161)**. For every +2 SL, you may spend an extra round adding +5 yards of length or +1 yard of height. Each additional yard of height adds 6 inches of thickness. One aperture (door or window) can be left open in every 2-yard section of wall. Creating a bend or curve in a wall requires +2 SL.

Multiple castings of this spell can construct a building shell. However, the building will collapse within Willpoer Bonus + SL days unless you have either the Lore (Engineering) or Trade (Stoneworker) Skills, or an advisor with one of those Skills who is able to give advice as you cast the spell. This spell cannot excavate basements or create floors and roofs. Carpentry work is required to finish a magically constructed building.

If using the Artillery and Structures rules from **Up In Arms** the wall counts as a section of Earthwork.

Eyes of Volans**CN:** 6**Range:** You**Target:** You**Duration:** Willpower Bonus rounds

Your eyes turn white as you perceive the Winds of Magic more clearly than physical reality. You suffer -2 SL on vision-based Perception Tests unless you're using the *Second Sight* Talent to read the winds, in which case you gain a +20 bonus. You can see corruption and recognise mutations in humans and other civilised species, but not in plants or animals. A mutation concealed by clothing might still be overlooked. You can tell how many Corruption points a target has simply by looking at them.

Hands of Karkora**CN:** 8**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** Willpower Bonus rounds

Pale hands burst from the ground at your targets' feet. Targets within the area of effect must make a **Challenging (+0) Dodge** Test to avoid the hands. Targets caught by the hands are Grappled (**WFRP**, page 163) with a Strength equal to your Willpower.

Alternatively, instead of inflicting damage on subsequent rounds, the hands pull targets underground where they begin to *Suffocate* (**WFRP**, page 181). In order to use this option the casting wizard must declare their intent to suffocate their target when casting the spell.

Illuminate the Edifice**CN:** 4**Range:** Touch**Target:** 1 (maximum)**Duration:** Willpower Bonus hours

You illuminate the interior of a house with daylight. You can illuminate a tower or large manor with +2 SL or a castle with +4 SL. Every enclosed space is filled with light that seeps out through cracks. Daemons and Undead must pass a **Challenging (+0) Willpower** Test to enter the building.

If they pass the Test and enter the building, they suffer Damage that ignores their Toughness Bonus and Armour Points equal to the total SL on your Casting Test.

Light of Purity**CN:** 6**Range:** Special**Target:** 1 (maximum)**Duration:** Special

You imbue a single light source with purifying magic. Everyone within the light's radius is immune to disease. Furthermore, wizards receive a bonus to dispel Dark and Chaos spells equal to the total SL on your Casting Test. Range and duration are determined by the light source (**WFRP**, page 309) to a maximum of 1 mile and 1 day.

Meissner's Instantaneous Librarian**CN:** 2**Range:** AoE (Intelligence Bonus yards)**Target:** You**Duration:** Instant

You locate a desired tome or grimoire, causing it to glow for Willpower Bonus + SL Rounds. If you do not know the book's title, you may instead specify a topic in 10 or fewer words. The more detailed your topic, the more specific the outcome. In large libraries, a vague topic might cause multiple books to glow. For example, searching for 'dark rituals' in a warlock's library will illuminate multiple tomes, whereas 'Tzeentchian rituals requiring human sacrifice under Morrslieb's light' will narrow down the selection considerably.

Using this spell immediately contributes 1 + SL towards the target SL of an Extended Research Test. Subsequent research usually requires spending time reading. However, if the research is complex and the library is sufficiently well equipped, the GM might count a second or third use of this spell toward the target SL.

Net of Amyntok**CN:** 8**Range:** Intelligence Bonus yards**Target:** 1**Duration:** Target's Intelligence Bonus rounds

You cast a delicate net woven from strands of *Hysb* over your targets, whose minds are overcome with conundrums and puzzles, leaving them paralysed with indecision. Targets gain +1 *Stunned* Condition, which they cannot lose while the spell is in effect. When recovering from the Condition, targets Test their Intelligence instead of the Endurance Skill. Targets with the *Bestial* Creature Trait are immune to this spell.

Orb of Hysb**CN:** 5**Range:** Willpower yards**Target:** 1**Duration:** Willpower Bonus rounds

You compress light into solid matter around one object of any size, allowing telekinetic manipulation. You can move, rotate, or lift a maximum weight of Willpower Bonus + SL Encumbrance at a speed equal to your Willpower Bonus. Malignant Influences are safely contained (**WFRP**, page 236) within the orb and Corruption Tests resulting from exposure to the object are reduced by one level.

Perfect Comprehension

CN: 5

Range: You

Target: You

Duration: Willpower Bonus minutes

You can understand any language clearly, regardless of whether it's being spoken, written, or communicated in another way. You can also understand coded or garbled communications. The GM can make exceptions for ancient, obscure languages such as those of the Slann or Old Ones. Dark Tongue is also impossible to understand using the spell. You cannot communicate in unknown languages, only understand them.

Phá's Protection

CN: 10

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

You summon a protective aura of pure holy light. Profane creatures — those with the *Undead* or *Daemonic* Creature Trait, those with mutations, and those with more Corruption than their Willpower Bonus and Toughness Bonus combined — cannot enter the Area of Effect. Any already within the area gain the *Broken* Condition until they leave. Creatures within the area cannot gain any Corruption points while the spell is active.

Pierce the Veil

CN: 4

Range: You

Target: You

Duration: Willpower Bonus minutes

You gain the ability to see through darkness, mist, smoke, and fog as if under clear daylight conditions. You can also see through magical darkness, invisibility and illusions by passing an **Opposed Willpower** Test against the caster of the spell.

Shimmering Cloak

CN: 9

Range: You

Target: You

Duration: Willpower Bonus minutes

You surround yourself with a protective magical field. Melee and missile attacks against you lose their Damage rating and inflict only SL Wounds. You completely negate all other types of damage (such as that caused by fire, falling, and so on). Magical attacks are unaffected by *Shimmering Cloak*. You cannot hide while this spell is in effect.

Speed of Thought

CN: 8

Range: You

Target: You

Duration: Willpower Bonus rounds

A lattice of *Hysb* overlays your mind, allowing you to think rapidly. Gain +20 to Intelligence and Initiative.

Time Amok

CN: 11

Range: You

Target: AoE (Willpower yards)

Duration: Instant

You alter the flow of time through the tapestry of fate. All friendly characters receive an extra action (but not an extra move). Bonus actions are conducted in initiative order, skipping enemy or neutral characters. When all bonus actions have been resolved, resume initiative with the next character after you, friend or foe.



◆ CHAMON ◆

THE GOLD WIND OF MAGIC & THE LORE OF METAL



'What am I to think of these past several years? For much of my life, I said the prayers and conducted the rituals. I counselled supplicants and provided witness to contracts. I did all that my Lord Haendryk — "Haendrich" to the Reiklanders I now live among — required to make our city and the Empire at large prosper. And He rewarded me with the gift of channelling a small piece of His power.

But, I perceived things my brother priests could not, and I learned for my own safety not to speak of them. What they took on faith, I saw as a logical process, a sequence of steps that would lead to a predictable outcome. No god required! But, more than that, I saw Chamon, the Gold Wind. I saw it blow from the Great Rift in the north, seeding the world with metals. Not just gold, but iron and lead and all of them. I saw how those metals were suffused with Chamon's magic and how I, with the right words and enough will, could do things Haendryk never taught us.

I was ashamed of my heresy. I lived in fear of the Inquisitors. I denied what I knew to be true, even to myself.

But, no more! When Asavar Kul led his army against the civilised lands, I renounced the priesthood and answered Magnus's call. I survived — barely! — Teclis's tests and proved my worth on the battlefield. And when it was over, I learned. Oh, such wonders I learned! Not just magic undreamt of by hedge witches, but real knowledge. And I was free to seek more and teach others.

I was no longer a heretic. I was and am a Magister of the Golden Order.'

Excerpt from the diary of Cas Meijer,
first Patriarch of the Gold College, year 2314 IC



THE GOLDEN ORDER

Symbol: Eagle

Focus: Invention, Transmutation

Study: Alchemical Thaumaturgy

Title: Alchemist

The wizards of the Golden Order study the Lore of Metal, or Alchemy, that lies under the province of the Second Lore of Magic, the Wind of *Chamon*. The symbol of the Second Lore is the soaring eagle, and its wizards wear robes of glinting yellow.

The Second Lore concerns metals and alchemical change. Gold Wizards often bear the traces of their research. Their robes may be stained or sooty and their hair singed or marked with chemical spills.

The Golden Order are the most accomplished alchemists in the Old World. They practise the transmutation of metals as well as spells of forging and runic inscription. Though much of their magic is of this nature, Gold Wizards can conjure molten metals to scorch and consume. They also cast spells to corrode and weaken iron in the blink of an eye.

The buildings of the Golden Order are like a great forge with many tall stacks that belch multi-coloured glowing smoke into the air. The College lies by the River Reik, whose waters cool the forges and periodically run with fantastical colours following experiments, or accidents. Unlike many of the Colleges of Magic, the Golden College's campus is clearly visible to those without magical sight, but few outside the faculty, students, and visiting alumni go near it, owing to the evil smells and thick smoke which surround it.

MAGICAL MAGNETISM

The Wind of *Chamon* is heavy and dense. It is attracted to metal as metal itself is attracted to a magnet, and is most attracted to gold. It is said that this alone accounts for the almost sorcerous effect that gold exerts upon many, inciting greed, violence, and war.

In the Old World, Gold Wizards have access to *Chamon* in most circumstances. As a heavy wind it does tend to settle close to the poles, so Characters who travel towards the equator suffer from -1 SL to Channelling (*Chamon*) Tests.

In places where great quantities of metal are found, such as mines in ore-rich areas, treasure vaults, Dwarf steamships, and so on, Characters may benefit from +1 SL to Channelling (*Chamon*) Tests.



SEMIOTICS OF THE GOLDEN ORDER

The Gold College chose a soaring eagle as the symbol of *Chamon*. It is an odd choice in many ways, for whilst eagles soar high above the world, the Gold Wind is heavy and dense, quickly sinking into the ground. Yet the eagle was ever a symbol of power and nobility to the Elves of Ulthuan, from whom the Golden Order learned to channel *Chamon*. It is this tradition that the Gold College claims to honour.

For outsiders — who are often less than inclined to be charitable toward the Gold College — the soaring eagle is considered more an indication of the wizards' aloofness, and their assumed superiority over others. In truth, many alchemists are egotistical in the extreme and their actions do little to dispel such beliefs.

There is speculation that Gold Wizards indulge in intellectual vanity by way of compensation for their marred physique. Constant tinkering with acids and molten metals has left many an alchemist heavily scarred, burned, and mutilated, leaving only their minds with any claim to perfection.



ALCHEMIST

Human

You are a member of the Gold Order, widely acknowledged as masters of the manipulation of matter.

Like the astromancers of the Celestial Order, the magister-alchemists of the Gold Wind have a scientific, intellectual reputation. But, whereas the students of Azyr peer into the heavens for signs of possible futures and indulge themselves in abstruse theoretical debates, the alchemists focus on practical research, with applications in the physical world.

'Far be it from me to diminish magisters of the other colleges, but one does wonder. Azyr? Heads in the clouds. Shyish? So depressing that a rose would wilt in their hands. Ghur? Well, let's just say you should lay straw down on the floor. But we of the Gold College? We are practical, rational, dealing with the world as it is. And we make money. A lot of it.'

— Magister Horst Bergmann

'If any of you doubt that wizards are enemies of the people, look at Gold Wizards! Seekers after knowledge? With their fancy carriages and gold jewellery and potions they sell to the high and mighty for more than any of us see in a year? Bah! They know the secret of making gold and refuse to share it with the People! I say down with them all!'

— PLANT (Popular League Against Nobility and Taxation) agitator Benno Metzger

ALCHEMIST ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
			+	☠		⚔	+	+	☷

CAREER PATH

✦ Alchemist Apprentice— Brass 4

Skills: Channelling (*Chamon*), Evaluate, Haggle, Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception, Trade (Alchemist)

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Grimoire, Staff

✦ Alchemist — Silver 4

Skills: Charm, Cool, Intimidate, Lore (Metallurgy), Research, Trade (Blacksmith or Goldsmith)

Talents: Arcane Magic (Metal), Argumentative, Detect Artefact, Sixth Sense

Trappings: Magical License, Portable Alchemical Laboratory

☠ Master Alchemist— Gold 3

Skills: Lore (Engineering), Lore (Science), Ride (Horse), Trade (Engineer)

Talents: Bookish, Craftsman (Goldsmith), Instinctive Diction, Magical Sense

Trappings: Alchemist Apprentice, Light Warhorse, Magical Item

☷ Alchemist Lord — Gold 4

Skills: Language (Khazalid), Lore (Any)

Talents: Frightening, Iron Will, War Wizard, Wealth

Trappings: Library (Magic, Science, or Engineering), Workshop (Magic or Engineering)



THE CRAFT OF CHAMON

In their laboratories and workshops, and in cooperation with the Imperial Gunnery Schools, Gold Wizards test formulae for more powerful and stable blackpowder for the Empire's armies. They seek the secrets of True Steel, an alloy both lighter and more resistant than common steel. They craft items both useful and beautiful, potions to bring temporary magical aid and wondrous devices, such as mechanical guard dogs of gold and silver — for those who can meet their price.

Magister-chemists are no mere artisans, however, no matter how their more esoteric brethren might sniff at them. The higher one climbs in the Golden Order, the more time a magister devotes to the inner mysteries of *Chamon* — essence, transformation, and purification. This is the study of what the magisters call 'High Alchemy', seeking to extract the most concentrated physical form of a wind from a substance to fuel their magic, with *Chamon* as the catalyst. As the senior magisters describe it to their apprentices, they want to understand the true nature of metal and its potentials, thus allowing them to change it from one state to another — cold to hot, for example, or new to corroded.

The Gold Wizards have long wrestled with problems their arts tell them must have solutions, such as the curse of mutation. If Chaos can warp and change a person in infinite ways by twisting and polluting their nature, then surely *Chamon* has the power to reverse this by purifying that nature. Thus, in the laboratories and forges of the Gold College, senior wizards search unceasingly for a 'spiritual Al-kahest,' described as a mystic acid that burns away the taint of Chaos, while cleansing the person. Though all the trials so far have met with failure, the occasionally catastrophic work goes on.

While centred in its college in Altdorf under the guidance of Patriarch Balthasar Gelt, Gold Wizards are found throughout the Empire, often as advisors to powerful nobles. Its research generates a strong demand for raw materials, particularly precious metals, and so the order has ownership stakes and even outright control of many mines, where there is often a mid-level magister in residence. This need to deal with the world beyond the college — to negotiate for resources, oversee vital interests, and deal with non-magisters on a day to day basis — has made the Gold Wizards seem the most approachable in the public eye and more accepted than members of other orders.

The Gold College keeps a close eye on more mundane alchemists and tinkerers, too, both to make sure they do not engage in forbidden research and to find the most promising candidates for induction. Thus, apprentice magisters of the Gold College tend to already be accomplished practical alchemists, at least with non-magical applications.

RELATIONSHIPS

Of all the colleges, the Alchemists have perhaps the best relations with society at large. Many Gold Magisters live in Altdorf's nicer neighbourhoods, often interacting with 'normal' Altdorfers.

Nobility

Gold Magisters are particularly close to the wealthy and powerful, who are sources of patronage and can easily afford to buy the products of their research. Members of the order frequently visit the Imperial Court and the workshops of the State Army. Avaricious nobles like to sponsor an apprentice to the Golden Order who they hope to make a member of their court once they are granted a licence.

Dwarfs

Relations with the Dwarfs are strained. Although they cooperate on projects of mutual interest, a faction within the order believes the Dwarfs have a natural affinity for *Chamon* and are hiding their secrets. On the other hand, many Dwarfs think the order just wants their gold.

Revolutionaries

There is nothing but hostility between the order and Altdorf's radicals. The demagogues of PLANT denounce the Magisters as class enemies who only serve to prop up the oppressive regime. The Order, in return, calls the radicals '*dupes of the Ruinous Powers*'. PLANT's words may be having an effect — a recent explosion destroyed a magister's workshop and has been rumoured to be something more than a mere lab accident.



THE GOLD WIND

A popular song in Nuln, *The Golden Touch*, claims that Gold Wizards can pluck ‘*Crowns from the sky, drifting like leaves on a breeze only they can see*’. While the alchemists do not literally see gold coins in the air, this popular misconception does touch on two truths: that magisters of the Gold College do perceive *Chamon* as it flows through the world, and that they have an affinity for metals of all kind due to their interaction with the Golden Wind.

But what do they see?

Magisters, as well as witches and others with the Sight, perceive *Chamon* in varying ways. For some, it washes the world with colour. The air has a yellowish tinge as the wind flows through it, heavier toward the ground, as if drawn to the earth. *Chamon* leaves behind a patina only those with the *Second Sight* Talent can see. For others, *Chamon* resembles motes of gold dust, falling like snow in places where it is strong, covering things sensitive to it like frosting on a cake. Regardless, its intensity indicates the item's usefulness for alchemical work, as well as the potential presence of a large source of ore.

This includes the magisters themselves, who to their colleagues can seem dusted with gold, giving them an almost metallic look. In the case of the strongest Gold Wizards, the lesser members of the college sometimes see them as living statues of gold, transformed by the *Chamon* they have absorbed.

It is this transforming power that gives *Chamon* its association with alchemy, both mundane and mystical, and explains the emphasis Gold Magisters place on alchemical and metallurgical research. Beyond its popular association with gold and opulence, *Chamon* is about transformation and purification. It is about changing the state of a thing to meet a current need, such as making a sword too hot to hold.

It seeks to remove impurities from a substance until only its essence remains, leaving the most potent example of the substance possible — True Gold, for example, the purest form of the purest metal, which some suspect may be the key to a cure for mutation. And it is why the wealthy and the noble covet potions created by the college's magisters, as it is their understanding of *Chamon* that makes them so potent.



ARCANE MARKS OF CHAMON

d10 Roll	Mark
1	Quicksilver Tears: Your tears and sweat take on the appearance of mercury. They are practically unchanged but quite unsettling.
2	Mechanical: With your stiff gait and robotic movements, animals see you as an object rather than a creature, and are very uneasy when you approach them. Charm Animal Tests suffer from -2 SL.
3	Forge's Glow: You glow with the faint radiance of hot metal. This gives off no heat but you suffer -1 SL to sight-based Stealth Tests.
4	Thieves! You suffer from paranoia, convinced everyone is out to steal your money. Gain <i>Prejudice (Strangers)</i> .
5	Leaden Tongue: Your voice takes on a harsh tone, akin to metal clashing upon metal. Tests involving speech, such as Gossip or Entertain (Singing) suffer from -1 SL.
6	Feeling A Bit Stiff: <i>Chamon</i> accretes on your joints, making movement difficult. Suffer a penalty of -5 to Ag and -1 to Movement.
7	Shining Orbs: Your eyes burn with agonising pain. Gain 3 <i>Blinded</i> Conditions. Once you regain your sight, your eyes become golden globes. Suffer -1 SL to all Fellowship-based Tests.
8	Hardness: If you take Damage from metal weapons, the 1 Wound minimum rule does not apply.
9	Metallic Affinity: You gain the <i>Numismatics</i> Talent (WFRP, 142), but it can be applied to anything made of metal.
10	Mark of Chamon: The rune of Chamon appears somewhere on your body. Gain the <i>Suffuse with Chamon</i> Talent (see page 186).

THE GOLD COLLEGE

Located in Hexxerbezrik neighbourhood, 'The Foundry,' as Altdorfers commonly call the Gold College, is the headquarters of the order. Five stories tall at its highest — the Tower of Cas Meijer, which only the most senior Magisters and the Patriarch himself may enter — it looks less like a centre of learning than it does some weird, forbidding workhouse. A jumble of buildings, galleries, towers, smokestacks, and workshops, the college presents a severe, almost grimy face to the world. The area is often treated to foul odours coming from it, and coloured smokes sometimes belches from the chimneys (or the windows, if something has gone wrong). There are flashes of light and sometimes the sharp report of explosions.

Beneath the college there are secure, lead-lined laboratories, where magisters and their apprentices conduct the riskiest research. Water pumped from the Reik cools the great forges of these chambers, only to gush back from outlets into the river in a myriad of colours that stain the Reik for miles downstream. The college claims these effluents are safe, but only the poorest or most foolhardy swim in it or eat fish caught here.

The inside reveals an opulence that would humble any wealthy guildmaster and most nobles. Entering through the main doors past the iron statue of an alchemist peering at the contents of a flask — said by locals to be a past magister who had an unfortunate lab accident — visitors behold floors of marble laced with gold, walls of fine hardwoods decorated with gold and silver ornamentation, and hangings of cloth of gold. Stained glass windows in various shades of yellow give the hallways a golden cast. Statues of famous past magisters stand in marble niches, and there is even a place of honour for a statue of Haendrich, indicating the good relations between the Golden Order and the cult.

Off the hallways are lecture halls, seminar rooms, comfortable dormitories for the apprentices, and the private chambers of the magisters, with their own laboratories. The most senior, including Patriarch Gelt, reside on the fourth floor, overlooking the Reik. At the centre of the complex is the Library of *Chamon*, home to thousands of books, scrolls, and documents on alchemy, mundane chemistry, metallurgy, and the lore of the Gold Wind. It is open only to members of the order and is always supervised by a Magister Librarian and his apprentices.



BALTHASAR GELT

PATRIARCH OF THE GOLD ORDER

Motivation: Become the greatest of living wizards.

Short-Term Ambition: Depose Thyurus Gormann as High Patriarch.

Long-Term Ambition: Perfect magical techniques to suppress the next Chaos incursion.

Who is that masked man?

— Gold Apprentice making a joke people have heard before

'His eyes peering from behind that mask give me the shivers every time. Is he even human?'

— Gold Adept Kadmus Kaldtwell, quietly

According to his official biography, Magister Patriarch Balthasar Gelt was born the son of a master apothecary and doctor in the court of a Border Kingdom prince. As a youth he showed an exceptional talent for compounding medicines and an understanding of the properties of minerals and herbs that surpassed the skill of men with many decades of experience.

Fascinated with alchemy, as a young man, Gelt left home and travelled the southern Old World, studying with master alchemists in Araby, Tilea, and Estalia. In each, the student inevitably became the teacher as he absorbed and expanded on their wisdom, with his tutors inevitably acknowledging him as their master. Eventually, he came to the Empire by way of Marienburg where, in Altdorf, the senior magisters admitted him without serving an apprenticeship.

But this story is a fiction — or, at best, speculation.

What is known is that Gelt arrived in Marienburg fifteen years ago aboard a Tilean merchant ship, making a hasty exit from the city when the gold he used to pay for his passage turned to lead a few days later. Though he speaks Reikspiel with the diction and vocabulary of the nobility, his accent betrays hints of something more exotic, though none have been able to place it. As for his prior life, discreet investigations in southern lands have learned little. Those known to have dealt with Balthasar Gelt — almost assuredly not his real name, though no earlier is known — refuse to speak of him.

It is true that the senior magisters and then-patriarch, Magdalena Althaus, granted him status as a licenced magister without passing the usual tests — no one before or since has shown such skill with a single Wind of Magic without formal training, yet Gelt demonstrated an undisputable mastery of *Chamon*. His zeal made him effective both in the workshop and the lecture hall, where he was quite popular with the apprentices. Eventually his skill carried him past several more senior magisters to become the youngest Patriarch of the Gold Order since its founder, Cas Meijer.

A MASK ALL OF GOLD

Then came what is simply referred to as 'the accident'. Gelt had locked himself in his lab, refusing entry even to his apprentices, claiming that his experiment was *'Something I alone must do'*. It was thought at the time that he was working on creating the long-sought spiritual Al-kahest. Regardless, something went horribly wrong. One night, an explosion rocked the college buildings. Passersby saw glowing light *'brighter than the sun'* and yellow smoke billowing from the windows of Gelt's laboratory.

Then came the scream, a cry of agony and horror that tore through the night. When his colleagues tried to break down the door to help their Patriarch, they were stopped by a shouted command from within that brooked no dissent, *'Leave us!'*

Gelt emerged a day later, seemingly unscathed, but clothed head to toe in golden robes, gloves, and cowl, and wearing a gold mask, which none has seen him remove since. Only his eyes were visible: clearly his, but cold and disturbing, leading to speculation that he had suffered some sort of horrible miscast that scarred or mutated him physically, or even suffered the touch of Tzeentch.

His personality changed, too. Still a zealous researcher, perhaps even more so, Gelt was no longer the engaging colleague or inspiring teacher of before. Now he was coldly logical, devoid of emotion. His presence left others wondering if he saw them as just more subjects for experimentation. Even some of his fellow patriarchs found his gaze disquieting.

Still, Balthasar Gelt is an invaluable adviser to the Emperor, and is frequently at Court. He is also among the most powerful of the Patriarchs, second only to Thyurus Gormann.



GELT AS PATRON

Characters serving the Gold Patriarch will find their new patron to be a source of adventure, opportunity, and mortal danger. Gelt is a researcher of the highest order, and his investigations often require ingredients of great monetary value, mystical significance, or both. That their current owners might object to his ‘borrowing’ them is of no matter to him, particularly if his project is of ‘*Imperial significance*’. It would not be unusual for Gelt’s agents to find themselves in Araby seeking the gold-plated skull of a legendary alchemist serving as a prized drinking cup for a desert sheikh. Missions can be closer to home, too.

The Gold College deals regularly with Altdorf’s wealthy and powerful, and a recommendation from Balthazar Gelt opens many, many doors. He may task Characters with delivering a new magical device to an important client in Altdorf or far beyond, which they then have to protect from thieves or spies. Or an aggrieved apprentice steals the object of Gelt’s more secret research, hoping to sell it to one of Altdorf’s gangs. The Characters must then recover it without its nature becoming generally known.

The greatest threat the colleges face is the renegade, the fallen member whose crimes might force intervention by the authorities. He may send Characters to track down a rogue magister and either bring them back for judgement, or simply eliminate them. On the other hand, Altdorf’s radicals hate the order, and the Characters have to serve as bodyguards for lesser magisters or track down and retaliate against PLANT for some offence.

BALTHAZAR GELT ALCHEMIST LORD (GOLD 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	34	31	35	58	59	38	75	82	84	42	21

Traits: Weapon (Quarterstaff) +7, Weapon (Sword) +7

Skills: Channelling (*Chamon*) 114, Charm 52, Cool 104, Evaluate 112, Gossip 45, Haggle 67, Intimidate 55, Intuition 79, Language (Guilder 92, Khazalid 92, Magick 112, Wastelander 102), Lore (Chemistry 112, Engineering 102, Magic 112, Metallurgy 92, Science 92), Melee (Basic 54, Polearm 54), Perception 79, Research 112, Ride (Horse 53, Pegasus 63), Trade (Alchemist 95, Blacksmith 95, Engineer 95, Goldsmith 105)

Talents: Aethyric Attunement, Arcane Magic (Metal), Argumentative, Bookish, Concoct, Coolheaded, Craftsman (Goldsmith), Dealmaker, Detect Artefact, Doomed (*Bastion walls protect thee from enemies without, and yet still thou stumbleth*), Etiquette (Guilder, Scholar), Instinctive Diction, Magical Sense, Petty Magic, Read/Write, Resistance (Poison), Second Sight, Savvy, Sixth Sense, War Wizard, Wealth 4

Spells: **Petty:** Bearings, Dazzle, Dart, Drain, Gust, Light, Open Lock, Shock, Twitch, Warning

Arcane: Aethyric Armour, Aethyric Arms, Blast, Bolt, Breath, Bridge, Chain Attack, Corrosive Blood, Fearsome, Flight, Teleport, Ward

Lore of Metal: Crucible of Chamon, Curse of Rust, Enchant Weapon, Feather of Lead, Forge of Chamon, Gehenna’s Golden Globe, Glittering Robe, Goldsteel Shielding, Meteoric Ironclad, Prismatic Refraction of Habermas, Replication of Levorg, Transmutation of Chamon

Note: Balthazar’s library contains grimoires containing all Arcane and Lore spells that he has not memorised.

Trappings: Amulet of Sea Gold, Enchanted Staff, Sword, The Gleaming Robe, Vial of Al-kahest (see page 52), Vial of Panacea Universalis (see page 163), Quicksilver (Pegasus housed at the Imperial Zoo), Private Library and Workshop at the Gold College, Gold Coins as and when he needs them (today, they are likely genuine).

Marks: Shining Orbs, Hardness, Mark of *Chamon*

Amulet of Sea Gold

An ancient Elven heirloom Balthazar found in the ruins of an Elven colony on the coast of Ulthuan. This strange amulet provides a +2 SL bonus to any attempts the wearer makes to dispel a spell.

The Gleaming Robe

As the wearer moves the Gleaming Robe throws up a dizzying array of iridescent reflections. If the wearer has moved during a Round, any missile that targets them or their mount suffers from –2 SL.

THE LORE OF METAL



The wind of *Chamon* is dense, and attaches itself to metallic substances. Spells from this lore are accompanied with golden light and heat and are especially effective against foes wearing metal armour. Spells inflicting Damage ignore Armour Points from metal armour and inflict bonus Damage equal to the number of Armour Points of metal armour being worn on any Hit Location struck. So, if your spell hit an Arm location protected by 2 Armour Points of metal armour, it would cause an additional +2 Damage and ignore the Armour Points.

Ingredients: Heavy metals of all types, esoterically inlaid or carved, comprise the majority of ingredients, though many spells also use trappings associated with a forge, including sections of a bellows marked with mathematical formula, inscribed chunks of an anvil, or fragments of a furnace.

Armour of Tin

CN: 4

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

You cause metal armour to become soft and flimsy. Metal armour worn by anyone within the AoE is reduced by 2 Armour Points on every hit location.

Breach the Unknown

CN: 4

Range: Initiative yards

Target: 1

Duration: Instant

You learn the physical properties of an object or creature. An object is understood as if you had studied it closely for a day. A creature's health is known, along with its highest physical attribute. For every +2 SL, you learn one extra detail that isn't visibly apparent (such as a poisonous or medicinal property, a creature Trait, and so on).

Casting this spell on a magical object that you're touching grants temporary usage of the *Detect Artefact* Talent (WFRP page 135).

Crucible of *Chamon*

CN: 7

Range: Willpower Bonus yards

Target: 1 object

Duration: Instant

You channel *Chamon* into a single non-magical, metallic object, such as a weapon or piece of armour covering a single body part. The item melts, dripping to the floor as molten metal, cooling almost immediately. If held, the item is dropped. If worn, the wearer takes a hit like a *magic missile* with Damage equal to your Willpower Bonus that ignores Toughness Bonus. While the object is destroyed, the metal retains its base value, and may be used by a smith as raw material.

Curse of Rust

CN: 4

Range: Willpower yards

Target: 1 object of 1 Encumbrance

Duration: Instant

You turn a non-magical, metal object into rust, rendering it permanently useless. If you achieve +4 SL, the spell may also affect a non-metal object, making it brittle as glass for a number of minutes equal to your Willpower Bonus. An object of mixed composition may become temporarily brittle around its rusted metal components. If metal fasteners are holding an object together it may fall apart, and its non-metal components may shatter if they were also cursed.

An object of 1 Encumbrance can be cursed in this way, plus 1 Encumbrance for every additional +2 SL.

Enchant Weapon

CN: 6

Range: Touch

Target: special

Duration: Willpower Bonus rounds

You encase a single non-magical weapon with heavy bands of *Chamon*, enhancing its potency. For the duration of the spell it counts as magical, gains a bonus to Damage equal to your Willpower Bonus, and gains the *Unbreakable Quality* (WFRP page 298). For every +3 SL you may also add 1 Quality or remove 1 Flaw from the weapon, while the spell is in effect.

Fault of Form

CN: 2

Range: Willpower yards

Target: 1 weapon

Duration: Initiative Bonus rounds

You alter the composition of a weapon, rendering it less effective. The target weapon must be at least partially made of metal. All beneficial Qualities of the weapon are lost, and the wielder suffers -1 SL to any to-hit rolls when using it. Furthermore, certain weapon Flaws become worse: *Dangerous* fumbles on an 8, 9, or doubles, *Reload* time is doubled, *Slow* provides +2 SL to defenders.

Magical weapons are not altered by this spell, however their enchantments are temporarily negated if you roll +4 SL.

Feather of Lead

CN: 5

Range: Willpower yards

Target: Area of Effect (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

Calling on the golden wind, you alter the density of your target's belongings, raising or lowering their weight. For the duration of the spell, choose one effect for everyone within the area of effect:

☠ Count as two steps more Overburdened

☠ Do not count as Overburdened

See **WFRP**, page 293 for details on Encumbrance.

Fool's Gold

CN: 4

Range: Touch

Target: 1

Duration: Willpower minutes

You weave *Chamon* into a non-magical object made of metal, fundamentally altering its nature. For the duration of the spell, all metal in the object becomes gold. This is not an illusion: it has transformed into gold. When the spell ends, the item reverts to its original metal. This spell can ruin good weapons, make armour too heavy to wear, and turn lead coins into something more appealing.

Forge of Chamon

CN: 9

Range: Willpower Bonus yards

Target: Special

Duration: Willpower minutes

You alter the quality of a single item made of metal. You may add 1 Quality or remove 1 Flaw. For every +2 SL, you may add another Quality or remove another Flaw.

Gehenna's Golden Globe

CN: 13

Range: Random Vortex

Target: AoE (2 × Willpower Bonus yards)

Duration: Willpower Bonus rounds

You create a magical, golden sphere that transforms those it touches into statues. Targets within the AoE are affected as if by the *Golden Touch* spell (see below). This spell uses the *random vortex* rules.

Gilded Cage

CN: 9

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus hours

You summon golden bars out of the ground to contain targets within a cage. The bars are half an inch thick and a Character can bend them apart by passing a **Hard (-20) Strength test** or cut them with appropriate tools. Tiny or Little-sized prisoners can squeeze through the 6-inch gaps between bars. Characters outside the cage cannot enter, though weapons and missiles can still pass between the bars. If cast indoors, the cage bursts through walls and ceilings that obstruct its AoE.

Glittering Robe

CN: 5

Range: You

Target: You

Duration: Toughness Bonus Rounds

Wild flurries of *Chamon* whirl around you, deflecting blows and intercepting missiles and magical attacks. Gain the *Ward (9+)* Creature Trait (**WFRP**, page 343) against all attacks and spells targeting you. Each hit successfully saved increases the Ward's effectiveness by 1, to a maximum of Ward (3+).

Golden Touch

CN: 7

Range: Touch

Target: Special

Duration: Willpower × 1d10 minutes

After casting this spell, the next living creature you touch transforms into a golden statue. The target may attempt a Willpower Test to resist being petrified. As a statue, the target cannot see, hear, or feel anything. Duration is rolled secretly by the GM so you cannot predict exactly when the spell will end. The target counts as having a Toughness Bonus of 10, but Wounds are suffered normally. If the statue suffers Wounds the spell is ended immediately.

Goldsteel Shielding

CN: 10

Range: Willpower Bonus yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower minutes

You summon a thin covering of Goldsteel to reinforce an object, building or surface. As a guideline, each exterior wall of a small, two-storey house covers approximately 4x4 yards of surface area. Multiple castings might be needed to shield an entire building. Shielded surfaces cannot be damaged by natural phenomena such as fires, earthquakes or hurricanes, and their Armour increases by 4. Taking cover behind Goldsteel shielding reduces Corruption by two levels (so a Major Exposure becomes Minor and so on) and grants +1 SL to Dispel Tests made against spells targeting you.

This spell does not affect living tissue. Gold wizards often use Goldsteel to contain malignant influences such as Warpstone for safer transport.

Inscription

CN: 2

Range: 1 yard

Target: Special

Duration: Special

You inscribe a metal surface with words or images simply by passing your hand over it. Every dozen words takes a round to inscribe. If you achieve +2 SL, the inscription may be encoded as a Secret Rune. Another Gold Wizard can reveal a Secret Rune by casting this spell on the inscribed surface, otherwise it's invisible. Gold Wizards communicate covertly by this method.

In an emergency, this spell can function as a short-ranged acid spray against enemies wearing metal armour. The spray is a *magic missile* attack with Damage +2. A successful hit also ruins 1 Armour Point on the hit location if the acid isn't washed off before 10 rounds.

Knot Untied

CN: 5

Range: You

Target: You

Duration: Instant

You gain insight into a puzzle, riddle, trap, or mystery that's only solvable through deduction. The GM must give you one hint towards the solution, plus one additional hint for every +2 SL. Relevant Knowledge (Lore) Tests also receive a bonus of +2 SL.

Metal Mended

CN: 4

Range: Touch

Target: 1 object

Duration: Instant

You repair a damaged metal object of any size to its original state. Missing pieces are magically replaced, provided you have at least three-quarters of the object to work with.

Alternatively, this spell can 'sinter' two metal objects together. Sintering may assist Trade (Smithing) Tests, or fuse enemy armour pieces to reduce their effectiveness (adds *Unreliable* and *Bulky* flaws, **WFRP** page 293). Other creative applications are subject to GM discretion.

Meteoric Ironclad

CN: 7

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: 1 round

You encase targets in suits of magic armour, making them temporarily impervious to most attacks. Targets gain the Ward (4) Creature Trait (**WFRP**, page 343). The magic armour is weightless and can therefore be combined with regular armour.



Mutable Metal**CN:** 5**Range:** Touch**Target:** 1**Duration:** Willpower Bonus Rounds

You touch a non-magical object made of metal, which instantly becomes warm to the touch as you squeeze *Chamon* into it. You may bend and mangle the object with an **Average (+20) Strength** Test. If you wish to make a more complex alteration and the GM agrees, you may attempt a pertinent **Average (+20) Trade** or **Art** Test instead, depending on what you are trying to achieve.

Prismatic Refraction of Habermas**CN:** 5**Range:** AoE (Willpower yards)**Target:** You**Duration:** 1 round

You draw the winds of magic to a central locus and convert them into different forms of energy. All Channelling and Casting Tests within AoE (including yours) are penalised by -1 SL. When the spell expires, the gathered winds of magic are expelled from your hands as harmless, coloured light. You may choose 1 colour of magic that instead becomes a handful of aethyric fluid, adding +1 SL to a single Casting Test of the related Lore. Aethyric fluid evaporates after two Rounds if not used.

Puchta's Silver Compass**CN:** 2**Range:** AoE (Willpower yards)**Target:** 1 compass**Duration:** Willpower minutes

You imbue a normal compass with meteoric silver. For the duration of the spell the compass behaves as a Compass of Meteoric Silver (page 53).

Replication of Levorg**CN:** 6**Range:** You**Target:** Special**Duration:** 1d10 hours

You conjure any inanimate, non-magical object from thin air. The object's maximum Encumbrance is 4, however 1 extra Enc can be summoned for every +2 SL. The object functions normally, however a skilled tradesperson can recognise that it is a facsimile. When the spell expires, the object disappears.

Duration is rolled randomly by the GM, so you cannot predict exactly when the object will disappear.

Instead of a single object you can summon 1d10 Gold coins, plus 1d10 coins per +2 SL. This alternative formulation is forbidden by the Gold College.

Transmutation of *Chamon***CN:** 12**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** Willpower Bonus Rounds

You wrench *Chamon* from the metals worn by your foes, and the earth itself, briefly transforming the flesh of your enemies into metal. This is a *magic missile* affecting all in the Area of Effect, with a Damage equal to your Willpower Bonus; the spell ignores Toughness Bonus and inflicts +1 *Blinded*, *Deafened*, and *Stunned* Condition, all of which last for the duration of the spell. All affected targets gain +1 Armour Point from the gold wrapped about their bodies, but also suffer from Suffocation (*WFRP*, page 181). If targets die while the spell is in effect, they are permanently encased in a shell of base metals, a macabre reminder of the risks of sorcery.

Trial and Error**CN:** 3**Range:** Intelligence yards**Target:** 1**Duration:** Willpower Bonus minutes

You direct the magic of logic to aid yourself or an ally. Choose one Skill to enhance at the time of casting. Your target receives a bonus of +2 SL to their next Test using that Skill. If you achieve +2 SL, the target also receives a single use reroll on the designated Skill Test.

◆ GHYRAN ◆

THE JADE WIND OF MAGIC & THE LORE OF LIFE



'A fresh, warm breeze that promises abundance and growth, the Jade Wind falls like a spring shower, nourishing and nurturing. It feels as warm as the earth and as fresh as spring water. Once it falls to the ground it collects in pools and rivulets, flowing through the earth as lifegiving rivers, like the pumping of blood.'

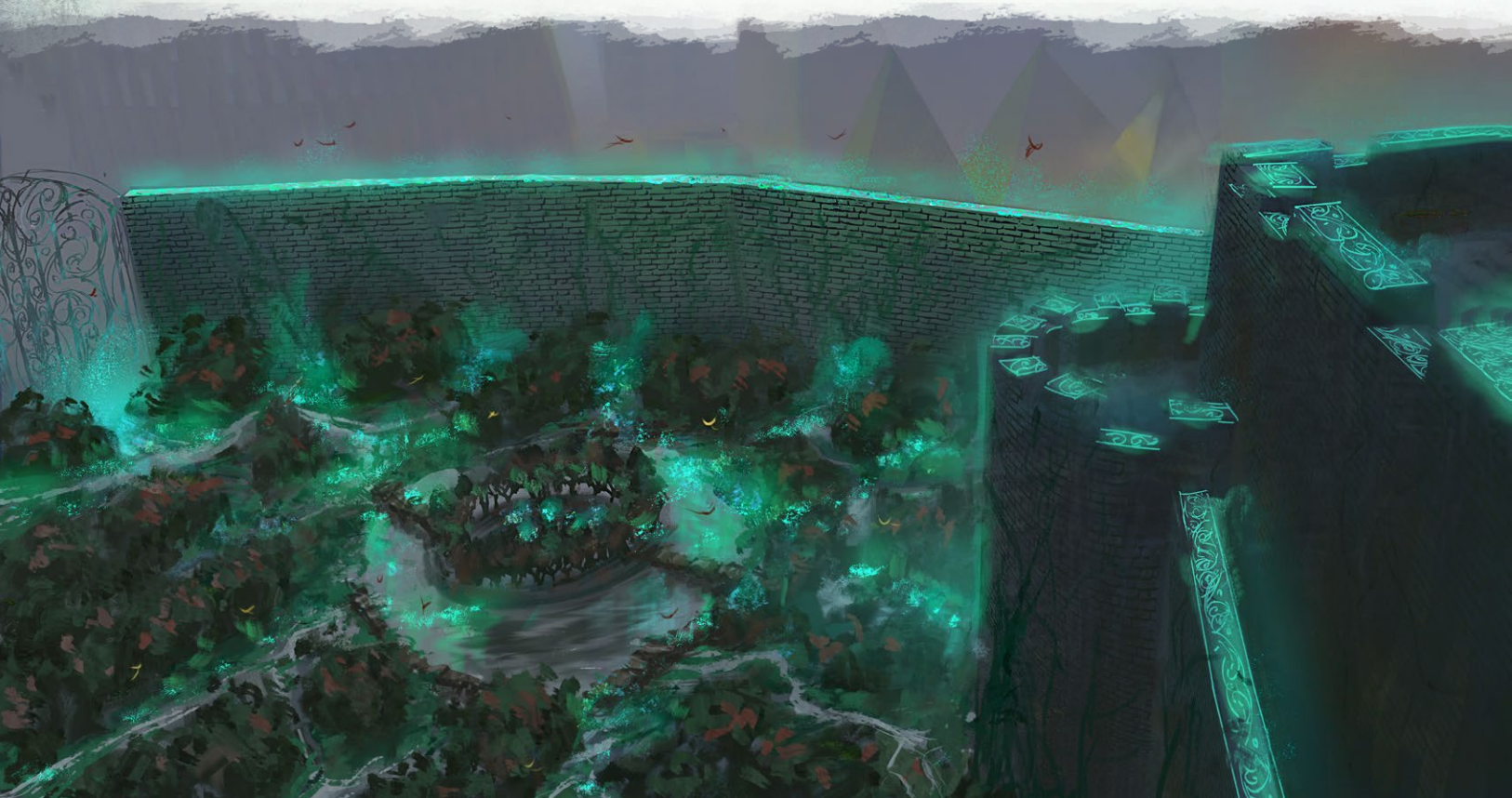
'We druids, who study the Lore of Life, know that this is the single most powerful and single most important wind. It is the one element that all living things must possess. It emerges from life just as it gives life; it is found in the blood of creatures, and in the sap of plants. It is the very stuff of life.'

'Our symbol is the spiral of life. It symbolises the turning of the world, the inevitability of the seasons, and the wax and

wane of Ghyran through the year. And the triskele, the three limbed wheel, never falling, never failing, and ever running. The spiral represents infinite life, cyclical, ever growing, yet staying the same, an unchanging whole, turning forever.'

'It is the wind of life but also of death. It is not the morbid power of Amethyst however, but the vital power, which is released at the point of death, the vitality that contributed to life and is lost with its ending. Glowing wisps of Ghyran leaving the body is the sign that life is gone, and hope is lost. This Ghyran of death is our most closely guarded secret.'

– Tochter Grunfeld, Jade Wizard Lord



THE JADE ORDER

Symbol: Spiral, Triskele, Oak Tree, Sickle

Focus: Nourishment, Growth, Fertility

Study: Agrolological Thaumaturgy

Title: Druid

The wizards of the Jade Order study the Lore of Life that lies under the province of the Third Lore of magic — the Wind of *Ghyran*. The symbol of the Third Order is the Coil of Life and the druids of the Jade Order wear green robes.

Jade Wizards have power over nature and can cast spells that can cause twisting briars to spring from the earth, entire forests to appear, or bring mighty winds to blow away their enemies. At their command Jade Wizards can summon rain from a cloudless sky or cause the rocks of the earth to hurtle through the air. Jade Wizards love living things, for their studies teach them about the harmony of nature. They are often skilled practitioners of healing and restorative magic.

The Jade College is the centre of the order, but few wizards remain there for long. Throughout the Empire there are hidden forest groves where druids conduct rituals and keep their secrets. These take the form of stone circles and often lie at the confluence of three streams, for such places are powerful in the magical lore of *Ghyran*. Within Altdorf, the college takes the form of a mossy, brick walled enclosure, plain and unimposing to the outside world, yet hidden within is a great arboretum where boughs form mighty halls. Amongst the glades of this hidden world are numerous pools and streams whose running water pours into a wondrous silver lake.

SEASONAL VARIATIONS

The magical energies of *Ghyran* precipitate like rain upon the earth, forming pools which only those able to sense the Winds of Magic can see. These magical pools flow into natural watercourses and, for this reason, the power of *Ghyran* is closely bound up with water, vegetation, and all living things. Channelling (*Ghyran*) Tests benefit from +1 SL where water is abundant (a stream would not be enough, but rivers, lakes, and oceans are) but suffer from -1 SL in dry environments.

Because Jade Wizards are so closely tied to the power of nature, their own powers tend to wax and wane with the seasons, being vigorous in spring, most powerful in summer, waning during autumn, and weakening during winter. Channelling (*Ghyran*) Tests benefit from +1 SL during the months of Pflugzeit and Vorgeheim but suffer from -1 SL during Ulriczeit and Vorhexen.



SEMIOTICS OF THE JADE ORDER

The power of the Jade College spirals through the Wind of *Ghyran* and is represented by the Coil of Life. This rune embodies the cyclical flow of life in all its forms and is seen repeatedly in the traditions and vestments of the Jade Wizards, from the curving sickles many of them carry, to the ancient circles of cyclopean stone where they perform their rituals at the equinoxes and solstices.

To Jade Wizards, the Coil of Life also serves as a reminder of the continual shift of reality. Just as the seasons change from summer to winter and back again, or as living beings die, only for life to be born anew from their mouldering flesh, so does the cycle of zenith and nadir dominate every facet of existence — Jade Wizards are the least perturbed by the vicissitudes and uncertainties of the Winds of Magic. The druids also find meaning in the symbols of the oak leaf and a triskele formed of three intersecting coils.

Jade Wizards often go about barefoot so that they can feel the Wind of *Ghyran* upon their feet. Each wizard carries a sickle, small or large, which is the badge of attainment amongst their kind.



DRUID

Human

You tap the vitality of the earth and the power of nature to manipulate the natural world through your magic.

Jade Wizards are more welcome in villages across the Empire than any of the other Imperial Wizards. It is well known they can control plants, and that the land thrives in their presence. Any settlement that welcomes a druid should expect a bumper harvest in the coming year.

'The spiral is the symbol of life. Such a spiral stands for the coiled secret in each of us — that everything we can be is written within us, like a code. It can only be solved through the insight of Ghyran.'

— Friedrich Miescher, Jade Wizard

'Had one of those druids in the other day. Not sure what she was up to, but when I made the bed the next day, it was full of leaves.'

— Arnold Fleiss, innkeeper

DRUID ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel

CAREER PATH

Druid's Apprentice – Brass 3

Skills: Channelling (*Ghyran*), Charm Animal, Dodge, Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Outdoor Survival, Perception

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Bronze Sickle, Grimoire, Staff

Druid – Silver 3

Skills: Charm, Gossip, Intimidate, Language (Battle), Language (Any), Navigation

Talents: Arcane Magic (Life), Detect Artefact, Fast Hands, Sixth Sense

Trappings: Magical License, Practical Robes, Silver Sickle

Master Druid – Gold 1

Skills: Animal Care, Evaluate, Lore (Plants), Ride (Horse)

Talents: Instinctive Diction, Magical Sense, Menacing, Rover

Trappings: Apprentice, Gold Sickle, Magical Item, Standard Robes

Druid Lord – Gold 2

Skills: Language (Any), Lore (Any)

Talents: Combat Aware, Frightening, Iron Will, War Wizard

Trappings: Elaborate Robes, Garden Retreat, Library (Magic)



If a crop is devastated by pestilence the people are likely to pray to Sigmar and Rhya but the authorities might contact the Jade College for magical aid. The Jade College treats these requests rather judiciously as they resent being seen as the farmers of the Empire and will only respond to very extreme or decidedly supernatural blights. It is still a common enough job, however, for the aspiring Jade Wizard, to travel to assist those who work the land. Many druids are knowledgeable of the practical elements of agriculture as well as the magical, serving as teacher as much as magister.

The college supplies battle wizards to the Empire's armies. The Jade College believes their service goes under-appreciated; the military imagination is lacking when compared to the magical one. What could be more useful to an army on the march than surreptitious and untraceable movement through difficult terrain? Unfortunately the Empire's generals are more likely to have a wizard set fire to something instead.

Jade Wizards are usually encouraged to make their own way in the world. They often travel in the hope of encountering interesting and new natural phenomena, like flora that might be useful for cures or as magical ingredients.

GARDENS OF JADE

Home for Jade Wizards is usually a well-maintained and thriving garden. The sort of terrain a wizard prefers is likely to be more tangled and overgrown than a mundane gardener or farmer might prefer, but there is a certain aestheticism in the more natural garden, too. Druids, especially as they age, find great solace in such places. They often settle in such an area and hone it through the years to their idea of verdant perfection.

There are several gardens across the Empire that have been tended over hundreds of years. These act as welcome respite to druids as they travel through the land. Many, especially those in or near cities, are walled off from the general populace, but many are part of the natural landscape and barely noticeable to the untrained eye. Some of these places incorporate ancient carved stones linked to the Old Faith or are ancient Elven places of power.

Druids carry a sickle as their badge. These are symbolic of their power over trees. The power to cut down, but more pertinently, the power to hone and make thrive, and the power of restraint. Apprentices carry copper sickles and

are awarded silver ones when they become a licenced magister. Senior druids carry golden sickles.

All druids carry staffs of living wood. These can be anything from an almost bare stick with a single leaf, almost indistinguishable from a walking stick or quarterstaff, to verging on a full-size tree. Druids plant their staffs in the ground at night and when they are not using them, to aid with their growth, but a Jade Wizard can keep their staff alive even without such help.



Though they tolerate cities, and the Jade Wind flows there readily enough, druids generally feel more comfortable when they are in their element, among thriving plant life. A tradition of communal living has established itself within the order. As Jade Wizards have settled down in their chosen location with their families, they attract apprentices and other Jade Wizards, as well as more mundane colleagues. These communes often grow up outside the remit of petty barons and other powers. Local authorities would be keen to tax them but are usually too afraid to try. The communes often appear more like religious communities than magical ones.

Many Jade Wizards get wanderlust, come the spring. They will set off for lands unknown, simply following their nose, keen to find whatever they will find. This is encouraged and no wizard reaches a high level within the order without going wandering at least a few times during their career. As is the nature of the Jade Wizard, however, come the end of summer, the wizard returns home, or back to Altdorf, weary but greater for their experience.

THE JADE WIND

Ghyran falls to the world like the spring rain falls to the soil. It collects in pools and flows like streams, bringing nourishment and fertility. It feeds all life and feeds from life. It nurtures and in turn must be nurtured. It is inexorably linked to water and flows where water flows, and pools where water pools, in all plants and all animals. It is lifegiving.

Ghyran settles often in idyllic and manicured spots, pleasant groves, thriving orchards, and abundant farmland. Arable land thrives from the presence of the Jade Wind, and also attracts it, in a virtuous circle. But it also springs up around the wild and overgrown, where growth is rampant and less hospitable: steaming jungles, the ocean littoral, and tangled forests.

At its most vibrant, the wind appears as a bright green, drowning out the more sombre hues of the mundane world. It is at its brightest where growth and health are at their most vital. It swirls as bright jade around new growth and chartreuse around newborn animals. Old growth fades to a deep emerald and where life is diseased or in decline it darkens and muddies.

The Jade Wind is not just about plants, it is intrinsic to all life. Animals kick up eddies of Jade wherever they go. Anywhere the living make their homes also attracts *Ghyran*. It is the wind most associated with vitality, health, and fecundity. It is the wind of childbirth and healing. Wherever there is life, the Jade Wind blows.

But where there is life, there must be death. In the very moment of death *Ghyran* is released in gusts and flurries. Jade springs readily from the life force of the freshly dead, especially those who were energetic and youthful in their life. It is even said that the dead lie beneath all the order's most spectacular gardens. The uncomfortable conclusion that some quietly wager is that living sacrifice would feed Jade spells. Jade Wizards will not talk of this.

The Jade Wind blows greatest in the spring and summer as life itself approaches its apogee, and then begins to diminish as winter nears. So too Jade Wizards are at their most vital at the start of this cycle, and they decline with the year.

ARCANE MARKS OF *GHYRAN*

d10 Roll	Mark
1	Rapid Growth: Your hair and fingernails grow at an alarming rate. You must spend a portion of each day trimming them back. Further manifestations cause plantlife to also form, such as ivy growing in hair or mould under your fingernails, which grow back within a day if removed.
2	Barefoot: You can't abide wearing footwear and when you must, all Agility-based Tests suffer from a -2 SL penalty.
3	Winter's Nadir: During the months of Ulriczeit and Vorhexen you must make a Very Easy (+60) Endurance Test every morning. If you fail, you suffer from a <i>Fatigued</i> Condition.
4	Whiff of Ghyran: You give off an odour of damp earth, green shoots, and freshly cut grass.
5	Ghyran Face: Your skin takes on a greenish hue and your eyes turn emerald. You suffer -1 SL to all Fellowship-based Tests.
6	Vulnerability to Fire: When you suffer Damage from <i>Ablaze</i> Conditions, you take +1 Damage.
7	Catalyst: Your influence causes even destructive things to procreate. Diseases incubate twice as fast and last twice as long in Characters within 10 yards of you. In addition, unpreserved food perishes twice as fast while you are near.
8	Aura of Growth: You emit an aura of growth and vigour. Remaining in one place for any extended period causes a noticeable boost in the life and colour of the surrounding flora, no matter where you reside. Any Outdoor Survival Tests you make to find food benefit from +1 SL.
9	Nemophilist: You gain the <i>Arboreal</i> Trait (WFRP, page 338).
10	Mark of Ghyran: The rune of <i>Ghyran</i> appears somewhere on your body. You gain the <i>Suffuse with Ghyran</i> Talent (see page 186).

THE JADE COLLEGE

The Jade College itself is a wonderfully bucolic walled garden in the heart of Altdorf. A high, green-brick wall separates the bustling and filthy city from the tranquil grounds. Behind the wall, visitors to the college could be forgiven for thinking that they are in an idyllic country setting. Streams run through the grounds, replenishing fishponds overlooked by thriving trees, flowers bloom through every season, and birds and bees flit across the scene. Manicured lawns surround standing stones and deer graze within the surrounding woods. The trees teem with exotic and local fruits, and nuts, berries, and cereals grow unchecked. The gardens also contain a few unkempt tangled areas where Amber Wizards are apt to stay when visiting the big city.

The entire gardens are set out in a circular design, with a spiral grassy pathway circling the garden three times before reaching the physical college building at the heart of the grounds. Unwanted visitors sometimes find themselves circling the grounds many times yet never reaching the centre. When they turn around they find their way back to the gate almost instantly.

The structure itself has been grown from the limbs of many different trees. The entire complex is living, from leafy ceilings, organically woven wattle walls, to mossy beds, and great wooden halls. Fruit and vegetables hang from the walls and grow from the floor ready to be plucked and eaten by passing magisters. Dotted around the gardens are several sheltered copses which are effectively rooms of the college, too. They are cleverly, or magically, arranged, to be surprisingly sheltered from the elements.

Beneath the structure, within a great circular hall formed as the trunk of a single great oak, is the college library. The most ancient and sacred texts of the order are etched on preternaturally preserved scrolls of bark. Like the roots of a great tree, countless passages run from this central chamber and disappear into the depths of the earth.

It is rumoured that the college grounds are kept in order by an army of animated servitors made from plant matter, with branches and vines for limbs. They are also said to guard the place at night. There are any number of stories around Altdorf docks from those who know someone who knows someone who broke into the college and had to flee mysterious walking trees.

In the spring and summer, when the college grounds are at their most verdant, the wizards who refrain from wandering are busy and energetic. In the months of decline towards the winter solstice, the wizards return tired and in need of rejuvenation; the Jade College is shaded in sombre melancholy.

RELATIONSHIPS

The Amber College

Despite their famous good nature, Jade Wizards often find themselves sympathetic to the more misanthropic Amber Wizards, even offering them a home away from home in Altdorf itself. They have good relations generally with that brotherhood, but it is sometimes strained. The Jade College finds itself doing the shamans' bidding more often than they would like and resent the fact that they seem to put more effort into advancing the Amber cause among the other colleges than the Amber Wizards bother to do themselves.

Hedge Witches

Though there is no formal structure among hedge witches and many of their beliefs and tenets have been lost to time, if there is an institution in Altdorf that is sympathetic to their cause, it would be the Jade College. There are persistent rumours that Jade Wizards find themselves researching hedgecraft for academic reasons.

The Asrai

The college has sporadic interest in the Elves of Laurelorn. The Lore of Life has been enhanced greatly from exchanges with the Eonir over the years, but the insight and power they provide seems to come at a price. Many in the college have felt manipulated by the Elves, and so help and advice from Tor Lithanel is only rarely sought by the wisest Jade Mothers.

The Cult of Rhya

Surprisingly, there is some tension between the Jade College and the cult of Rhya. Though these two institutions are often viewed as two sides of the same coin, the cult resents the power the college wields. They see Jade magic as a cheating shortcut to their own ends. Power given through the deity is pure and good, whereas the power the wizards wield must be tainted by humanity. Every Jade Wizard that turns to *Dhar* is proof of the cult's fears.



TOCHTER GRUNFELD

Motivation: Use her powers to keep the Empire safe.

Short-Term Ambition: Gather information about the vampiric influence in Sylvania.

Long-Term Ambition: Destroy the Vampires of Sylvania.

Tochter Grunfeld is an ageless force of nature, whose appearance changes with her mood. At times she gives the impression of a green-skinned tree-spirit, hard and implacable, and at others a young woman with flowing white hair entwined with ivy, and even sometimes as a round, grandmotherly figure. No one knows, or could even guess her age but she was well known around the east of Stirland more than fifty years ago. There she laboured against encroaching blights and the depredation of Vampires. Recently, however, she has been drawn to Altdorf. Though she has no love for political manoeuvring she has emerged as a senior figure in the Jade Order and many believe that she would make a fine matriarch should Magister Arburg leave his post while she still lives.

Grunfeld is the matriarch of a commune, Bluetegarten, east of Wurtbad. She founded the site together with like-minded fellows, Rhya's cultists, and witches back in her youth. It has grown to be a thriving community famous for the quality of its produce, with a population of several hundred. The place, however, since Grunfeld is spending more time in Altdorf, has become more insular, and is revered but almost feared by the local peasants.

Grunfeld was leaned on by the Jade Order when rumours reached them of unconventional practices at Bluetegarten. She decided it was prudent to enrol those she could in the Jade College. Those whose techniques were too far removed from traditional colour magic techniques had to leave. This satisfied the authorities at the Jade College but rumours of her association with dark practice have dogged Grunfeld ever since.

She is now based at the Jade College in Altdorf and despite her past has become a prominent member of the high council there. She is respected for her magical prowess and wise counsel. It is expected that once the current Jade Mother dies, Grunfeld will be the leading candidate to replace her. Grunfeld is at home in Altdorf now and comfortable with her position within the college, and less inclined to make one of her once regular journeys back to Stirland.

Nevertheless, Grunfeld is more concerned than ever with the spreading influence of Necromancy and vampirism in Sylvania and the east of Stirland. She has developed a network of spies from the local populace there who are dedicated to keeping an eye out for any strange activity and reporting back to her. A number of these are her erstwhile commune dwellers and their family members, some of whom are now high-ranking in the cult of Rhya, and some are powerful witches.

WITCH WAY

Grunfeld has long been taking an interest in a Sylvanian baron whom she suspects of falling to vampirism. She has had an old friend keep an eye on him and his lands. She is too busy to travel at the moment and needs someone to go there and get the information. The problem is Grunfeld's contact, an old friend from back in the day, is undoubtedly a witch who dabbles in dark practices. This does not stop her being a useful source of information.

The Characters must travel to Sylvania, track the witch down, without scaring her off, all the while avoiding the clutches of the local noble who may or may not be a Vampire – and they must keep the entire mission secret from anyone else in the Jade Order.

FEAST OF BLOOD

Through her contacts, Grunfeld has received information about strange events around the village of Hagedorn on the Stirland-Ostermark border. One of her informants, Tobias, the Hagedorn village priest, has received strange visions of a white hart trapped in a great spider's web. Grunfeld would like the Characters to travel to Hagedorn for her, talk to Tobias, and see what needs to be put right.

BLACKMAIL

If the Characters have earned her trust then Grunfeld will employ them to carry out a rather sensitive task for her. She has received an anonymous letter detailing events of her youth and the time she spent with her erstwhile friends, some of whom could fairly be described as witches. The writer suggests that they will keep this information to themselves in return for a genuine Magical Licence. Though she can obtain such a thing, easily enough, Grunfeld is loath to give in to blackmail, and equally loath to licence a dangerous witch.

The Characters will need to turn up to the meeting in Grunfeld's stead and bring things to some sort of satisfactory conclusion.

TOCHTER GRUNFELD
HUMAN WIZARD LORD (GOLD 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	31	30	41	49	42	34	72	69	57	16

Traits: Weapon (Staff) +7, Weapon (Sword) +7

Skills: Animal Care 75, Channelling (*Ghyran*) 94, Charm 72, Charm Animal 89, Cool 79, Dodge 62, Evaluate 82, Gossip 77, Intimidate 45, Intuition 69, Language (Battle 77, Bretonnian 75, Gospodarinyi 92, Magick 102), Leadership 67, Lore (Magic 97, Plants 87, Stirland 77, Sylvania 77, Undead 82, Warfare 77), Melee (Basic 47, Polearm 47), Navigation 48, Outdoor Survival 92, Perception 69, Ride (Horse) 52

Talents: Aethyric Attunement, Arcane Magic (Life), Combat Aware, Detect Artefact, Fast Hands, Frightening, Instinctive Diction 3, Iron Will, Magical Sense, Menacing, Petty Magic, Read/Write, Rover, Second Sight, Sixth Sense, War Wizard

Spells: Petty: Animal Friend, Bearings, Conserve, Dart, Gust, Murmured Whisper, Produce Small Animal, Spring, Twitch, Warning

Arcane: Arrow Shield, Blast, Bridge, Dark Vision, Entangle, Flight, Push, Ward

Lore of Life: Almanac, Barkskin, Dwellers Below, Forest of Thorns, Leaf Fall, Lifebloom, Regenerate, Verdant Apotheosis

Trappings: Grimoire, Enchanted Staff, Standard Robes, Golden Sickle, Magical Licence, College Library, Workshop at College

Marks: Rapid Growth, Whiff of Ghyran



THE LORE OF LIFE



Spells cast with *Ghyran*, the Jade Wind, are suffused with life, tending to manifest with a vibrant green light. They are often accompanied by natural phenomena given supernatural qualities. Vines, undergrowth, trees, and rivers all bend to the druid's will.

Living creatures — those without the *Construct*, *Daemonic*, or *Undead* Creature Traits — targeted by spells from the Lore of Life have all *Fatigued* and *Bleeding* Conditions removed after any other effects have been applied as life magic floods through them. Creatures with the *Undead* Creature Trait suffer additional Damage on any damage-dealing spell equal to your Willpower Bonus, ignoring Toughness Bonus and Armour Points.

Ingredients: Druids use a wide variety of naturally occurring ingredients, ranging from rare seeds and nuts, humours gathered from sentient creatures in the flush of life, uncommon tree saps, fertile loam, spring waters, and a variety of living ingredients, including plants and smaller animals.

Almanac

CN: 4

Range: You

Target: You

Duration: 1 day

You spend a day attuning yourself to an area's natural flows of magic. At the end of the day, you can forecast major seasonal and weather events for the coming year (such as the last frost, good or poor harvest, dry summer, major storm, and so on). You do not know specific dates but if you score at least +2 SL, you can narrow down your predictions to a 1-week period and to the exact day with +4 SL. You may cast other spells and move around normally while investigating the area.

Barkskin

CN: 3

Range: Touch

Target: 1

Duration: Willpower Bonus rounds

You cause the target's skin to become hard and rough like the bark of a tree. While affected by the spell, add +2 to the target's Toughness Bonus, but suffer -10 to Agility and Dexterity.

Dwellers Below

CN: 13

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You summon hundreds of tiny, shrivelled earth spirits to carry your enemies away. Small hummocks rise from the ground within the AoE, and in each mound a doorway opens. Hordes of spirits pour forth and grab your targets' legs. Each target must pass a Strength Test or be pulled underground. Mounted targets may use their mount's Strength for the purpose of this test if they prefer. The spirits do not inflict damage and cannot be harmed.

Targets that are pulled underground are tormented in a 'space between worlds' for 1d10 hours. When targets eventually crawl out of a mound, they are covered in soil and worms, and must pass a Test for Moderate Exposure to Corruption (**WFRP**, page 182). After the spell ends, the spirits flee back beneath the mounds and into the earth.

Earthblood

CN: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

To cast this spell, you must be in direct contact with the earth — either touching it, or standing barefoot. For the duration of the spell, any living creatures in direct contact with the earth within the AoE heal Wounds equal to your Willpower Bonus at the start of every Round.

Earthpool

CN: 8

Range: You

Target: You

Duration: Instant

After successfully casting the spell, you immediately disappear into the ground in a wild torrent of *Ghyran*. You appear at the start of the next round at any point within Willpower yards, erupting from the earth violently. For every +2 SL on your Casting Test, you may increase the distance travelled by your Willpower in yards. Any enemies you engage after erupting gain the *Surprised* Condition. This spell will not allow you to move through solid rock but will allow you to move through water.

Fat of the Land

CN: 4

Range: Touch

Target: 1

Duration: Willpower Bonus days

You flood the target's body with nourishing *Ghyran*. The target need not eat or drink, but still excretes as normal, though any leavings are verdant green.

Flesh of Stone

CN: 9

Range: Willpower Bonus yards

Target: 1

Duration: Willpower minutes

You turn a target into living stone. Unwilling targets can resist the spell with an Opposed Willpower Test. Affected targets can move and fight, but cannot speak, and their Movement is halved. The target's Strength and Toughness are increased by 30 and they gain 4 additional Armour Points on every location. The target doesn't need to breathe while under the spell.

Forest of Thorns

CN: 6

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

This spell may only target a patch of earth. You cause a dense knot of wickedly spiked brambles and tangled vines to burst upwards, covering the Area of Effect.

While the spell is active, anyone without the *Arcane Magic (Life)* Talent attempting to traverse the area on foot must make a **Hard (-20) Agility** Test. If the target fails, they gain 1 *Bleeding* Condition and 1 *Entangled* Condition with a Strength equal to your Willpower. After the spell ends, the growth remains but loses its magical properties.

Gardener's Warcry

CN: 9

Range: Willpower yards

Target: AoE (Willpower yards)

Duration: Instant

This spell may only target a patch of earth. You summon a small Blood Forest, covering the Area of Effect. Anyone standing in the area immediately suffers 10 Damage (modified by TB and Armour) and receives a *Bleeding* Condition from lashing branches and thorns. The Blood Forest remains until cut down or burned. Anyone passing through the Blood Forest at more than half of their Movement must make a **Challenging (+0) Agility** Test or receive a *Bleeding* Condition.

Geyser

CN: 8

Range: Willpower Yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You summon a powerful geyser from the earth. Targets within the Area of Effect suffer a *magic missile* hit with Damage +4, are knocked Willpower Bonus yards in a direction of your choice, and receive the *Prone* Condition. You can give any single affected target a *Stunned* Condition for every additional +2 SL. After the geyser erupts, a pool of fresh springwater remains in its place.

Invigorating Chant

CN: 6

Range: 2 × Fellowship Bonus yards

Target: AoE (Fellowship Bonus yards)

Duration: Willpower Bonus rounds

You awaken or invigorate plant-based creatures such as Dryads, Tree Kin, Fenbeasts, and carnivorous plants (assuming that dormant organisms of that type are within the Area of Effect). Creatures that were sleeping or dormant must spend 1 round stirring before they can act. Targets immediately heal +SL Wounds, and for the spell's duration receive +SL on all Tests. You cannot control creatures with this spell. Creatures might be irate if awakened out-of-season, but they are unlikely to attack you for the spell's duration.

Nature spirits of this type take on a wide variety of forms and abilities, whilst it is left up to the GM to decide on their exact properties, the rules of Constructs (see page 30) can be used to give a general notion of the abilities and limitations of such creatures.

Jade Casket

CN: 5

Range: Willpower yards

Target: 1

Duration: Willpower Bonus hours

You surround a corpse with glowing, green magic to revive it as your servant. The target must have died within the last hour. The creature animates with its maximum Wounds. You can issue simple commands to the target, who otherwise protects you from harm instinctively. The target retains all its non-magical Skills, Traits, and Talents but cannot speak. Though the target is not truly alive and retains no memory of its former life, it is not an Undead creature.

Leaf Fall**CN:** 6**Range:** You**Target:** You**Duration:** Willpower Bonus minutes

You surround yourself with swirling leaves, your body becoming limber and supple as a willow branch. Missile attacks against you suffer -2 SL and you gain the *Contortionist* Talent (**WFRP**, page 135). You reduce Damage from falling, crushing, or blunt weapons (such as clubs and hammers) by 3.

Leyfinding**CN:** 5**Range:** Initiative Bonus miles**Target:** You**Duration:** Willpower Bonus hours

Tapping into the flows of earthbound magic, you receive a detailed mental map of all leylines and stone circles within range. This knowledge provides +2 SL to Navigation Tests made to locate planned or natural leylines. You cannot discern specific colours of magic from afar, but you can sense each leyline's overall strength (minor or major), along with the number of waystones in every stone circle. See **Chapter 14** for more on leylines and waystones.

Lie of the Land**CN:** 5**Range:** Initiative Bonus miles**Target:** You**Duration:** Special

Touching the earth, your senses flow through the *Ghyran* tracing the nearby area. After communing for 1 minute, you receive a mental map of natural features — land, forests, rivers — within range. Settlements may be alluded to as areas of clear terrain or trenches. If you increase the range using Overcasting, the time it takes to commune with the land increases by 1 minute for each SL.

Lifebloom**CN:** 8**Range:** Willpower Bonus yards**Target:** Special**Duration:** Special

You cause *Ghyran* to flood an area that is blighted or desolate. As examples of the spell's power you may target either a dry riverbed, well, field, or a domestic animal. If you successfully cast the spell, the target bursts to life:

- ☠ A dry river begins to flow once again.
- ☠ A dry or polluted well becomes clean and fresh.
- ☠ A planted field, vineyard, or orchard bursts into life, with all its crops immediately reaching full ripeness.
- ☠ A sick or unproductive animal is cured of all diseases and becomes energetic and eager once more.

Nature's Whisper**CN:** 8**Range:** You**Target:** You**Duration:** Fellowship Bonus minutes

You commune telepathically with minor river or tree spirits. To cast this spell, you must be in contact with the river or tree being questioned. Spirits' answers can be vague if questions are too complex. River spirits generally answer questions pertaining to happenings within 1 mile upstream or downstream. Trees have similar ranges of awareness within a forest. River spirits recall the last 24 hours, whereas tree spirits have memories spanning years. However, tree spirits are slow and ponderous, requiring 5 minutes or longer to answer just a single question.

Spirits might request aid in exchange for information. This spell does not make them predisposed to like you and provides no benefits to communication with animated nature spirits, such as Naiads and Dryads.

Paranoth's Pathway**CN:** 4**Range:** AoE (Willpower Bonus yards)**Target:** You**Duration:** Willpower minutes

Your party moves effortlessly through forests. Everyone within the Area of Effect gains the *Strider (Woodlands)* Talent (**WFRP**, page 145). If they already know this Talent, add +1 temporary level, plus another temporary level per +2 SL. Additionally, if you achieve +4 SL, your party can pass without trace, making it impossible to track your movements. The spell ends if your party crosses another path or harms a living tree.

Regenerate**CN:** 6**Range:** Touch**Target:** 1**Duration:** Willpower Bonus rounds

Your target gains the *Regenerate* Creature Trait (**WFRP**, page 341).

Spiral Stair

CN: 6

Range: You

Target: You

Duration: Willpower Bonus minutes

You are lifted directly upwards by a misty spiral staircase, to a height of Willpower yards. The stairs' height can be increased by additional Willpower yards for every +2 SL to a maximum height of 200 yards. While standing on the staircase you receive 3 Armour Points to all locations, and the stairs' height is added to the distance missile attacks against you must travel. Other Jade Wizards who know this spell can climb the stairs by making a **Challenging (+0) Lore (Magic)** Test, but to everyone else the stairs are insubstantial.

Vaunted Transmogrification of Colchis

CN: 6

Range: Willpower yards

Target: AoE (Willpower yards)

Duration: Willpower Bonus minutes

You subtly alter material properties within an area, making all characters and surfaces non-flammable. Fires in the area extinguish instantly and *Ablaze* Conditions are removed. Portable fire sources like torches can be carried into the area, however nothing that was originally affected by the spell takes fire damage. Characters lose this immunity to fire if they leave the AoE.

Verdant Apotheosis

CN: 16

Range: Line of sight

Target: AoE (Willpower Bonus yards)

Duration: Instant

You summon vast reserves of *Ghyran* to heal the mortally wounded, and even restore life to recently slain characters by pulling their souls back through the mortal veil.

Targets who were slain within the last minute reawaken as from a deep sleep and must Test for exposure to Moderate Exposure to Corruption (**WFRP**, page 182) after witnessing the realm of death. The spell cannot restore lost limbs, and a decapitated corpse is beyond saving.

Vital Growth

CN: 7

Range: Willpower Bonus yards

Target: 1

Duration: Instant

You imbue a single plant or tree with *Ghyran* causing sudden growth. The target grows to its maximum natural height. You can double the maximum height for +2 SL and an additional round spent in concentration on casting the spell, triple it for +4 SL and two additional rounds of concentration, or quadruple it for +6 SL and three additional rounds of concentration.

Wood Shape

CN: 8

Range: Touch

Target: 1

Duration: Willpower Bonus hours

You transform yourself or a willing target into a tree. The target can see and hear normally, and can be damaged by axes, fire, and other attacks that would harm a tree. Unwilling targets can attempt an **Average (+20) Willpower** Test to resist the spell.



◆ AZYR ◆

THE BLUE WIND OF MAGIC
& THE LORE OF THE HEAVENS

'Azyr. The breath of the firmament. To discern the Blue Wind is to witness a panoramic spectacle, as it drifts, swirls, and eddies across the vast theatre of the heavens. We unfortunate groundlings can only gaze in reverence as the stars pirouette above us, their motions orchestrating the beautiful harmonies of Azyr. If we attend to their song, we may learn of events yet to come.

Many nights I have gazed aloft to contemplate Azyr. Does the intricate interplay of stars and planets give rise to the Celestial Wind? Or do those zephyrs propel the stellar bodies on their ceaseless procession across the sky? We may never know, and Azyr cares not. Its spirals shape both physical matter and the immaterial substance of the mind alike.

Master Ceruleus and I have discoursed on the nature of Azyr, as the sapphire current eddies high above us. We speculate on how it sways the weather, how it wrings rain from the clouds or sparks lightning from the storm. Ceruleus believes the very air is subservient to Azyr. Indeed, at his incantation a still summer day becomes a raging tempest in an instant. I have even seen him borne aloft by a cradle of air.

However, Azyr exerts its most subtle influence on the mind. It is the timeless wind, unbound by the present, past, or future. Shyish marks the inevitable progress of time, but Azyr defies its relentless forward march. Lord Teclis told us it flows gently across the temporal realms, bringing intimations of possible destinies. Azyr can untangle fate through divination and augury. Yet our Astromancers should be wary, for perhaps our earthbound minds are not fit for gazing into what may come?'

— from Volans' fourth letter to the Colleges of Magic



THE CELESTIAL ORDER

Symbol: Comet, Crescent, Star

Focus: Inspiration, Imagination, Exploration

Study: Astrometeorological Thaumaturgy

Title: Astromancer

The wizards of the Celestial Order study the Lore of the Heavens, or Astromancy, which lies under the province of the Fourth Lore of Magic known as the Wind of *Azyr*. The symbol of the Fourth Lore is the Comet of Power and its wizards wear blue robes.

Celestial Wizards study the night skies and plot the movements of astral bodies on complex transchronological charts. They are expert in the use and manufacture of instruments such as astrolabes and telescopes. Celestial Wizards use their studies to foretell disaster, so their advice is valued in times of hardship.

Astromancers can alter fate itself by manipulating the course of the Winds of Magic and are often sought out as fortune tellers. They are also gifted battle wizards, commanding the power of the heavens to call down lightning, thunderbolts, and comets upon their foes.

SEMIOTICS OF THE CELESTIAL ORDER

The astromancers adopted the Comet of Power as their primary symbol. It is perhaps the most direct piece of iconography used by any college, for *Azyr's* power floats among the stars. Celestial lore is rooted in the movements of heavenly bodies and the influence they exert upon the world. The narrow tail and broadening head of the comet mirrors the ever-expanding knowledge of the Celestial College. Furthermore, the comet is usually depicted with its head reaching skyward, symbolising transcendent ambition. Only on robes of mourning, worn in reverence to departed fellows, is the symbol inverted, in this case commemorating a great wizard fallen in death. Alongside the comet, Celestial Wizards employ such heavenly signs as stars and crescent moons.

The buildings of the Celestial College lie near the centre of Altdorf's Hexxerbezrik. Concealment spells cloak the grounds, guarding passersby from their dangerous curiosities. The elegant towers of the Celestial College are the tallest of all buildings in the city. There are sixteen towers, four times four, with four being the number of *Azyr* in the lore of sorcery. Each one is topped by a glass dome from which the astromancers observe the sky at night.



THE HEAVENLY WIND

Azyr is a light and insubstantial wind that quickly dissipates into the upper portion of the heavens, forming a backdrop of drifting blue clouds. This layer is visible to those with magical sight but, like all the Winds of Magic, invisible to ordinary folk.

This layer is said to distort the light of celestial bodies such as stars, moons, and planets. As the Winds of Magic blow from immaterial realms where time has no meaning, it is possible for an astromancer to predict events by the way the shifting layer of *Azyr* distorts celestial bodies.

Spellcasters who use the Lore of Heavens gain a bonus of +1 SL to Channelling Tests when they are positioned on high towers or hills. If atop the peaks of the highest mountains or on board a soaring flying device, this bonus increases to +2 SL.



ASTROMANCER

Human

You scrutinise the heavens and draw down the Wind of Azyr to bend the elements to your will and manipulate fate itself.

Magisters who channel *Azyr* are astromancers, also known as Celestial Wizards, or 'Blue Wizards' by the uneducated. They favour skullcaps, high-collared cloaks, and expensive robes in deep blues and blacks, emblazoned with silver and gold motifs to represent the night sky. Somewhere on their person they wear the symbol of their order, the Comet of Power. Many present a well-groomed, aloof appearance to the world.

Each magister carries a staff, usually topped with an ornamental telescope, miniature orrery, or armillary sphere. Sometimes these are functional, but they primarily serve as a symbolic badge of the Astromancer's art.

'Normally I would trust a wizard as far as he can swim with an anchor round his neck, but it's been handy having Magister Aeolus aboard. Granted he charges a pretty penny and dresses a little fancy for a commoner, but he knows how to talk to his betters, can scry heavy weather, and saved our souls with his lightning when those Skaeling reavers attacked.'

— Admiral Klaus von Nesselzelt of the Imperial Navy

ASTROMANCER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+				☠	⚒		+	+	☪

CAREER PATH

✦ Celestial Acolyte — Brass 4

Skills: Augury, Channelling (*Azyr*), Dodge, Entertain (Fortune Telling), Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Grimoire, Staff, Starwatcher's Handbook

✦ Astromancer — Silver 4

Skills: Cool, Gossip, Intimidate, Language (Battle), Lore (Astronomy), Research

Talents: Arcane Magic (Heavens), Detect Artefact, Orientation, Sixth Sense

Trappings: Ceremonial Telescope, Magical License, Practical Robes, Sextant

☠ Grand Astromancer — Gold 1

Skills: Evaluate, Navigation, Lore (Prophecy), Ride (Horse)

Talents: Instinctive Diction, Magical Sense, Seasoned Traveller, Well-prepared

Trappings: Apprentice, Expensive Orrery or Armillary Sphere, Light Warhorse, Magical Item, Standard Robes

☪ Lord Celestial — Gold 2

Skills: Language (Any), Lore (Any)

Talents: Frightening, Iron Will, Night Vision, War Wizard

Trappings: Elaborate Robes, Library (Magic), Tower or Mountaintop Observatory



Progression through the ranks of the Celestial College is orderly, like the arrangement of the night sky. After passing rigorous exams, new apprentices (called acolytes) are expected to serve their master without complaint — taking observations, readying instruments, fetching tomes, uncovering research, and undertaking any menial task that an astromancer considers beneath them.

The most perilous and humiliating chore is cleaning the college's glass domes of bird droppings. When their master does not want to travel, acolytes may be sent on long distance errands to check an obscure detail from a premonition or to witness a meteorological phenomenon.

ASCENDANT CONSTELLATIONS

Once an acolyte becomes a full astromancer, they receive a ceremonial telescope from the High Celestial and freedom to pursue their own research. Those who stay in the college may be involved in the Grand Experiment or spend their time politicking for a study higher in the towers. Other astromancers are wanderers, exploring the world for new perspectives on the heavens or rumours of portents in distant lands. Some sell their talents to sea captains in exchange for passage to foreign parts. Astromancers are valued advisors to the powerful and some establish themselves in a noble's retinue.

The first astromancers were stargazers, astrologers, and those who unconsciously manipulated the Blue Wind. Teclis helped them channel their abilities into the Lore of Heavens, a body of sorcery later expanded by human magisters to encompass spells to harness the airy element, discern fate, and change it to their will.

Divination amongst astromancers is a combination of magical prowess, mathematics, and close interpretation of portents. Every member of the Celestial Order scrutinises the heavens for a glimpse of the future, but some also use other means. Crystal balls are said to focus *Azyr* and make it easier to read. Astromancers often use the movement of air itself, by interpreting the patterns of wind on water, the swaying of trees or the drift of fine ashes when thrown into the air.

The typical astromancer is an intellectual with their head almost literally in the clouds. They use their impressive powers of reason to untangle the unknowable, which keeps them divorced from trivial day-to-day matters. They live for study, writing treatises on magical theory, astronomy, meteorology, and prognostication.

Celestial Wizards tend to arrogance and petty academic spats proliferate. Prognostication is lucrative and many astromancers are wealthy, spending their riches on fine, ostentatious robes and elaborate astronomical and magical instruments.

RELATIONSHIPS

The Imperial Navy

The Imperial Sea Lords have long cultivated an association with astromancers, who are much in demand for their ability to read the night sky, control the weather, and foresee perils at sea. The Celestial College have leveraged this to fuel their appetite for exploration. Astromancers join ship's companies in exchange for the Navy furnishing expeditions.

Lord Xavier Köhler is a Celestial Wizard who holds high naval rank, known as the Transcriber of Wind for his preternatural ability to foresee and change the weather. He fought with Karl-Franz at the Battle of Nordland Fjord and now advises his older brother, Imperial Sea Lord Baron Ludolf Köhler of Dietershafen.

The Cult of Verena

Astromancers are scholars who value the acquisition of knowledge, so they have a natural affinity with the Cult of Verena. More than one Celestial magister has granted benefactions or bequeathed his library to a temple and the relationship is mostly harmonious. Some priests detect a faint condescension from the astromancers, tainted by a suspicion that wizards lack reverence for the divine. The influential Verenan abbot Gregor Zweifler writes letters to high priests across the Empire, warning that the astromancers have taken to worshipping planets over gods and that the cult must take action.

The Cult of Morr

The Cult of Morr is split on the matter of astromancy. The God of Dreams is not a jealous deity and his augurs in the Empire occasionally consult with the college for an expert second opinion when they receive troubling portents. However, hard-line Morrians outside the Empire preach that unless precognition comes from Morr, it is inspired by the Great Conspirator. Recently the unveiling of the Thaumodivinator, a fortune telling machine designed by wizards of the Celestial Order, has led to increased tensions with the Cult of Morr.

THE CELESTIAL WIND

Drifting high in the atmosphere, *Azyr* represents that which is out of reach. As it streams from the Aethyr, the wind curls and swirls in complex patterns across the heavens. It is distant and diffuse, elusive to those who wish to manipulate it to their own ends.

To understand *Azyr*, one must labour at complex calculations and ultimately accept that even the wisest mage is subject to the whims of fate. *Azyr* passes backwards and forwards in time and can bring visions of the future to the present.

Gusts of *Azyr* influence the mundane world, whipping the air into squalls and changing the weather. During a storm, *Azyr* accumulates and sculpts the storm clouds and tempests, growing in strength with the gales and rain. With the right incantation, it can rush beyond the atmosphere to pluck meteorites or comets from the unfathomable beyond.

Astromancers spend much of their time observing celestial bodies, trying to fathom their motion to master the wind of *Azyr*. They know that when planets and stars align in specific configurations or describe certain orbits across the sky, *Azyr* becomes more pliable and reveals its secrets more readily.

The Blue Wind is placed on the Wheel of Magic in opposition to *Ghur*, which is earthy, terrestrial, and primal. High-minded, unfathomable *Azyr* rarely touches the ground. Only in elevated places, such as atop a mountain, can a magister experience the wind flowing around them.

When a wizard channels *Azyr* to cast a spell, their incantations take the form of complex formulae spoken in the language of Magick. The words reflect and anticipate the motions of the wind and stars. While the complexity of *Hysb* demands discipline and patience, *Azyr* challenges the intellect, requiring precision and the quick mind of the magister. Should they succeed, the Lore of Heavens grants dominion over the element of air, but most astromancers crave the power of foresight and portents, whether to change fate or bring it about.

ARCANE MARKS OF AZYR

d10 Roll	Mark
1	Troubling Foresight: When under stress, you are plagued with unbidden visions of the future. If you fail any Willpower-based Test by 2 SL or more, you fall <i>Prone</i> and see disturbing revelations of disaster.
2	Cerulean Eyes: Your eyes become pale blue orbs which emit a faint glow. This is unnerving to others. Suffer -1 SL to all Fellowship-based Tests.
3	Whispery Voice: Your voice becomes thin and airy. You can no longer shout. In noisy surroundings, listeners must pass an Average (+20) Perception (Hearing) Test to hear your voice.
4	Insubstantial: You become very slightly transparent, only noticeable in certain lights. You lose 10% of your weight and suffer from -5 Strength.
5	High-minded: In conversation you seem distracted, tend to look upwards and struggle to articulate specifics. You benefit from +5 Intelligence but suffer from -10 Fellowship.
6	Aura of Tranquility: You emit a strange, but peaceful aura that others find calming. All Intimidate Tests in your presence suffer from -1 SL.
7	Wandering Consciousness: You occasionally lose track of where your mind ends and the cosmos begins. You suffer from -5 Initiative.
8	Scentless: Your natural smell is replaced by the scent of clean, fresh air. Reeking fluids, noxious potions, and other sources of stench gradually lose their aroma on contact with your person. Attempts to track you using scent can be no easier than Hard (-20).
9	Stargazer: You become agitated when unable to scry the stars. For each night you fail to observe the night sky for at least an hour, the default difficulty of Willpower- and Intelligence-based Tests becomes one step harder, to a maximum of Very Hard (-30). When you can study the heavens once again, default difficulty returns to normal.
10	Mark of Azyr: The rune of <i>Azyr</i> appears somewhere on your body. You gain the <i>Suffuse with Azyr</i> Talent (see page 186).

THE CELESTIAL COLLEGE

High above Altdorf, the sixteen slender towers of the Celestial College soar into the sky, as if the magisters are trying to reach the stars themselves. Each is surmounted by a glass dome, from which the most exalted astromancers gaze upwards into the night sky. Despite its spectacular presence, few citizens of the Imperial capital ever acknowledge the blue and white stone college. It is protected by enchantments to divert attention and bring innocuous distractions which subtly draw the eye away. Perhaps a flag blows into their line of sight, or a line of laundry billows to block their view. Those determined to reach the college gates will do so, but casual onlookers have no clear memories of its presence.

Until 102 years ago, the college was an impressive but mundane five-storey building in the Hexxerbezrik district, reputedly built on Elven ruins. When Helmut Rozenkranz became High Celestial, he constructed the first glass-domed tower. This sparked the so-called Time of the Towers when Wizard Lords vied to build ever-taller observatories. When the Celestarium was completed, taller than the rest, the Emperor decreed an end to the astromancer's rivalry. This tower is a spectacular sight, with its enchanted glass and great orrery mounted at the summit. Other towers are named for former inhabitants, such as the Tower of Casandora, Urannon's Observatory, and Gabriel's Chamber with its impressive moondial.

The outside walls are inscribed with comets, stars, planets, and moons. Beyond the main doors, the air is fresh and wall hangings and tapestries move in a gentle breeze with no obvious source. Near the entrance is a suite of receiving rooms where Astromancers host visitors, including those willing to pay handsomely for auguries.

There are living quarters for the acolytes and college servants, several libraries, and the private chambers of resident astromancers. At the core of the college building is the Grand Experiment — where portents are entered into a large silver astrolabe. The astromancers believe this will eventually predict the entire future with complete accuracy.

Astromancers are notoriously bad at the mundane tasks in life, so the Celestial College has many servants. There are skilled artisans such as lensmakers, horologists, and other artificers, who create new devices for studying the heavens. Countless housekeeping staff keep magisters fed and the halls clean.

A specialist crew of cartwrights keep the Hurricanums battle-ready at all times.

The current High Celestial is Hildegard Niederthaler, a sprightly 87-year-old who monopolises three towers in the college for her personal use, including the Celestarium. The portents imply her time in office is coming to an end and other wizard lords are manoeuvring to take her place. Lord Stern Glazend is a likely successor.

He believes the college should encourage exploration, after learning that the ancient and mysterious denizens of Lustria supposedly left gold plaques which describe every event from past to future. One of Glazend's allies is Bartolomi Kereveld, who plans an expedition to find lost knowledge of the cosmos in Lustria's jungle ruins.

A rival faction favour Lord Methuselis, who has seen ominous (albeit contradictory) portents of the End Times. He wants the Celestial Order to focus on predicting and countering the threat of the Ruinous Powers. His supporters extend their influence with the Empire's rulers and some take direct action against agents of Chaos.

Outside Altdorf, the Celestial College has many holdings, typically observatories dedicated to tracking the flow of *Azyr*. The Tower of Vane, for example, stands high in the Grey Mountains above Ubersreik, overseen by Sibylle Hagerdorn, who is grateful for the distance between herself and her former rival the High Celestial.

CELESTIAL HURRICANUM

The Hurricanum is a bizarre engine of war built originally for mobile astronomical observation. Each carriage carries a colossal orrery, constructed around one of the Celestial Order's precious Orbs of Sorcery. These powerful magic items were bequeathed by Teclis to help scry the heavens, but they can also focus *Azyr* as a weapon.

On the rare occasions that the High Celestial permits a Hurricanum for warfare, they are taken by acolytes to muster with the Empire's armies. By channelling *Azyr* through the Orb of Sorcery, the acolytes bring powerful storms to strike at their enemies and even grant nearby soldiers with subtle foresight. Hurricanums and the Orbs of Sorcery are highly prized by the Celestial Order — their loss would be keenly felt.

RAPHAEL JULEVNO

MAGISTER OF THE CELESTIAL COLLEGE

Motivation: Decrease factionalism within the Celestial College.

Short-Term Ambition: Become indispensable to Lord Glazend.

Long-Term Ambition: Delegate tasks that prevent him from achieving his priorities to a group of trustworthy and talented agents.

Julevno is a rising prodigy in the Celestial College, apparently destined to become High Celestial. However, he is not ambitious and would rather spend his time researching his own talents than intriguing his way to the top of the order.

Julevno looks younger than his 47 years, clean-shaven and attired in the lavish robes typical of the college. He has already quite a reputation in the order. He was the youngest accepted magister in history and his mastery of Azyr is instinctive and effortless. Julevno was born with an innate ability to see the blue wind and experience brief intimations of possible futures.

He is distant during conversation and struggles to look others in the eye, preferring to gaze upwards in contemplation. In truth, Julevno is constantly sifting through unbidden visions to remain focussed on the present.

He is a keen scholar with a special interest in how *Azyr* moves against the flow of time. Julevno has a theory that the heavenly bodies and *Azyr* move in secret harmonies, creating an abstract music which resonates perpetually without regard for temporal constraints. This theory arose when he found that music helps him control his visions, so Julevno is often found seeking peace at Altdorf's Grand Opera House.

Julevno was born to an actress in Nuln, who resented his strange behaviour and tried to put him into a workhouse. The boy fled to become a beggar, but visions of a massive building with sixteen towers disturbed his dreams. He was drawn to Altdorf and the Celestial College.

When he arrived at the great entrance, almost dead from hunger and exhaustion, Wizard Lord Glazend greeted him — the magister had foreseen his coming and immediately took him as an apprentice. After his swift ascent to magister, Julevno established himself in Glazend's tower in the college.

The political wrangling within the college is taking its toll on Julevno. He supports Lord Glazend, but would rather the two factions looked outwards to the threats to the Empire's magisters — the witch hunters, the forces of Chaos, and the whims of the nobility. When he expresses these opinions, other astromancers claim that he's getting ahead of himself and that he'll get to the top of the college when it's foreseen and not before. Julevno is a solitary man and although the rest of the order respect him greatly, there are few who are close enough to be his friends.

Now Julevno is looking for resourceful people outside the college, who can help with his research, advance the cause of the Celestial Order and thwart those who he has foreseen will cause ruin to the Empire.

TOMORROW'S TUMULT

Julevno has a recurring vision. He sees High Celestial Niederthaler fall from the Celestarium to her death, her mouth bound with a green and scarlet cloth and unable to cast a *Flight* spell. Two shadowy figures stand below her under the glass. Julevno believes that possible successors are conspiring to murder Niederthaler. He knows that these are only potential events, he wants to prevent a crime which will cause greater internal rifts in the Celestial Order. Would the party help with a clandestine investigation of the Wizard Lords?

WHEN DID YOU LAST SEE YOUR FATHER?

Julevno may ask a trusted party to explore the identity of his father. Growing up, he never knew the man who sired him, although his mother claimed that he was an Ostlander mercenary. He can provide her name, her last known address in Nuln, and a vision of the Characters entering the gates of Ferlangen. Julevno is not sentimental. He worries that his natural ability to channel *Azyr* has worrying, possibly tainted, origins.

JOURNEY TO THE EAST

Travellers tell that the mages from the far east have mastered the art of Astromancy beyond the greatest imaginings of the Empire. Julevno wants to learn more, but Weijin's Ambassador to Altdorf offers no help. Julevno proposes a trip to Marienburg, whose Zijdemarkt district is home to expatriots who may reveal more. If that is not successful, he is willing to fund a journey east along the Silk Road, where the Characters may discover the truth in person.



MAGISTER JULEVNO AS PATRON

The magister is actively looking for those who can act on his behalf, so he may approach them through his acolyte Lina to invite them to an audience in the college. If the Characters know Magister Eberhauer of Middenheim she can introduce them — she corresponds often with Julevno.

Julevno is wealthy, but he can give much more than mere gold to those who serve him. He could give them insight into the future, sponsor an apprentice, fund an expedition, or introduce them to powerful contacts in the Colleges of Magic.

However, whilst Julevno may be amenable to the idea of taking Characters on, he is quick to abandon people who do not produce results. This is not necessarily because he is an exacting master, but more that he has his mind on other things, and unless his associates and apprentices are performing significant deeds and achievements, he forgets about them and moves on to other priorities.

RAPHAEL JULEVNO GRAND ASTROMANCER (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	38	29	31	34	50	41	34	65	67	33	15

Traits: Weapon (Sword) +7

Skills: Animal Care 68, Athletics 46, Augury 80, Channelling (*Azyr*) 82, Consume Alcohol 44, Cool 77, Dodge 56, Endurance 44, Entertain (Fortune Telling) 38, Haggle 43, Intimidate 41, Intuition 70, Language (Battle 75, Classical 75, Magick 80, Tilean 70), Leadership 48, Lore (Astronomy 80, Magic 80, Prophecy 75), Melee (Basic 41, Polearm 51), Navigation 65, Perception 65, Research 75, Stealth (Urban) 51

Talents: Aethyric Attunement, Arcane Magic (Heavens), Attractive, Coolheaded, Detect Artefact, Doomed (*The paradox claims its victim, trapped outside time*), Instinctive Diction, Magical Sense, Orientation, Petty Magic, Read/Write, Resistance (Disease), Savvy, Second Sight, Sharp, Sixth Sense, Well-prepared

Spells: **Petty:** Bearings, Conserve, Dart, Drain, Gust, Murmured Whisper, Spring, Shock, Sounds, Twitch, Warning

Arcane: Aethyric Armour, Aethyric Arms, Blast, Bolt, Chain Attack, Dome, Flight, Magic Shield, Move Object, Push

Lore of Heavens: Azure Blades, Cerulean Shield, Comet of Casandora, Curse of Fate, Divination, Fate's Fickle Fingers, Fate Illuminated, Lens on the Sky, Mistral From the Stratosphere, Project Spirit, Starcrossed, Storm of Shemtek, T'Essla's Arc, Thorsen's Thunderstorm

Trappings: Standard Robe, Sword, Staff topped with Telescope, Library of Prophetic Texts, Collection of Lustrian Gold Plaques

THE LORE OF HEAVENS



Spells cast from the Lore of Heavens are accompanied by the crackling of lightning and the smell of ozone. Spells that cause Damage ignore Armour Points from metal armour and arc to all other targets within 2 yards, except those with the *Arcane Magic (Heavens)* Talent, inflicting *magic missile* hits with a Damage equal to your Willpower Bonus.

Ingredients: Astronomical instruments, charts, lenses, and symbols dominate Celestial magic, as do ingredients associated with augury, such as animal innards, mirrors, glass balls, and bird tongues. Some wind-based spells use wings and feathers, whereas those involving electricity prefer slivers of carved metal.

Azure Blades

CN: 6

Range: You

Target: You

Duration: Willpower Bonus rounds

You are surrounded by a sphere of whirling, razor-sharp blades. Melee opponents suffer 3 hits of 8 Damage on random hit locations, rolled every round on your opponent's turn. These hits cannot be dodged or parried. Very Long or Massive weapons can outreach the blades. Long weapons attack simultaneously with the blades. Any opponent wielding a shorter weapon must absorb the hits before attacking.

Cerulean Shield

CN: 7

Range: You

Target: You

Duration: Willpower Bonus rounds

You encase yourself in a crackling cage of sparking electricity and *Azyr*. For the spell's duration, gain +SL Armour Points to all locations against melee attacks. If attacked by metal weapons — such as daggers, swords, and spears with metal tips — your attacker takes your Willpower Bonus in Damage (this Damage is reduced by TB, but not by Armour).

Comet of Casandora

CN: 10

Range: Initiative yards

Target: AoE (Initiative Bonus yards)

Duration: Special

You channel all the *Azyr* you can muster and reach out to the skies, calling down a comet to wreak havoc amongst your foes. Select a target point within range. At the end of the next round, make an **Average (+20) Perception Test**.

For every +SL you achieve on the Perception Test, you may move your point of impact by Initiative Bonus yards. For every -SL, the GM moves the point of impact by Initiative Bonus yards in a random direction. *Comet of Casandora* then acts as a *magic missile* with Damage +12 that hits all targets in the Area of Effect. Targets also gain 1 *Ablaze* Condition and the *Prone* Condition.

Curse of Fate

CN: 8

Range: Half Willpower yards

Target: 1

Duration: 1 day

Your target suffers -10 on all Tests for the spell's duration. Only one curse can be placed on a target at a time.

A more powerful variant of this spell, called *Fate of Doom*, can be cast if you achieve +6 SL. Range is increased to 1 mile and your target loses a Fate point permanently. If your target does not have a Fate point, the next Critical Hit received within the spell's duration is resolved as '00' on the relevant table.

Divination

CN: 3

Range: You

Target: You

Duration: Instant

You scry across time and space. Choose one of the following 3 effects:

- ☠ Learn the most auspicious time for a future action. The GM secretly rolls a **Challenging (+0) Intelligence** Test for you, to determine the accuracy of your prediction. Examples might include forecasting the Winds of Magic, favourable weather, or a change of guards.
- ☠ Locate a lost or stolen object. You must have seen the object previously. This spell points you in the direction of the object but does not reveal its distance.
- ☠ Modify a single future die roll by plus or minus 10. You must be very specific about the conditions. Examples include a creature's next attack against you, or the next Dodge Test you attempt. You can only be under one effect of this type at a time.

Enemy Foreseen

CN: 4

Range: You

Target: You

Duration: Willpower Bonus minutes

You cannot be *Surprised*. The GM must alert you of danger Initiative Bonus rounds in advance of encountering an ambush or similar situation. You can use this time to escape or prepare a surprise of your own.

Fantastic Foresight

CN: 7

Range: AoE (Willpower yards)

Target: You

Duration: 1 round

Your body shimmers as it becomes a link between allied wizards and the celestial spheres. Friendly wizards within the Area of Effect (not including yourself) may reroll their first failure on all Channelling, Casting, and Dispel Tests. A reverse formulation of this spell is called *Solmann's Discombobulation*. Instead of aiding allies, you distract enemy wizards with false prophecies. They roll all Channelling, Casting, and Dispel Tests twice, taking the worst result.

Fate's Fickle Fingers

CN: 6

Range: You

Target: AoE (Initiative Bonus yards)

Duration: Willpower Bonus rounds

All allies within the Area of Effect, excluding those with the *Arcane Magic (Heavens)* Talent, create a single pool of Fortune points. All may draw on the pool; first come, first served. When the spell ends, you reallocate any remaining Fortune points as fairly as possible.

Fate Illuminated

CN: 5

Range: Half Intelligence yards *or* Touch

Target: 1

Duration: Instant

You glean insight to a target's intentions or destiny. You may ask the GM a yes or no question about the target's intent within the next hour. Examples might include *'does he intend to steal something?'* or *'will she fight if the situation escalates?'*. Questions such as *'is he carrying a weapon?'* would not qualify, because they don't relate to intent. You can ask one additional question per +2 SL on your Casting Test.

If you touch the target, you may instead choose to learn its Dooming (**WFRP**, page 136) along with any curses or portents affecting it, including active symbols and reversed symbols (see page 45).

Lens on the Sky**CN:** 3**Range:** You**Target:** You**Duration:** Initiative Bonus minutes

You summon a crystal disc that hovers beside your head and moves with you. Looking through the disc allows you to clearly see objects and creatures up to 3 miles away. The disc also grants +2 SL to Perception Tests that involve long distances. The lens cancels penalties for clouds and fog but not darkness. Using the lens to observe stars grants +2 SL to your next Navigation Test.

Let the Four Winds Blow!**CN:** 9**Range:** Willpower yards**Target:** 4 x AoE (Willpower Bonus yards)**Duration:** Instant

You call upon air spirits to repel multiple simultaneous threats. Designate 4 *random vortex* spells (page 20) or groups of enemies within range. You force each of them directly away from you a number of yards equal to your Willpower Bonus. You can increase the distance by Willpower Bonus yards for every +2 SL on your Casting Test. Enemies that strike a solid obstacle or another character suffer 7 Damage (modified by Toughness Bonus and Armour Points as usual) and stop moving. All targets receive the *Prone* Condition after coming to a halt.

Mistral From the Stratosphere**CN:** 5**Range:** Willpower Bonus yards**Target:** AoE (Willpower Bonus yards)**Duration:** Willpower Bonus rounds

You radiate frigid *Azyr* from your outstretched hand. Choose a direction. All targets in that direction and within range take 12 Damage (ignoring Armour Points but not Toughness Bonus). Additionally, they must roll a **Hard (-20) Endurance** Test or suffer the first stage of Cold Exposure (**WFRP**, page 181). Liquid water in the Area of Effect freezes at a rate of 1 inch of thickness per round.

On subsequent rounds, you can either point the mistral in another direction or continue freezing the same targets. Targets only take Damage on the first round but must Test against Cold Exposure every round. Targets recover any lost Characteristics at a rate of 10 points per hour. You can move while casting this spell.

Mystic Mirror**CN:** 7**Range:** Willpower miles**Target:** 1 (maximum)**Duration:** Fellowship Bonus rounds

You communicate with a distant target through mirrors or reflective surfaces such as calm water. You must know the target's name or have met them before. Your reflection becomes visible, and your voice can be heard from within the target's receiving mirror. Likewise, you can see and hear the target through your mirror. The spell fails if there is no reflective surface within the target's line of sight — meetings are often prearranged.

Polish and Glean**CN:** 1**Range:** Touch**Target:** 1 object**Duration:** Initiative Bonus minutes

You clean a glass object to a spotless shine. If the object is a lens or window, it might gain a temporary enchantment bonus. With +2 SL, the glass confers +20 on Lore (Astronomy) observations. With +4 SL, it enhances visual Perception Tests made with the *Second Sight* Talent by +20.

Project Spirit**CN:** 7**Range:** You**Target:** You**Duration:** Toughness Bonus hours

You detach your spirit from your body, which remains in a deep sleep. Your spirit is invisible and can move normally. In this form, you can see and hear but cannot cast spells or communicate. You cannot manipulate material objects but you may pass through solid obstacles such as doors and walls. If you do not return to your body before the spell expires, you awaken with a start and must Test against a Moderate Exposure to Corruption (**WFRP**, page 182).

Sapphire Arch**CN:** 6**Range:** Half Willpower yards**Target:** Special**Duration:** 1 round

You summon a sweeping arch of pure sapphire. The arch is 4 yards wide and 3 yards high. Any creature or object that passes through the arch disappears into a limbo

dimension. The arch then vanishes at the end of your next round. When you next cast this spell, everyone who previously entered exits without noticing the passage of time. If you are slain before casting again, the occupants are expelled at their original location in a shower of crystal shards, with a *Stunned* and *Prone* Condition.

Starcrossed

CN: 7

Range: Willpower yards

Target: 1

Duration: Initiative Bonus rounds

While this spell is active, you can spend Fortune points to force an opponent to reroll Tests.

Starshine

CN: 8

Range: AoE (Willpower yards)

Target: You

Duration: Willpower Bonus minutes

You draw light from the stars to illuminate the area around you with a soft glow. Invisible targets within the Area of Effect are revealed and darkness (normal and magical) is banished. The spell also reveals concealed creatures and doors. The starlit area moves with you for the duration.

Storm of Shemtek

CN: 11

Range: Half Willpower yards

Target: 2 × Initiative Bonus *or* Initiative Bonus

Duration: Instant

Your body becomes a lightning rod of arcane power. Eldritch light pours from your eyes and mouth as your body stiffens in a cruciform pose. Lightning bolts equal to 2 × your Initiative Bonus streak from cracks in your body. Each lightning bolt is a *magic missile* with Damage +6 you can direct at separate targets in front of you.

You immediately receive a *Stunned* Condition. Anyone without the *Arcane Lore (Heavens)* Talent who witnesses the spell must Test against a Fear (1) effect (**WFRP**, page 190). *Storm of Shemtek* does not require open sky, because it originates from the Aethyr.

A safer (but less destructive) variant of this spell calls down Initiative Bonus lightning bolts within a target area of 2 × your Willpower Bonus yards. You are not *Stunned* and the spell does not cause fear.

T'Essla's Arc

CN: 7

Range: Willpower yards

Target: 1

Duration: Instant

A crackling bolt of lightning shoots from your fingertips, striking your target. This is a *magic missile* with Damage +10 that inflicts 1 *Blinded* Condition.

The First Portent of Amul

CN: 3

Range: You

Target: You

Duration: Initiative Bonus rounds

You gain +1 Fortune point. For every +2 SL, gain +1 more. Any unused points are lost when the spell ends.

The Second Portent of Amul

CN: 6

Range: You

Target: You

Duration: Initiative Bonus rounds

You gain +SL Fortune points. For every +2 SL, gain +1 additional Fortune point. Any unused points are lost when the spell ends.

The Third Portent of Amul

CN: 12

Range: You

Target: You

Duration: Initiative Bonus rounds

You gain +1 Fate point. If you do not use the Fate point before the spell ends, it is lost.

Thorsen's Thunderstorm

CN: 11

Range: Random Vortex

Target: AoE (2 × Willpower Bonus yards)

Duration: Willpower Bonus rounds

You summon a tornado that wreaks violent havoc. Targets within the Area of Effect suffer a *magic missile* hit with Damage +8. The targets are then blown in a random direction, using the rules under *Let the Four Winds Blow!* (page 100). This spell uses the *random vortex* rules (page 20).

◆ ULGU ◆

THE GREY WIND OF MAGIC & THE LORE OF SHADOWS



'Ulgu is the swindler's wind. It tricks, obscures, and deceives. It is the wind of deception and illusion, but also the wind of secrets, of enigmas and mysteries. Ulgu has the power to disorient and confuse people, it can blur their vision and cloud their minds, it conceals objects and hides secrets.'

'The Grey Wind can be a powerful weapon, but must be handled with care, lest the deceiver deceives himself. Plenty are the tales of the Grey Wind providing a shadowmancer enough rope to hang themselves. Of Grey Wizards getting constricted in the web of illusions and lies that they have spun themselves. Use Ulgu with caution. One small lie may topple a kingdom; one small deception at the right place and time is often much more effective than a dozen large ones used without thought.'

'On the other side, Ulgu can be a warning sign. The presence of the Grey Wind is a sign of a mystery or falsehood, of hidden secrets or of the intent to deceive. Be wary when you see this wind – but also realise that it may falsely suggest secrets and falsehoods when in reality the only deceit is the wind itself playing tricks on you. Ulgu has layers upon layers of lies, it can trick the mind just by suggesting that it is tricking the mind.'

'So, lie and deceive to reach your goal, but do so in moderation. Be mistrustful, but don't trust your mistrust either. Ulgu is a tool to be used sparsely, it's not a toy to be played with at will.'

— Patriarch Reiner Starke's speech to a group of Grey wizard apprentices, on the day of their graduation



THE GREY ORDER

Symbol: Sword, Cowl, Cloud

Focus: Deception, Illusion, Confusion, Darkness

Study: Cryptoclastic Thaumaturgy

Title: Grey Guardian, Shadowmancer

The wizards of the Grey Order study the Lore of Shadow that lies under the province of the Fifth Lore of Magic, which is called the Wind of *Ulg*. The symbol of the Fifth Lore is the Sword of Judgement and the wizards of the order wear grey robes. Of all the wizard orders they are the most secretive and are not widely trusted or liked by common folk, who regard them as secretive and scheming. They are called Trickster wizards in scorn, though they prefer to refer to themselves as the Grey Guardians.

Grey Wizards often set out on expeditions under the cover of darkness, implying great or perhaps even sinister goals. Yet they do not talk easily of their deeds, or of other matters much, for they are aware of the distrust they inspire and prefer to remain inconspicuous. Their powers do not lend themselves well to the favour of ordinary folk, being bound up in spells of concealment, illusion, and lies.

The Grey College itself is a worn and shabby stone building found in the back alleys of Altdorf's Hexxerbezrik, its poorest and most disreputable district. The City Watch prefer to keep out of this area, and no honest citizen would ordinarily risk entering such a den of rogues. The building is not large and its appearance resembles those beside it. Grey Wizards come and go by secret entrances situated in the surrounding streets, and it is suggested that a network of tunnels run from beneath the building and throughout the city.

CHASING SHADOWS

To those attuned to magic, the magical energies of *Ulg* shift across the ground like a roiling mist. It is most affected by the mortal winds that blow across the world, and it rears into mighty clouds beneath the influence of storms. Yet it is at its most potent in the still, dank fogs that bring a chill to the air and hide everything in a cloak of shadow.

Channelling (*Ulg*) Tests benefit from +1 SL when the weather is appropriately stormy or foggy. They suffer from -1 SL on sunny days, or when a light breeze banishes the clouds.



SEMIOTICS OF THE GREY ORDER

The Sword of Judgement is the symbol of the Grey College. It is in equal parts promise and threat, for a sword can be wielded in defence or in judgement, and Grey Wizards involve themselves in the prosecution of both. The orientation of the sword, its point directed downwards, is no accident. It serves as a reminder to both noble and peasant that the justice of the Grey Wizards hangs over their heads, ready to strike at a moment's notice.

There are many other meanings to the sword, and the Grey Wizards use it prominently to mark meeting places, ritual circles, and other places of power. Even the slightest alteration of the symbol's rendering can significantly alter the message it conveys — provided one recognises the details of the code. Few folk outside the Grey College know more than a handful of iterations, and most of those scraps of knowledge are deceptions set by the Grey Wizards to lead others astray.

True to their order's symbol, Grey Wizards usually carry swords, though often concealed beneath their robes.



SHADOWMANCER

Human

Secretive and deceitful, you combine the abilities of wizard and spy.

The only thing a Grey Wizard is certain of is that nothing is certain in this world, and that things are rarely as they seem. They know that lies often cover up other lies and become so used to falsehood and deception that they have trouble recognizing the truth as it is.

Shadowmancers are distrustful people, who rarely believe what they see at face value and always look for false bottoms, hidden meanings, and concealed motives. In return, they are careful to withhold their own beliefs and intentions. Truth has value, they've learned, and items of value shouldn't be just given away.

'Truth is so valuable that it needs to be swathed in a cloak of deceit.'

— Reiner Stark, Magister Patriarch of the Grey Order

SHADOWMANCER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
☠				⚔	+	☪	+	+	

CAREER PATH

✚ Trickster's Apprentice – Brass 3

Skills: Channelling (*Ulgū*), Dodge, Intuition, Language (Battle), *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception, Secret Signs (Grey Order)

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Grimoire, Hooded Cloak, Staff

⚔ Shadowmancer – Silver 3

Skills: Charm, Cool, Gossip, Intimidate, Language (Any), Leadership

Talents: Arcane Magic (Shadows), Detect Artefact, Fast Hands, Sixth Sense

Trappings: Magical License

☠ Grey Guardian – Gold 1

Skills: Evaluate, Lore (Politics), Research, Ride (Horse)

Talents: Blather, Instinctive Diction, Magical Sense, Mimic

Trappings: Apprentice, Light Warhorse, Magical Item

☪ Grey Lord – Gold 2

Skills: Language (Any), Lore (Any)

Talents: Secret Identity, Shadow, Tower of Memories, War Wizard

Trappings: Apprentice, Library (Magic), Ring of Informers, Workshop (Magic)



Despite their natural mistrust, they are good diplomats and spies. Many Grey Wizards work at noble courts, in mercantile houses or in criminal organisations — although often in a different profession, keeping their identity as a wizard hidden. Sometimes they even maintain two or more roles at the same time. Shadowmancers are masters of disguise and adept at maintaining several identities. At the same time they are socially adept and can relate to people — if only because that makes it easier to deceive them.

Grey Wizards don't spend much time at their college grounds in Altdorf. Those who are not engaged in cloak and dagger plots prefer to travel throughout the Empire, and even across its borders. Doing so permits them to learn about the state of the Empire and assess the dangers that threaten it from within. Grey Guardians travelling the Empire often arrange to meet their colleagues at particular places at certain days of the year. Sometimes it's just an encounter between two travellers, other times a group of shadowmancers gather for a few days at an inn or out in the fields. During these encounters and gatherings the wizards share information they've learned, and in doing so, get a more complete image of whatever threats exist.

ACOLYTE IN SHADOWS

Apprentice shadowmancers typically travel with their master. They are not schooled in classes in the college, but rather accompany their tutor on their travels. In this way they learn not only about the Grey Wind, but also about the Empire and its inhabitants. A shadowmancer usually has, at most, one apprentice who follows along on their travels, and the lessons are typically in the form of learning by doing, having a practical bent without much theoretical foundation — although the long days of wandering the Empire's roads can be filled with philosophical discussions about the nature of magic and of mankind. Even so, shadowmancers are not known to be great theoreticians.

This way of teaching forges an intimate bond between apprentice and tutor. It also makes for very independent shadowmancers.

No two wizards of the order look or think alike — there are many shades of grey, they like to say. That said, wizards of the Grey Order do share some characteristics. During their travels together, a shadowmancer gets to know the disposition of their apprentice, and ultimately decides whether they are well suited for a career in wizardry.

This depends not only on whether the apprentice is talented enough, but also on whether they have the right attitude. If the wizard concludes that their apprentice is ready, they travel back to Altdorf together, to the Grey College grounds — it is often the first time that an apprentice visits them. There, the apprentices will get a few weeks of intense training and tests, at the end of which they are assessed again for their aptitude to become a member of the order. Those who aren't fit are sent away.

LEADERSHIP PHILOSOPHY

Grey Wizards in general don't aspire positions of power or wealth — something that they could easily attain, given their aptitudes. But shadowmancers recognise such positions as traps that would bind them and take away their freedom. Neither do they mingle in local politics, other than in the service of protecting the Empire. Again, they see committing to a cause as giving up freedom.

Besides these philosophical reasons, the tenets and strictures of the Grey Order also forbid its members to engage in these activities. The order is very strict in upholding these laws. Its Magisters Vigilant actively roam the Empire, looking for signs of shadowmancers abusing their power. If they find them, that shadowmancer often vanishes without a trace, as if they never existed.

The Grey Order is sworn to defend the Empire against its enemies, a task its members take seriously. That said, loyalty to the Empire is, for the shadowmancers, not the same as loyalty to the Emperor. For many Grey Wizards, Emperor Karl-Franz is not necessarily the embodiment of the Empire — the Empire is much more than just its head. It is just as much the people making a living in the cities, the farmers who work the land, or the soldiers who defend it.



THE GREY WIND

Ulgū is a heavy wind, a thick, sombre, murky fog that crawls sluggishly over the ground, like a wall of impenetrable grey that leaves people who are caught in it confused and deluded. The wind is often found together with natural mists, although it is difficult to say whether it is drawn to those mists, or whether it generates them. Some wizards have reported seeing figures moving in the clouds, but no one has determined whether these are real creatures living in the magical mists, or whether *Ulgū* is playing tricks on them.

This wind can be found in the haze of predawn darkness, creeping away when the sun rises. It can be seen in dark and misty woods, in foggy swamps, and in the crepuscular alleyways of poorer urban quarters, where the houses are stacked together so tightly that they block the sunlight and keep the streets in permanent twilight. It is also drawn to places where people are deceived or where objects are concealed — the small rooms and sparsely lit corridors of the Imperial Palace, for example, where politicians plot and make shady deals, in the halls of merchant houses, and around the market stalls of charlatans. For those with the Sight, traces of *Ulgū* are often signs of bad intent.

Ulgū does not only deceive individual people, it can keep secrets hidden for whole towns, or even from an entire society. For example, it is said that the Fimir, the mist devils that are rumoured to live in the bogs and fens of the Wasteland, and whose matriarchs can create supernatural mists, use a magic that is powered by *Ulgū*. The Grey Wind hides their existence and conceals any trace of them.

The Skaven, perhaps the Empire's biggest secret, are heavily cloaked in *Ulgū*. Despite the increasing meddling of the ratmen in Human society, their existence is still largely unknown and stories about them are written off as fantasies, delusions, or bogeyman tales told to frighten children into obeisance.

This collective refusal to acknowledge the existence of the Skaven is a trick that *Ulgū* plays on the collective mind of society. It is kept in existence, rumours say, by a great ritual the Skaven perform every year in Skavenblight, their capital hidden in the foul heart of the Blighted Marshes. But then, these rumours themselves may be tricks suffused with *Ulgū*.

Then again, perhaps such creatures do not exist at all, *Ulgū* merely fooling the 'enlightened' into thinking that they do.

ARCANE MARKS OF *ULGU*

d10 Roll	Mark
1	Cipher: You become less remarkable. A long nose becomes shorter, a scar less visible. Your face becomes less recognisable and more generic.
2	Mantle of Mist: Mist, fog, smoke, and other vapours seem drawn to your side. Stealth Tests in foggy, misty, or hazy areas benefit from +1 SL.
3	Vulnerability to Sunlight: When you are exposed to sunshine, Channelling (<i>Ulgū</i>) and Language (Magick) Tests become one step harder.
4	Animal Aversion: An aura of mystery settles over you. Animals feel it: horses get nervous, cats run away, dogs start barking. Animal Care, Animal Training, Charm Animal, and Ride Tests suffer from -1 SL.
5	Disturbing Eyes: Your eyes become grey and swirl with unnatural darkness. You advance the <i>Night Vision</i> Talent (WFRP, page 141) or gain it if you do not already have it. Suffer -1 SL to all Fellowship-based Tests.
6	Wilful Shadow: Your shadow does not behave itself, often moving of its own accord. The shifting wrongness of your shadow puts folk ill at ease. Suffer -1 SL to all Fellowship-based Tests and gain the <i>Menacing</i> Talent (WFRP, page 140).
7	Forgettable: Your appearance is rather nondescript and people can't seem to remember your face as the Grey Wind muddles nearby minds. You gain the <i>Beneath Notice</i> Talent (WFRP, page 133).
8	Flicker: Light seems uncomfortable in your presence. Candles flicker, lanterns dim, and fires burn low when you are around. If you succeed on a Difficult (-10) Cool Test, you can extinguish a small flame within 20 yards, such as an approaching watchman's lantern.
9	Phantasmal: If you use Language (Magick) or Dodge to oppose an attack, rolling doubles and succeeding causes you to grow slightly insubstantial, granting you the Ward (9) Trait for Willpower Bonus rounds.
10	Mark of <i>Ulgū</i>: The rune of <i>Ulgū</i> appears somewhere on your body. You gain the <i>Suffuse with <i>Ulgū</i></i> Talent (see page 186).

THE GREY COLLEGE

The headquarters of the Grey Order is set in a maze of alleyways in a poor and shabby quarter of Altdorf's Hexxerbezrik, where the streets are dark, damp, and foggy. Stories abound about Chaos creatures and Daemonic manifestations in that area, but another tale says that the shadowmancers spread these rumours themselves to scare people away. Whatever the truth, the effect is that few people venture into this area of the city. Even the brave sentries of the Altdorf Watch are hesitant to enter this maze of twisting, winding alleyways.

The college building itself certainly does not seem out of place with its surroundings. It is a ramshackle stone building with moss-covered, crumbling walls, a leaking roof, and a family of barn owls that has taken over the single tower that hasn't yet collapsed.

Inside, the building looks as decrepit as from the outside. Dusty, mouldy corridors lead to cobwebbed rooms with holes in the floor and sounds of creaking floorboards and of footsteps just around the corner can be heard over the whistling wind. It certainly doesn't look like the headquarters of one of the most powerful covert organisations in the Empire, which is exactly the way the Grey Order wants it.

Although the jumble of rooms and corridors make for an impenetrable maze that bewilders the uninitiated and uninvited visitor, members of the Grey College easily find their way around and into the secret passages that lead to the real college underneath the ruin — most of the Grey College is underground, with broad, well-lit corridors, comfortable rooms for resident and visiting wizards and large meeting halls. From this place, underground passageways lead to secret entrances all over the quarter.

The college building is not large, though. It doesn't have to be large, as shadowmancers spend most of their time outside the college, but the building has enough room for the few permanent residents and for the members who pass through Altdorf on their travels.

Shadowmancers are expected to revisit the college every few years and report what they have learned in that time. These reports are said to be stored in the Hall of Records, a library which houses many secrets that, people say, could bring most noble families down if they became general knowledge.

The grounds are also rumoured to house a great library with many rare and curious volumes of secret lore and ancient mysteries, but the locations of both this secret library and the Hall of Records are only known to a few of the resident wizards and hidden to anyone else.

RELATIONSHIPS

Soldiers and Spies

Like all wizards, shadowmancers are expected to serve the Empire for several years, fighting its enemies. But where other orders do so mainly in the military, the Grey Order is more apt to serve in covert missions, seeking out the invisible enemies within the Empire rather than fighting the visible ones outside it. As such, they have good contacts with the Imperial spy networks, like the Black Chamber who welcome Grey Wizards into their ranks. It helps the Grey Order to learn how these organisations work and get to know people there, which is quite handy because many of them end up as advisors to those services.

Skaven

There are stories of shadowmancers being in contact with the Skaven, helping them to keep their existence a secret, and even to assist them on certain of their missions. It is not because the Grey Order underestimates the threat that the ratmen pose — quite the contrary. However, instead of alerting the Imperial court, they rather obfuscate the existence of the Skaven, preferring to lull them into a false sense of security, over scaring them deeper underground. It makes it easier to spy on them. The Grey Order is especially interested in the yearly ritual that the Skaven perform to cloud the minds of mankind, keeping their existence a secret to the public at large. Grey Wizards think such magic could be useful, in the right hands.

The Cult of Verena

The Cult of Verena is markedly chilly towards the Grey Order. Verenans respect truth and dislike illusion and misdirection. They therefore find the practices of the Lore of Shadows distasteful on an ideological level. They also resent the Grey Order's adoption of the Sword of Justice as a symbol. Followers of Verena tend to hold the view that for justice to be done it must be seen to be done, and the shadow games of the Grey Order are an insult to this principle. Most Verenans overlook these differences, conceding that both the Cult of Verena and the Grey Order ultimately serve civilisation, but some hardliners seek to undermine, and even destroy, the Grey Order.



IMMANUEL-FERRAND HOLSWIG-SCHLIESTEIN GREY GUARDIAN & HIGH CHANCELLOR OF THE REALM

Motivation: Actualise his vision of a centrally controlled Empire.

Short-Term Ambition: Regain the favour he lost due to his rash counsel.

Long-Term Ambition: Weaken the influence of foreign embassies and the Prime Estates in Altdorf.

Immanuel-Ferrand is a powerful man, a cousin of the Emperor and at home in high society. As a royal personage he can gain admittance to the Emperor's privy council on request. An active political player and member of the Council of State, he holds the office of High Chancellor of the Realm. Most folk know that this grandiose title is a euphemism for 'spymaster', for Immanuel-Ferrand heads the Graukappen, an arm of Altdorf's notorious secret service responsible for gathering intelligence and acting against hostile forces outside Altdorf.

Immanuel-Ferrand is also a member of the Grey Order, but whilst he is proud of his accomplishments as a wizard, he is by no means a master of *Ulgû* and has not made great efforts to climb the hierarchy of shadowmancers. He claims that there are conflicting interests between the order and his first duty as High Chancellor. There is some truth to this, the Grey Order are not widely liked and Immanuel-Ferrand does well to downplay his involvement, but privately he believes they hold the key to the Empire's security and survival.

Unfortunately for Immanuel-Ferrand, he is currently compromised. He used his influence to persuade Karl-Franz to depose the Jungfreuds of Ubersreik. Immanuel-Ferrand believed they were planning to wage war on their neighbours, but this was due to his being fed judiciously selected evidence by his rivals in the Black Chamber. Despite his intellect and wide portfolio, Immanuel-Ferrand is naïve and easily led. He has been unguarded about voicing his opinion that the Empire would be stronger if the Emperor could rule as an absolute monarch, and this habit has given his enemies invaluable insight into his character.

The civil strife that resulted, in part, from Immanuel-Ferrand's blundering rumbles on. He does not know how he was manipulated but he realises he has made himself a pariah, both at court and within the corridors of the Grey College.

Immanuel-Ferrand as Patron

The events of **Empire in Ruins** bring Immanuel-Ferrand into contact with the Characters, and he may employ them if they prove themselves capable agents. The Characters may be pleased to gain the attention of such a powerful man, only to discover that their benefactor is increasingly friendless and isolated. There are several things Immanuel-Ferrand seeks influence over. Depending on whether the cultist Yann Zuntermein was exposed or not he may be aware of the influence of the Purple Hand in his downfall. If so, he may want agents to investigate the cult's manipulations the northerly provinces.

If he is not aware of Zuntermein's schemes Immanuel-Ferrand may still be convinced that the Jungfreuds of Ubersreik are up to something, and sponsor spying missions, or even acts of sabotage, against them. This is likely to find its way back to him unless the Characters are very good at their jobs.

The Holzkrugs

Graf Liepmund Holzkrug has done more than any other to bring about the humiliation of Immanuel-Ferrand. The Holzkrug dynasty is a celebrated noble line. They have held estates in the Reikland since 1650 IC, and sporadic private wars occasionally broke out between the Holzkrugs and their neighbours in the Barony of Holswig. In 2185 IC Lothar Holzkrug was crowned the Emperor in Altdorf, though at the time there was widespread scepticism towards the electoral system and the Holzkrug dynasty was short-lived and barely acknowledged as legitimate.

In terms of his impact and influence Liepmund is often compared to Immanuel-Ferrand. As a spy he runs the Black Chamber, of which the Graukappen is a department (therefore Immanuel-Ferrand is his subordinate), as a politician Liepmund sits on the Reikland Council (therefore Immanuel-Ferrand is his superior).

There has been increasing discord between the two men of late. Liepmund decries the recent takeover of Ubersreik as a rash act, knowing full well that Immanuel-Ferrand encouraged it. Liepmund also planted the evidence that convinced Immanuel-Ferrand that the Jungfreuds were preparing to wage war. Since the turmoil Liepmund has cut the caper and is currently on his best behaviour. However, if agents of Immanuel-Ferrand start snooping into his affairs, he might try to get rid of them or, even worse, start leaving a new trail of misleading evidence.



The Witchtaker

Count Siegfried von Walfen has many things in common with Immanuel-Ferrand. He is also a cousin of the Emperor and has made some inroads of his own into the Black Chamber. His charge is to watch for conspiracies and threats from the Electors, and his impressive record has earned him the unflattering nickname of 'Witchtaker'.

Siegfried is being groomed to replace Immanuel-Ferrand. He is himself unaware of this, for his own benefactor works so secretly that Siegfried would have no idea who he is. Yet there is someone ensuring that Siegfried, who is by no means incompetent, succeeds in all he puts his hand to.

Immanuel-Ferrand does not realise Siegfried is being positioned to usurp him, as far as he is concerned the man is a distant relation and a fine spy, but as time goes on Siegfried will be seen to prosper where Immanuel-Ferrand falters, and to be feted by those who voice concerns about the performance of the current High Chancellor.

Own Worst Enemy

Immanuel-Ferrand is normally a careful diplomat, but he is myopic in his belief that the Empire would benefit if power were centralised. It is a stubbornly held belief and one that will lead the High Chancellor into trouble again if he doesn't face up to it. The Characters might well secure a brighter future for their patron if they can talk him round to realising that the Empire works best as a flexible confederation, but he won't give up his ambitions lightly.

IMMANUEL-FERRAND HOLSWIG-SCHLIESTEIN HUMAN SPYMASTER (GOLD 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	59	31	55	55	57	58	38	64	59	64	14

Traits: Weapon (Sword) +11

Skills: Athletics 73, Animal Care 79, Bribery 84, Channelling (*Ulgus*) 74, Charm 84, Charm Animal 74, Cool 79, Consume Alcohol 75, Drive 74, Dodge 78, Endurance 65, Gamble 84, Gossip 84, Haggle 84, Heal 79, Intimidate 75, Intuition 77, Language (Battle 74, Bretonnian 67, Classical 74, Magick 74, Wastelander 69), Leadership 84, Lore (Altdorf 84, Heraldry 84, History 79, Politics 84, Reikland 84, Warfare 74), Melee (Basic 79, Cavalry 79, Fencing 79, Polearm 64), Navigation 77, Perception 77, Ranged (Blackpowder 41, Bow 41), Ride (Horse) 78, Row 75, Secret Signs (Black Chamber) 84, Sleight of Hand 58, Stealth (Urban) 78, Track 77, Trade (Farrier) 53

Talents: Arcane Magic (Shadows), Blather, Carouser, Commanding Presence, Coolheaded, Doomed (*All the shades ye seek to bend o'ercome thee in the end*), Etiquette (Nobles, Servants, Soldiers), Gregarious, Luck, Noble Blood, Petty Magic, Read/Write, Roughrider, Savvy, Schemer, Strike Mighty Blow 2, Suave, Wealthy 7

Spells: **Petty Magic Spells:** Dart, Eavesdrop, Magic Flame, Open Lock, Sounds, Twitch

Arcane Spells: Choking Shadows, Entangle, Illusion, Mystifying Miasma, Terrifying

Trappings: Sword, Fine Set of Grey Clothing decorated with Holswig-Schliestein Family Crest, Hooded Green Velvet Cloak, Quill and Ink, 10 sheets of Parchment, Purse containing 14 GCs

THE LORE OF SHADOWS



Spells cast from the Lore of Shadows are surreptitious and sly; the *lingua praestantia* may be muttered stealthily. Any protective spells you cast wreath you in shadows and billowing smoke, making your body insubstantial, possibly even allowing blades to pass through you seemingly without harm and granting you the *Ward (9)* Creature Trait for the duration of the spell. Furthermore, all spells cast from the Lore of Shadows inflicting Damage ignore all non-magical Armour Points.

Ingredients: Anything used to shroud or conceal is used for Grey ingredients, including cosmetics, scents, scarfs, spectacles, mirrors, and wigs. Items drawn from professions steeped in intrigue and wisdom are also common, with diplomatic artefacts, badges of rank, and the ultimate expression of power — a blade — prevalent.

Bewilder

CN: 5

Range: Willpower yards

Target: 1

Duration: Willpower Bonus rounds

If the target fails a **Challenging (+0) Willpower** Test, they become confused. Roll 1d10 to determine the target's behaviour for the spell's duration:

Roll	Effect
1–2	Befuddled: The target must pass a Challenging (+0) Willpower Test to take actions.
3–4	Wander: The target can act normally but moves in a random direction.
5–6	Attack: The target charges the nearest target and attacks.
7–8	Do Nothing: The target can only stand still and Dodge.
9–10	Curl Into a Ball: The target receives the <i>Prone</i> Condition and is <i>Helpless</i> (WFRP, page 162).

Black Horrors

CN: 6

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus hours

You summon a ghostly shade to haunt an area of shadow. Shades cause Fear (1) but do not attack. For every +2 SL on your Casting Test you can increase the Fear rating by 1 to a maximum of Fear (4). Once cast, the affected shadow becomes magical and remains shadowed even if illuminated.

Bridge of Shadows

CN: 4

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: 1 round

You transport a group of targets through the air in a swathe of shadows. Targets fly to a destination of your choice within line of sight up to a maximum distance of your Willpower in yards. You can fly along with the group if you are within the Area of Effect. Targets cannot fly through solid objects, but they can fly over obstacles up to your Willpower yards in height. The group arrives at its destination when the spell expires.

Choking Shadows

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus rounds

You wrap shadowy tendrils of *Ulgû* around your foes' necks. Assuming they need to breathe, they suffer 1 *Fatigued* Condition, cannot talk, and are subject to rules for Suffocation (WFRP, page 181).

Dance of Despair

CN: 13

Range: AoE (Willpower yards)

Target: You

Duration: Willpower Bonus rounds

You conjure a stringless fiddle that compels enemies to dance uncontrollably, losing all sense of urgency. Targets can attempt a Willpower Test to resist the dance. Affected enemies cannot move or take actions unless they first pass a **Hard (–20) Athletics** Test. When the spell expires, affected targets receive a *Fatigued* Condition. Friendly or neutral characters are unaffected by the spell.

Deep Pockets

CN: 5

Range: Touch

Target: Special

Duration: Willpower Bonus hours

You deposit one object into a pocket dimension, making it weightless and invisible. Backpacks and sacks count as one object even if they're full. The item must have an Encumbrance of 1, plus 1 for every +2 SL on your Casting Test. The object cannot be found with Perception Tests. It may be plucked forth with an Action provided the spell has not reached its duration. If the spell ends before the item is retrieved, it is lost.

Doppelganger

CN: 10

Range: You

Target: You

Duration: Intelligence Bonus minutes

You weave a cloak of *Ulg*, assuming the likeness of another humanoid creature with whom you are familiar (as determined by the GM). Your appearance fools anyone without the *Second Sight* Talent, though some may note if your mannerisms are incorrect. Those with *Second Sight* must pass a **Difficult (–10) Perception** Test to notice the disguise.

Grand Illusion

CN: 14

Range: Willpower yards

Target: AoE (Initiative Bonus yards)

Duration: Willpower minutes

This spell functions as the Lore of Shadows spell *Illusion* (see below), except *Grand Illusion* includes complete sensory effects, scent, touch, sound, taste, and appearance, and is not limited to static scenes. The caster must describe in detail the illusion when it is cast.

This illusion is real to anyone who believes it. Thus, a *Grand Illusion* of a bridge can be crossed successfully by those fooled by it. Anyone who realises it is an illusion can no longer treat it as real — which might have serious consequences if they were only halfway across an illusory bridge.

Grey Wings

CN: 5

Range: Willpower yards

Target: 1 (maximum)

Duration: Instant

You summon a flock of grey birds that teleports you or another single target up to 100 yards away.

The target can move through solid objects, even if you do not have line of sight to the destination. For every +2 SL on your Casting Test you can increase the teleportation distance by 100 yards. Unwilling targets can avoid the effects with an **Average (+20) Dodge** Test.

Horn of Andar

CN: 5

Range: AoE (Fellowship yards)

Target: You

Duration: Willpower minutes

You invoke a piercing horn blast that affects everyone in range. Friendly targets receive a +2 SL bonus on Cool and Leadership Tests for their improved morale. Enemies suffer –2 SL to Cool and Leadership Tests because of their despair. Enemies must also pass an immediate Fear (1) Test. Neutral targets are unaffected.

Hush

CN: 3

Range: Willpower yards

Target: 1 with AoE (Willpower Bonus yards)

Duration: Willpower Bonus minutes

You create a sound dampening aura of *Ulg* which moves with the target. *Hush* cannot be cast on an unwilling target, though an object targeted by *Hush* could be picked up after it is cast. The spell has three forms; choose one at the time of casting:

- ☠ No sounds leave the Area of Effect but sounds still enter the Area of Effect.
- ☠ No sounds enter the Area of Effect but sounds produced within the Area of Effect are treated normally.
- ☠ No sounds are produced within the Area of Effect.

Illusion

CN: 8

Range: Willpower yards

Target: AoE (Initiative Bonus yards)

Duration: Willpower minutes

You spin a web of intricate strands of *Ulg*, obfuscating the Area of Effect with an illusory image of your choosing. You automatically fool anyone without the *Second Sight* Talent. Those with that Talent must pass a **Difficult (–10) Perception** Test to notice the illusion. This does not let them see through the spell or end its effects — they merely understand it is an illusion. The illusion is typically unmoving. For your action, you may make a **Hard (–20) Channelling** Test to make the illusion move within its space for that round.

Mindslip**CN:** 6**Range:** 1 yard**Target:** 1**Duration:** Willpower minutes

You conjure delicate threads of *Ulg* in your target's mind, causing all prior memory of you to disappear for the spell's duration. Once the spell is over, the target must pass an **Average (+20) Intelligence** Test, or the memory loss becomes permanent until dispelled.

Mutable Visage**CN:** 4**Range:** Touch**Target:** 1**Duration:** Willpower Bonus hours

You alter the appearance of a target. Unwilling targets can resist the spell with an Opposed Willpower Test. Choose one of the following effects:

- ☛ Increase or reduce attractiveness, adjusting Fellowship by +/-10%.
- ☛ The target appears to be dead, even upon close inspection. Senses continue functioning but the target cannot speak or move.
- ☛ The target becomes unrecognisable to people who know them. **Willpower tests** can be rolled by characters with whom the target wants to re-establish acquaintance.

Mystifying Miasma**CN:** 6**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** Willpower Bonus rounds

You conjure forth a swirling mass of mist shot through with roiling shadow that confounds the senses. Anyone within the mist without the *Arcane Magic (Shadows)* Talent is affected by the miasma, gaining 1 *Blinded*, *Deafened*, and *Fatigued* Condition, which remain for the spell's duration. Affected creatures that attempt to move must pass a **Challenging (+0) Perception** Test or gain the *Prone* Condition.

If the spell is dispelled, anyone affected by the miasma must make an **Easy (+40) Initiative** Test or gain a *Stunned* Condition.

Pit of Tarnus**CN:** 8**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** Willpower Bonus rounds

You cause a dark pit to open in the ground with a diameter and depth equal to the Area of Effect Targets standing on or adjacent to the pit must pass a **Challenging (+0) Dodge** Test to avoid falling in. Marginal Failures allow victims to grab on to the edge. When the spell ends, the pit closes and victims inside are crushed for 20 Damage, burying them alive. Buried victims are subject to Suffocation (*WFRP*, page 181).

Ribauld's Retroactive Illusion**CN:** 11**Range:** Willpower yards**Target:** Special**Duration:** Instant

You reach far into the past and create an illusion that alters the present reality. Choose a terrain feature and teleport it up to Willpower yards. The terrain must be house-sized or smaller and cannot be part of the ground (such as a hill). Eligible terrain includes buildings, trees, boulders, streams, and pools. Characters occupying the terrain feature teleport along with it.

Shadow Grove**CN:** 5**Range:** Willpower yards**Target:** AoE (Initiative yards)**Duration:** Willpower Bonus hours

You create an area in which all shadows are perceptible, even those cast by invisible creatures or aethyric manifestations. Invisible opponents can be spotted normally. Attacks against revealed opponents have a -10 penalty.

Creatures possessed by Daemons or spirits cast multiple shadows — one for themselves plus additional shadows for their possessors.

A light source or natural light is required to see the revealed shadows; the spell does not work in total darkness.

Shadowsteed

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Until the next sunrise

You summon forth a shadowy steed. The creature's unnatural flesh is black as midnight, and at times it appears to be both solid and insubstantial. Use the rules for a riding horse (**WFRP**, page 316). When the Shadowsteed is out of sunlight, it gains the following Creature Traits: *Dark Vision*, *Ethereal*, *Fear (1)*, *Magical*, *Painless*, *Stealthy*, *Stride*, and *Ward (9)*.

Even when insubstantial, Shadowsteeds may be ridden. Riders with the *Arcane Magic (Shadow)* Talent have a bonus of +20 to Ride Tests to ride a Shadowsteed. Those without the Talent suffer a penalty of -20.

Shadowsteeds are tireless and do not need to rest. As the first rays of dawn break over the horizon the steeds melt into insubstantial mist. If the spell ends while the Shadowsteed has a rider, the rider suddenly falls and suffers falling damage (**WFRP**, page 166).

Shadowstep

CN: 8

Range: Willpower yards

Target: You

Duration: Instant

You create a shadowy portal of *Ulg* through the aethyr. You disappear from your current location and immediately appear up to your Willpower yards away. Any enemies you are engaging on your disappearance or reappearance gain the *Surprised* Condition.

Shroud of Invisibility

CN: 8

Range: Touch

Target: 1

Duration: Willpower Bonus rounds

You wrap the target in a shroud of *Ulg*. The target becomes invisible and cannot be perceived by mundane senses. The spell will automatically fool anyone without the *Second Sight* Talent. Those with the Talent must pass a **Challenging (+0) Perception** Test to notice that someone is nearby, though they will not be able to pin down the precise location.

Targets are still perceptible to the other senses. The spell ends if the target brings attention to themselves by making loud noises or attacking someone.

Substance of Shadow

CN: 9

Range: Touch

Target: 1

Duration: Special

You make a target invisible and partially insubstantial. The target must be positioned entirely within a shadow, but this must be caused by an object blocking a visible source of light. Total darkness does not count.

The target cannot be affected by material attacks, pushed, or touched in any way. Magical attacks are resolved normally. The target can attack or touch material things without penalties. The spell ends if any part of the target leaves the shadow.

Substance of Shadow can be cast on inanimate objects.

Traitor of Tarn

CN: 12

Range: Willpower yards

Target: 1

Duration: Willpower minutes

You compel an enemy to switch allegiances. If the target fails an Opposed Willpower Test, they regard you as an ally and treat their former allies as enemies. Each time a target is asked to attack a former ally, it can attempt a **Challenging (+0) Cool** Test to break the enchantment. Targets will not follow instructions that are clearly suicidal.

When this spell is cast upon a neutral target, you instead gain +2 SL to any Fellowship-based Tests you make involving the neutral target. The spell has no effect on friendly targets.

Wandering Shadow

CN: 4

Range: You

Target: You

Duration: Willpower Bonus minutes

Your shadow detaches from your body and moves independently under your direction at your Movement rate. You must use an action to direct your shadow's movement, otherwise it stands still.

You can see, hear, and smell from your shadow's position but cannot cast spells from it. The shadow is destroyed if it moves into direct sunlight or more than 48 yards from a light source. The shadow causes *Fear (1)* but cannot attack.

◆ SHYISH ◆

THE AMETHYST WIND OF MAGIC
& THE LORE OF DEATH

'Oh, not this again, Otha! I thought you invited me over for a nice afternoon of tea among the tombstones, not for another intervention. Look, I understand. There are "concerns" about the path I'm on, and your mentors have told you things — things that are not true! Don't shush me! You're a Sister of Morr and respect for the dead and his realm are important to you. I know that. And you're my sister. You're worried for my soul, I know that too. So, again, for the thousandth time, let me explain it to you.

'Shyish. Is. Not. Necromancy.

'Yes, the two arts look similar — we're both fascinated with death and the dead. We both deal with the Undead. But there the resemblance ends. The necromancer is a madman who at heart both lusts for power and fears death. Dying and what lies beyond death terrifies him, and he will do anything to avoid it, to remain in this world, even to the point of

becoming Undead. He perverts Shyish by blending it with Dhar against all laws and sanity and uses his magic to give him power over others, living and otherwise.

'We of the Amethyst College do not fear death — we seek to understand it and all its implications. Yes, we can speak with the dead, but we don't want to dominate them. Rather, we want to know what they know, or destroy them if they're hostile. We are implacable foes of necromancers, because they corrupt what we love. Remember that witch we burned last year in Handelstadt? He would have become a necromancer, had not one of our apprentices spotted the signs. Would the Amethyst Order take the lead like that, if we were addicts of Dhar? No, we are not the same. Rest assured the students of Shyish are allies to the followers of Morr.

Now relax. And have some tea.'

— Overheard in the Raven and Portal



THE AMETHYST ORDER

Symbol: Scythe, Hourglass, Skull, Rose

Focus: Death, Time, Endings

Study: Cessationary Thaumaturgy

Title: Brethren

The wizards of the Amethyst Order study the Lore of Death, that some call Spirit Lore or, falsely, Necromancy. This Lore lies under the province of the Sixth Lore of Magic, which is called the Wind of *Shyish*. The symbol of the Sixth Lore is the scythe and its wizards wear purple robes.

Wizards of the Amethyst Order are shunned by common folk and there is reason to see why. Even so there are many who secretly crave contact with the spirit world, with departed loved ones or those dead souls whose secrets they wish to learn. Amethyst Wizards can contact the dead, for they have mastery over spirits both benign and otherwise.

It is said that they have the power to bend the dead to their will. Such tricks are as nothing compared to the nightmarish sorceries of the Undead, yet they are of a similar nature, and the Amethyst Wizards are tainted by their association with Necromancy, no matter how distant they claim it to be.

As the wizards of the Amethyst Order have power over the dead, they too have the power to deal death. It is said that an Amethyst Wizard can suck the life from an enemy, leaving nought but a husk. They can cast a wind of death that withers flesh or envelop their foes under a shroud of despair.

DYING WIND

The magical energies of *Shyish* are the most difficult of all the Winds of Magic to see. They blow through past, present, and future, weaving through the time stream, following the undetectable current of fate. Many say that the Wind of *Shyish* blows strongly where death lies most heavily, that its energies are drawn to death and that doom follows in its wake. It blows over battlefields and mortuaries, it clings around charnel pits and graveyards, and falls over the gibbet like a shadow.

Channelling (*Shyish*) Tests benefit from +1 SL where many bodies are interred, or where great carnage has taken place. In places that have been spared violence and death Channelling (*Shyish*) Tests suffer from a -1 SL penalty.

The order's campus is dark and sepulchral, shuttered against the light and dimly illuminated. Bats roost in its crooked towers and its cellars crawl with verminous creatures. The building overlooks the fabled haunted cemetery of Old Altdorf. Though the citizens of Altdorf are fully aware of where it is, none trouble the brethren of the Amethyst Order.



SEMIOTICS OF THE AMETHYST ORDER

The Amethyst College bears the scythe as their symbol, for the grim aspect of death hangs heavy about them. Wizards of this order often carry a scythe instead of a staff, and in this way they are easily recognised. They also favour designs featuring skulls and bones, the hourglass, and the thorned rose — the symbols of the grave.

To be a practitioner of Death Magic is a weighty burden, for an Amethyst Wizard will never be entirely trusted by those around them. The suspicious dread is only exacerbated by the silent and sombre nature of Amethyst Wizards, who prefer to communicate with one another through telepathy, rather than speech, and whose little-used voices have tones more suited to the long-dead than the living. For this reason, the order's scythe is always portrayed inverted, to represent a heavy burden propped against the ground.



SPIRITER

Human

You are a member of the Amethyst Order, feared and respected for your familiarity with death.

If the wizards of the Gold College are the most accepted by Imperial society, those of the Amethyst College are the least, shunned and avoided whenever possible. There is something about their steady gaze and quiet, grim demeanour that often makes outsiders feel like a corpse laid on a slab, ready for — what, exactly?

'Sigmar's own truth, Bart! They found this toff's corpse in the alley, no idea who he was nor who killed him. The Watch brings in this purple-robed wizard from the college, and he just stands there, staring at it, not saying a thing. Finally he shakes his head and tells the sergeant all about the killing. Within an hour they figured out who dunnit and nicked him.'

— An Altdorf street pedlar

'To know Shyish is to know the continuity of time, the constant transition of past to present to future, from birth through life to death and beyond. No, we are not seers — we leave that to the astromancers and the priests of the Lord of Dreams. We are, rather, philosophers. And our knowledge is a burden.'

— A Magister of Shyish lecturing apprentices

SPIRITER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
			☠	☠	☠	☠	☠	☠	

CAREER PATH

☠ Apprentice – Brass 2

Skills: Channelling (*Shyish*), Cool, Dodge, Intimidate, Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Grimoire, Staff of Petrified Wood

☠ Amethyst Wizard – Silver 3

Skills: Art (Engraving), Endurance, Evaluate, Language (Battle), Lore (Undead), Research

Talents: Arcane Magic (Death), Detect Artefact, Fast Hands, Sixth Sense

Trappings: Magical Licence, Scythe

☠ Master Spiriter – Gold 1

Skills: Animal Care, Leadership, Lore (Warfare), Ride (Horse)

Talents: Instinctive Diction, Magical Sense, Menacing, Resistance (Poison or Disease)

Trappings: Apprentice, Light Warhorse, Magical Item

☠ Magister Lord – Gold 2

Skills: Language (Any), Lore (Any)

Talents: Combat Aware, Frightening, Iron Will, War Wizard

Trappings: Library (Magic), Workshop (Magic)



That feeling of alienation is often mutual, for the influence of *Shyish* can have varied effects upon magisters that separate them from outsiders and each other. For many, the effect is physical, the body growing gaunt and pale like a corpse, and hair growing limp and patchy, until most shave it off. *Shyish* affects the personality, too. Some magisters grow cold and clinical, as if showing any emotion would make them too close to someone who will be gone soon. Others are morose at knowing the fate of all things, and so lock themselves away behind the college walls as much as possible.

DISIPLES OF DEATH

The Amethyst College is strict in its selection of apprentices, vigilant for any hint of Necromancy, reportedly destroying without mercy those who show it. Apprentices come from all walks of life, their common trait being the ability to see *Shyish* and its effects on the world. Not a few are former clergy of Morr who, unlike their colleagues, could see gossamer shreds of *Shyish* floating through their ceremonies. Others are battlefield survivors who saw some of their comrades as corpses — before they died. The discord this causes in their lives harms the apprentice's social status until they learn to discipline it and become a magister.

If the apprentice survives their training, their life as a magister becomes one of study, research, and contemplation, usually alone. Even within the confines of the Amethyst College, the magisters rarely socialise, preferring to work in their crypt-like laboratories alone, or with an apprentice or two. There are few large lectures, and training takes place in whispered tones.

Amethyst magisters cannot wholly withdraw from the world, however. Their duty under the Imperial Charter requires them to venture out into the world to investigate mysteries or deal with threats, such as the Undead or Necromancy. Magisters may also travel to gain experience, often seeking out ruins, tombs, battlefields, and other places of death. With the difficulty many have dealing with outsiders, the Amethyst magister often travels with more social types — ‘friends’ not being quite the right description — letting them deal with mundane affairs while the magister concentrates on the problem at hand.

RELATIONSHIPS

The Jade Order

There is an unexpected friendship between the Amethyst and Jade Orders, deathly *Shyish* allied with vibrant *Ghyran*. Perhaps it is because both are concerned with

transition — from potential to birth and growth for the druids, to age, decay, and death for the brethren of *Shyish* — but each feels a sympathy for the other, an attraction of opposites. Their two patriarchs often ally in matters concerning the colleges, much to the others' puzzlement. It is not uncommon to see a wizard from each travelling together, bickering like an old married couple, but working hand in glove.

The Cult of Morr

Common interest, not friendship, drives the cooperation between the college and the Cult of Morr. Beyond their concerns with the dead — respect and protection, for the cult, and understanding for the order — both are adamant in the fight against Necromancy. Emissaries from the two regularly consult, and the order maintains shrines to Morr in the college as a sign of respect.

But there is tension. Many priests of Morr suspect *Shyish* magic is disguised Necromancy and that the magisters are just deluded fools, and so the cult cooperates in order to keep a close eye on the Amethyst Order. The order, on the other hand, is so eager to prove its good faith that it sometimes invites cult officials to witness the execution of fallen members, which unfortunately reinforces those suspicions.

It is not a surprise, then, that some priests of Morr are hostile to the order, convinced that the magisters are blasphemers. A secret brotherhood of fanatics, the Order of the Raven's Claw, sometimes takes direct, fatal action against magisters. Though formally banned and suppressed by Morr's hierarchy as heretical, it is rumoured to have many members among the priesthood and devout laypeople.



THE PURPLE WIND

Popular folklore fearfully associates *Shyish*, the Purple Wind, with death and graves and the horrors of the Undead, which is a misconception... mostly.

The Magister of *Shyish* would rather say that the Purple Wind, while associated with death and concerned with the Undead, is the wind of transition, time, and memory. Whereas a Magister of *Chamon* seeks to understand alchemical transformation, changing one substance into another, an Amethyst Wizard studies the transitions of the body as it ages, or the essence of life as it moves on from this world. And whereas magisters of *Ghyran* study life as it begins and grows full, the students of *Shyish* contemplate it as it ages and ends with time.

Most Amethyst Magisters see *Shyish* not as a blowing wind of colour, but dark purple fragments of corpse-shrouds drifting on a slow-moving breeze in a desultory, melancholy manner. Some say that, as they watch from

the windows of the college, they can see these patches of *Shyish* brush up against a person or a building, flowing over and enveloping them in a purplish glimmer that only the magister can see. As the wizard watches, they glimpse the ageing and decay of the subject, the inevitable fate the future holds for all.

It is not surprising then that *Shyish* has an affinity for death, gathering most strongly where death has taken place or will soon — battlefields, graveyards, and execution sites. It lies heavy on ruins, those ‘corpses’ of buildings and civilisations that once teemed with life. Something about the presence of *Shyish* leaves a record within Time, and so those sensitive to the Purple Wind can sometimes view fragments of the past, like a painting that has faded and grown patchy. Thus *Shyish* is a wind of sombre melancholy, carrying the burden of what was lost and resignation to what will be lost. It is this sense of gloom that so affects magisters of *Shyish*, encouraging them toward quiet contemplation and giving them their dour reputation.

ARCANE MARKS OF SHYISH

d10 Roll	Mark
1	Skeletal Frame: Your muscles wither; reduce your Strength by 5.
2	Cataracts: White film covers your eyes. Though you can still see, your stare is unnerving. You suffer -1 SL to all Fellowship-based Tests.
3	Cold Dead Hand: Your touch is repellent to those not of the Amethyst Order. You suffer -1 SL to all Fellowship-based Tests where tactile contact is involved.
4	Curse of Age: Any creature born within Willpower yards of you ages at an accelerated rate, living for no more than a quarter of the span it would otherwise.
5	Voice of the Dead: Your voice changes to that of an unsettling, hoarse whisper. It becomes a struggle to talk at a clearly audible volume, and impossible to shout. Suffer -1 SL to Casting Tests.
6	Grave Stench: You stink of the grave and attract scavengers such as carrion birds. If you are nearby, Impressive Failures or Fumbles by the party in the wilderness might attract larger, more aggressive types of scavengers. You suffer -1 SL to all Fellowship-based Tests with those who can smell you.
7	Grim Determination: Despite your unhealthy appearance, <i>Shyish</i> fuels your determination to see it to the inevitable end. <i>Fatigued</i> Conditions (WFRP , page 169) do not give penalties to Language (Magick) and Channelling Tests.
8	I Hear Dead People: The voices of the dead follow you everywhere. Most of the time this susurrus is easily ignored but you can choose to focus in on them if you wish by passing a Challenging (+0) Perception Test, which may provide helpful insight from the knowledge of the local collective dead. If you Fumble, gain 1 Corruption Point.
9	Siphon: When a living being of Size Small or larger, who is suffering from <i>Fatigued</i> Conditions as a result of one of your spells, dies, you gain 1 Wound up to your maximum Wounds.
10	Mark of <i>Shyish</i>: The rune of <i>Shyish</i> appears somewhere on your body. You gain the <i>Suffuse with <i>Shyish</i></i> Talent (see page 186).

Shyish is also the wind of existence after death. Rather than fear it, they see it as another state of being within the Purple Wind's flow through Time, which they accept with equanimity. It is even rumoured that, when *Shyish* blows strong, magisters who have 'crossed' can return to the college for a time to visit old colleagues and even conduct lectures. The order denies this, however, fearing charges of Necromancy.

THE AMETHYST COLLEGE

The Amethyst College is the heart of the order, though locals sometimes wonder if that heart beats. A massive structure of dark stone, more like a mausoleum than a place of learning, it squats in Altdorf's Hexxerbezrik district next to the Haunted Cemetery. From it rise towers and garretts with narrow windows, all ending in peaked roofs, from the eaves of which clouds of bats fly out and swirl in the sky at sunset.

Altdorfers living nearby say they rarely see anyone coming or going from the College, though its main doors are open all hours. These are great panels of patina-streaked bronze decorated with embossed skulls, scythe-wielding figures of Death, and scenes of mourning, all entwined with rose vines, the flower associated with *Shyish*. Callers at the College stop at the doors and ring an ancient bronze bell — entry is forbidden to the uninvited. A silent porter comes to either take a message, or conduct the visitor inside, if they have an appointment.

Children sneaking inside on a dare tell of empty halls draped in cobwebs, tattered hangings of purple and black, broken windows streaked with grime, and dust everywhere. Other than the occasional dried husk of a rat or a bat, there is no sign of life. Intruders feel an oppressive atmosphere, both an overwhelming melancholy and a sense of being watched. Inevitably it becomes unbearable, and the explorer who stealthily crept in comes running out.

For residents and invited guests, the interior is still sombre, but clearly inhabited. Fine furnishings of dark wood, marble, and porphyry are bathed in a lavender light from stained glass windows or hanging lamps. Portraits of senior magisters and former patriarchs line the walls.

Visitors have noted well-maintained shrines to Morr, though no magister is ever seen worshipping at one. One can even encounter a magister or apprentice in the halls, though they rarely speak, and the college itself seems to prevent talk above a gentle whisper.

Many speculate about the nature of the Amethyst College, but facts are few. Some dismiss the stories as wild tales children use to scare each other. Others suspect something else, that concentrated *Shyish* may take the building and its inhabitants 'out of phase' with the material world, leaving behind a husk. The idea that the Purple Wind itself could be sentient and know the intentions of others is a thought few like to consider.



ELSPETH VON DRAKEN

Motivation: Be the best, on her own terms.

Short-Term Ambition: Maintain alliances with the rulers of Nuln and the Cult of Morr.

Long-Term Ambition: Rise to such heights of power that she requires no licence for her activities from anyone but herself.

The grim tower of Magisterix Elspeth von Draken has loomed over the Garden of Morr on the outskirts of Nuln for over a century. Citizens of the city threaten their recalcitrant children with tales of the 'Graveyard Rose', saying that if they don't get home before nightfall she will descend upon them and snatch them away. Despite these fears few consider what the presence of von Draken truly means, and fewer guess the extent of her power.

Elspeth von Draken hails from an ancient family touched by the Winds of Magic, a bloodline that has produced both monsters and saviours down the centuries. She is so saturated with the force of *Shyish* that she stands halfway between life and death and can become an insubstantial spectre, leading the folk of Nuln to whisper that she should hardly be thought of as human.

She has little to do with the political affairs of the Colleges of Magic. Whilst she holds fealty to them in theory, she keeps to herself and ignores their summons. She is a compulsive experimenter and mystic who holds her own agenda and jealously guards a private collection of magical artefacts and lore. Despite her apparent indifference she is a valiant scion of the Empire and a bane to its foes. She has bound to her will a great Carmine Dragon which can, in its wrath, unleash blasts of amaranthine lightning. Despite her refusal to cooperate with the Colleges of Magic she does have long standing pacts with the Cult of Morr and has sworn to Emmanuelle von Liebwitz to come to Nuln's aid in war.

High Patriarch Thyrus Gormann regards von Draken's independence as a liability and resents her enigmatic manners and evident power. He has dispatched agents to inform him of her activities. To his frustration they have not provided him with information that might compromise von Draken but have reported on several conflicts where she vanquished monsters. She slew the Mire Hulk Rawbones, who demanded a bloody tribute in young lives from the villages along the River Sol.

She destroyed Vashara of Lahmia before the Vampire could corrupt the noble Jaegersbruk family of Pfeildorf and drag the city into a shadow realm of undeath.

While Elspeth von Draken remains aloof, the High Patriarch can do no more than watch and brood, but there are those beneath him in the hierarchy of wizards who fear that his paranoid obsession with the Graveyard Rose leads inexorably towards a deadly confrontation.

Elspeth as Patron

Elspeth is a solitary individual who possesses a singular — some might say selfish — drive. She seeks to make herself so powerful that she no longer has to worry about earthly ties, so she does not make for an easy patron and takes on no apprentices.

There are a couple of ways a Character might. Nevertheless, gain her attention.

Elspeth needs the support of the rulers of Nuln, for the time being. She maintains close relationships with the court of Emmanuelle von Liebwitz in order to afford her allies in the case of the Colleges of Magic making moves to force her to take her obligations to them more seriously and share more of her findings. If a Character were to win the favour of Emmanuelle she would be able to ask Elspeth to grant them an audience. However, Emmanuelle would not make this request lightly (she benefits from keeping Elspeth happy, after all) so she would have to be very impressed by the Character before agreeing to do so. Even so, Elspeth would not take the request kindly and the Character would have to work hard to win her over even if she were obliged to meet them.

Elspeth may be moved were she to meet a like-minded wizard who also had differences with the Colleges of Magic. If a Character is clearly a competent wizard, has a good track record of defying the enemies of the Empire, and is open in their opinion that their obligations to the colleges stifle them, then Elspeth might be willing to offer them sanctuary and tuition. Even so she will not offer them patronage for long, Elspeth respects people who learn to look after themselves.

Elspeth can help in several Endeavours the Character might perform. She teaches no special Endeavours of her own, jealously guarding her hard-won innovations even from those who enjoy her patronage.

The Pale Scythe

This magical weapon is a keening scythe so sharp it seems to murder the still air. It appears to be made more from shadow than substance and is said to be of Elspeth's own making and is attuned to the power of *Shyish*.

Death's Timekeeper

This ancient hourglass is a potent magical artefact and is said to contain the dust of a dead god. Elspeth has spent much of her long life studying its mysteries. While she carries Death's Timekeeper, Elspeth always has one Fortune Point, even if she has spent the three Fortune Points from her *Luck* Talent. Death's Timekeeper is a desirable magical item and the players or other parties may wish to acquire it. However, it is not an easy item to possess or use. Not only does Elspeth (and her Dragon) guard it jealously, but learning how to use it requires a successful *Test Magic Item* Endeavour. Failure to uncover its secrets comes at a heavy price, so if the Endeavour is not successful, the Character making the Endeavour suffers a Critical Injury to a random location in addition to other penalties.



Endeavour Effect of Elspeth's Patronage

Perform Ritual	Characters performing rituals benefit from +1 SL on relevant Tests because of Elspeth's support. If the ritual involves <i>Shyish</i> as a core component this is increased to +2 SL.
Consult an Expert	Elspeth counts as an expert in regards to magical knowledge of all kinds, so there is no need to perform a Gossip Test if she is a patron. However, convincing her to part with information is extremely laborious. A Hard (-20) Charm Test is required to pry knowledge from her.
Test Magic Item	Characters testing magical items benefit from +1 SL on relevant tests because of Elspeth's support.
Training	Elspeth is willing to train Characters in the following Skills: Channelling (<i>Shyish</i>), Evaluate, Lore (Magic), Language (Magick), and Research.
Unusual Learning	Elspeth can attempt to teach the following Talents: Aethyric Attunement, Arcane Magic (Lore of Death), Bookish, Detect Artefact, Instinctive Diction, Magical Sense, Petty Magic, Perfect Pitch, Second Sight, Sixth Sense. She asks for no fee, and under her tuition any Tests required to master the Talent are Difficult (-10) rather than Hard (-20).

ELSPETH VON DRAKEN HUMAN WIZARD LORD (GOLD 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	47	32	33	30	53	53	37	70	65	45	14

Traits: Ethereal, Immunity to Psychology, Weapon (The Pale Scythe) +7

Skills: Animal Care 90, Channelling (*Shyish*) 95, Charm 65, Charm Animal 85, Cool 97, Dodge 73, Endurance 55, Evaluate 85, Gossip 63, Haggle 48, Intimidate 63, Intuition 73, Language (Battle 81, Classical 92, Magick 106), Lore (Dragons 83, History 75, Magic 95, Nuln 76, Politics 78, Warfare 85), Melee (Basic 52, Polearm 67), Perception 73, Research 95, Ride (Dragon 78, Horse 68)

Talents: Aethyric Attunement, Arcane Magic (Death), Bookish, Coolheaded, Combat Aware, Detect Artefact, Doomed (*Thy end is not thine end*), Fast Hands, Frightening, Instinctive Diction 2, Luck 3, Magical Sense, Menacing, Petty Magic, Perfect Pitch, Read/Write, Resistance (Disease), Savvy, Second Sight, Sixth Sense, War Wizard

Spells: **Petty:** Dart, Drain, Shock, Warning

Arcane: Aethyric Arms, Bridge, Flight, Teleport

Lore of Death: Elspeth has memorised all spells from the Lore of Death

Trappings: The Pale Scythe, Death's Timekeeper, Grimoire, Magical License, High Quality Robes

Weapon	Group	Enc	Reach	Damage	Qualities and Flaws
The Pale Scythe	Polearm	2	Long	+SB+4	Damaging, Impale, Magical

THE LORE OF DEATH



The Purple Wind of *Shyish* carries with it dry, dusty draughts and the insistent rustling of sand passing through Time's hourglass. Targets afflicted by spells from the Lore of Death are drained of life, enervated, and listless. You may assign 1 *Fatigued* Condition to any living target affected by a spell from this Lore. A target may only ever have a single *Fatigued* Condition gained in this manner at any time.

Ingredients: The bones of sentient creatures feature heavily in Amethyst magic, as do the trappings of death, including wood or nails from coffins, embalming fluids, hourglasses, silver coins, and grave dirt, all carefully presented or engraved. Purple gemstones, materials, and flowers (particularly roses) are also common.

Acceptance of Fate

CN: 6

Range: AoE (2 × Willpower Bonus yards)

Target: You

Duration: Willpower Bonus rounds

You embolden allies with your words. Friendly targets are immune to *Fear* for the spell's duration, and *Terror* is treated as *Fear* instead. Additionally, all Psychology effects caused by grief are permanently removed.

This spell may instead be cast on nearby enemies to make them heedless of danger. Targets who fail a Challenging (+0) Cool Test may not flee combat for the spell's duration.

Amaranth

CN: 7

Range: You

Target: You

Duration: Willpower Bonus minutes

Your skin takes on a faint purplish hue as you become more resistant to death and corruption. Critical Hit table rolls against you are modified by -10, and you gain the *Resistance (Poison, Disease, and Mutation)* Talent. If you already know these Talents, add +1 level per +2 SL.

Animus Imprisoned

CN: 12

Range: Touch

Target: 1

Duration: Special

You imprison the target's soul in a bottle, vial, or pouch. The target's body remains in a coma indefinitely, until the soul-vessel is opened in its immediate vicinity by an Amethyst wizard or priest of Morr. Comatose bodies must be fed and given water, or they will eventually die. You can telepathically communicate with the imprisoned soul. When awakened, the target must Test for exposure to a Moderate Source of Corruption (**WFRP**, page 182). Should the soul-vessel be opened incorrectly or far away from the body, the target dies, and its soul becomes a Ghost (**WFRP**, page 331).

Soul jars can be used as ingredients to enhance the *Telepathy* spell (see page 125) when communicating with other Amethyst wizards, provided your victim has previously met the wizard. The bound soul becomes a medium on the spirit-plane, enabling an infinite range of communication. If the spell miscasts, the vessel breaks, and the soul is released as described above.

Ashes and Dust

CN: 9

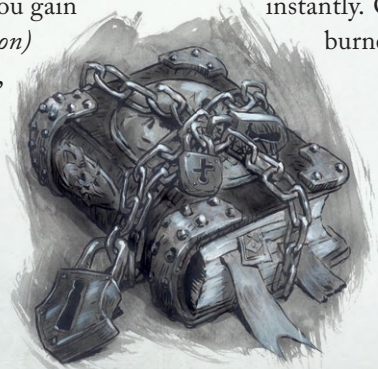
Range: Random Vortex

Target: AoE (2 × Willpower Bonus yards)

Duration: Willpower Bonus rounds

You summon a swirling cloud of choking dust. Targets within the Area of Effect suffer 8 Damage ignoring Armour, and begin to suffocate (**WFRP**, page 181) until they leave the cloud. This spell uses the *Random Vortex* rules (page 20).

If you achieve +4 SL, you can summon a Purple Sun of Xereus at the centre of the cloud. This 1-foot-diameter globe of purple-edged darkness causes *Fear* (2) and disintegrates anything it touches. Targets struck by the globe must pass a **Challenging (+0) Cool** Test or die instantly. Obstacles such as walls and doors are burned through automatically.



Caress of Laniph

CN: 7

Range: Touch

Target: Special

Duration: Instant

As you reach out your hand, it appears withered, even skeletal, drawing *Shyish* from your target's corpus. This counts as a *magic missile* with a Damage of +6 that ignores Toughness Bonus and Armour Points. For every 2 Wounds you inflict with this spell, you may recover 1 Wound up to your maximum Wounds.

Compel Spirits

CN: 6

Range: Willpower Bonus yards

Target: AoE (Willpower Bonus yards)

Duration: Until sunrise

You exert authority over creatures with both the *Undead* and *Ethereal* Traits. Choose one of the following effects:

- ☠ Command all targets who fail an Opposed Willpower Test to do your bidding. You can order the spirits to flee or fight, but only the *Death's Release* spell can put them to rest.
- ☠ Summon Ghosts (WFRP, page 331) equal to your SL. These ghosts are pulled through the mortal veil and are not under your command unless you cast the spell again. Spirit summoning is forbidden by the Amethyst College.

Crystal Maze

CN: 13

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You entrap enemies within the legendary crystal labyrinth that exists in the Aethyr. Targets disappear and cannot be harmed or affected in any way. Each trapped target must roll 1d10 at the end of their subsequent rounds:

Roll	Effect
1–3	Escape: The target returns to the material realm where it disappeared.
4–6	Confused: The target rolls again next round.
7–9	Lost: The target is lost for 1d10 hours and rolls to resist a Moderate Exposure to Corruption (WFRP, page 182) when they return.
10	Doomed: The target is lost forever in the Realm of Tzeentch.

Death's Release

CN: 5

Range: Half Initiative yards

Target: 1

Duration: 3 rounds

You surround a spirit with *Shyish* to unbind it from the world. Creatures with both the *Undead* and *Ethereal* traits must pass a **Challenging (+0) Cool** Test every round or receive a *Stunned* Condition as they are forced to confront their own state of existence. Spirits that accrue 3 *Stunned* Conditions are released from the mortal realm.

Dying Words

CN: 6

Range: Touch

Target: 1

Duration: Willpower Bonus rounds

Touching the body of a recently departed soul (one that passed away within the last day), you call its soul back briefly. For the spell's duration, you can communicate with the dead soul, though it cannot take any action other than talking. It is not compelled to answer you, but the dead do not lie.

Fate of Bjuna

CN: 8

Range: Half Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Fellowship Bonus rounds

Targets succumb to hysterical laughter and may even choke to death. Every round, they must roll a **Challenging (+0) Cool** Test or receive a *Stunned* Condition and suffer their own Strength Bonus + 6 Damage, ignoring Armour. This Damage has a 50% chance of being applied to the head and a 50% chance of being applied to the body. The targets' convulsions cause organs to rupture and blood vessels to burst.

For every +2 SL, you may surround one target with purple energy. If the target fails a **Challenging (+0) Willpower** Test, the *Shyish* energy enters their mouth. The target immediately takes *Suffocation* damage (WFRP, page 181) and continues suffocating for the spell's duration.

Iyrtu's Embrace**CN:** 4**Range:** You**Target:** You**Duration:** 1 round

Your arms are sheathed in gauntlets of *Shyish*, bestowing great crushing power. Your Strength is increased by +10 for every +1 SL. You automatically succeed on grapple attacks (if you roll a miss, count the result as +0 SL) and grappling Damage ignores Armour.

Limbwither**CN:** 3**Range:** Willpower yards**Target:** 1**Duration:** Willpower Bonus minutes *or* days

You deaden one of your target's limbs. The limb becomes completely useless for Willpower Bonus minutes and is treated as an amputated arm or leg (**WFRP**, page 180).

Limbwither can instead be cast as a ward on a gravesite. The first person to despoil the grave within the next year is afflicted with a 'tomb-robber's curse'. Roll a random limb for deadening. This curse lasts Willpower Bonus days.

Purple Pall of *Shyish***CN:** 9**Range:** You**Target:** You**Duration:** Willpower Bonus rounds

You pull about you a pall fashioned from fine strands of *Shyish*. Gain +Willpower Bonus Armour Points on all locations, and the *Fear (1)* Creature Trait (**WFRP**, page 339). For every +2 SL you may increase your Fear rating by 1.

Sanctify**CN:** 10**Range:** Touch**Target:** AoE (Willpower Bonus yards)**Duration:** Willpower minutes

Inscribing a magical circle, you ward it with *Shyish*, forming an impenetrable barrier to the Undead. Creatures with the *Undead* Creature Trait cannot enter or leave the circle.

Scythe of *Shyish***CN:** 6**Range:** You**Target:** You**Duration:** Willpower Bonus rounds

You conjure a magical scythe, which can be wielded in combat using the Melee (Polearm) Skill. It acts like a normal scythe with a Damage equal to your Willpower Bonus + 3. Enemies with the *Undead* Creature Trait do not receive Advantage when Engaged in combat with you.

Shyish* Uncovered*CN:** 4**Range:** AoE (Willpower Bonus yards)**Target:** You**Duration:** Initiative Bonus minutes

You become aware of all deaths that occurred in the spell's Area of Effect within the past month. Every +1 SL adds another month to this period. You learn the number and species of creatures and when they died, but not their names or manners of death. If you know the name of a person who died in the area, you can ask them one question per additional +2 SL. Questions must be answerable with knocks. For example one knock for 'yes' and two knocks for 'no', or multiple knocks to answer numeric questions.

Soul Vortex**CN:** 8**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** Instant

You hurl a shimmering ball of *Shyish* which erupts into purple flames, swirling with ghostly faces, mouths agape in silent terror. Targets within the Area of Effect receive +1 *Broken* Condition. Targets with the *Undead* Creature Trait, take a *magic missile* hit with a Damage of +10 that ignores Toughness Bonus and Armour Points.

Speed of Lykos**CN:** 3**Range:** Half Initiative yards**Target:** 1**Duration:** 1 round

You imbue yourself or another target with supernatural speed. The target can move 100 yards on its next round and still perform an action. Obstacles and terrain impede movement as normal. Targets who are slain while under the effects of this spell can perform an immediate bonus action before they die.

Steal Life

CN: 7

Range: Willpower yards

Target: 1

Duration: Instant

Thin strands of purple mist connect you briefly to your target, who wastes away before your very eyes. This counts as a *magic missile* with a Damage of +6 that ignores Armour Points and inflicts 1 *Fatigued* Condition.

Furthermore, you remove all *Fatigued* Conditions you currently suffer, and may heal yourself up to half the Wounds the target suffers, rounding up.

Swift Passing

CN: 6

Range: Touch

Target: Special

Duration: Instant

Your touch brings the release of death to a single mortally wounded target. If you successfully touch a target with 0 Wounds remaining and at least 2 Critical Wounds, death swiftly follows. Furthermore, the target cannot be raised as Undead.

Taste of Death

CN: 7

Range: Half Willpower yards

Target: 1 + AoE (Special)

Duration: Instant

You make living enemies acutely aware of their own mortality. Your primary target must test for Minor Exposure to Corruption (WFRP, page 182), and then pass a **Challenging (+0) Cool** Test or receive an *Unconscious* Condition. Enemies standing within your Initiative Bonus yards of the primary target must pass an **Average (+20) Cool** Test or receive a *Stunned* Condition.

Everyone who fails their Cool Test must also pass a **Easy (+40) Cool** Test or receive a *Fatigued* Condition and Psychology (Despair). For the next week, victims of Despair receive a *Fatigued* Condition every morning upon awakening.



Telepathy

CN: 1

Range: 100 yards

Target: 1

Duration: Willpower Bonus minutes

Using the spirit-plane, you send a telepathic message to another Amethyst wizard. *The Animus Imprisoned* spell removes range limitations. Attempts to communicate with other characters are difficult. Characters who receive a telepathic message must pass a **Challenging (+0) Intuition** Test to understand the message.

Alternatively, this spell can be used to read the surface thoughts of another Amethyst Wizard. The target can make a **Challenging (+0) Intelligence** Test to notice the attempt, and if detected, can attempt an Opposed Willpower Test to block your intrusion.

Tide of Years

CN: 3

Range: Willpower Bonus yards

Target: 1

Duration: Instant

You cause a non-magical object to age instantly and crumble to dust. The maximum Encumbrance of the affected object is 2 plus 1 Encumbrance for every +2 SL on your Casting Test. Items with the *Durable* Quality do not crumble but instead lose all Qualities.

You can cast *Tide of Years* on a living creature if you achieve 4 or more SL on your Casting Test. The target must pass an **Average (+20) Cool** Test or grow older in a matter of seconds. Permanently reduce Strength and Toughness by 1d10 each. Daemons, Undead, and plant-based creatures are immune to this effect.

Wild Kin of Zandox

CN: 5

Range: Special

Target: You

Duration: Willpower Bonus rounds

You summon two guardian hounds made of purple shadow. The hounds cannot be observed directly, but a character who passes a **Hard (-20) Perception** Test can briefly glimpse the hounds as slaving beasts with needle-sharp fangs. On your round, the hounds can attack enemies within 4 yards. Each hound has Weapon Skill 50 and the *Weapon (Bite)* +8 Trait. Hounds cannot be attacked themselves and do not accrue Advantage.

◆ AQSHY ◆

THE RED WIND OF MAGIC & THE LORE OF FIRE



'I see the gathering of young minds before me like a procession of acolytes carrying guttering candles through a draughty temple. But you hold such meagre flames in your hearts. And so they must be nurtured with your passion. Your loves, your aspirations, your irritations. Feel these things and feed their flames. Feel the flickering candle grow within you until it is a raging fire. This is the secret of pyromancy.'

'Feel with me now the roaring inferno licking at your limbs, strands of power burning with pure magic, flickering through your body, feeding your very being. This is the power of the Bright Wind of Fire. Feel it gathering, lighting the way, sparks erupting from your body, glimmering light brightening around you, attracted to the shapes in your mind, and the patterns you draw upon the air. Searing flames, of all hues jumping into life, gathered into your arms and warming your heart.'

'This is the rawest power of all the winds, the purest manifestation of all the magicks, at your behest, warming but not burning, brightening but not blinding. This is the power that you can achieve, one day, perhaps. But beware.'

'Behold this key. Your passion is the key, and the key opens the door to power. But it also locks the door. For some — the enthusiastic, those burning with passion — being able to lock the door is crucial to your control of this power. Knowing when to turn the key is vital, or you will be consumed. For others, the more thoughtful or reticent, perhaps, you need the key to unlock the door, but you shall be ready to close it when required. For the best of you, the key is symbolic of this balance.'

— Supreme Patriarch Thyrus Gormann,
welcoming apprentices to the Bright College





THE BRIGHT ORDER

Symbol: Key, Flame, Torch

Focus: Passion, Battle, Courage, Anger

Study: Pyromantic Thaumaturgy

Title: Pyromancer

The wizards of the Bright Order study the Lore of Fire or Pyromancy, that lies under the province of the Seventh Lore of Magic, which is called the Wind of *Aqshy*. The wizards of the Bright Order wear robes of blazing red and orange.

Bright Wizards are considered the greatest war wizards of the Colleges of Magic. They know many spells of destruction, and their ability to cast fiery blasts is a visible reminder of their power. A Bright Wizard can wield flame like a sword or raise a curtain of fire to confound their enemies. Such abilities are obvious in their power and very destructive, and few ordinary folk would wish to seek the assistance of a Bright Wizard in any trivial matter. The powers of the pyromancers are not well suited to subtle tasks. Where they bend their will, ruin and destruction is sure to follow, whatever is intended.

SEMIOTICS OF THE BRIGHT ORDER

The symbol of the Seventh Lore is the Key of Secrets. It symbolises the unlocking of power through knowledge. Indeed, progression through the eight ranks of the Bright College is marked at every transition by the aspirant's passage through a filigreed gate, each more imposing than the last. The Key of Secrets is central to the traditions and

rituals of the Bright Wizards, and wizards of the college often carry keys as a symbol of their authority. The more keys a wizard carries, and the heavier the chains with which they are bound, the greater their power and higher their standing within the order. This is not to say that the Key of Secrets is a purely figurative symbol of power. Masters of the college have, as part of their ceremonial regalia, a bunch of seven keys of differing metals.

Amongst the wizards of the order, it is common to joke that just as their knowledge is the key to power, so their power grants them the key to open all doors. After all, few gates or portals can withstand the focused fury of a determined Bright Wizard. Other symbols associated with the pyromancers are the flame and the burning torch. Wizards skilled in the pyromantic arts wear red tattoos upon their arms and faces. These are said to writhe and change form to make the spells of fire.

WHEN A SIROCCO BLOWS

The magical energies of *Aqshy* gutter like flame in the breeze and run wild over hot sands and sun-baked fields. It is powerful where there is flame and fire and is whipped into a frenzy as it swirls over the volcanoes of the Worlds Edge Mountains. All flame becomes a vortex for *Aqshy* magic, and the rites of the Bright College are rites of fire.

Bright Wizards gain +1 SL to Channelling (*Aqshy*) Tests when close to significant fires, such as bonfires or burning buildings. If near a great conflagration, the vicinity of an active volcano or a town on fire, this bonus increases to +2 SL.



PYROMANCER

Human

You feed off your raw passion and emotional energy to bring magical firepower to the battlefield.

Bright Wizards are the most belligerent of all the wizards of the Empire. This is common knowledge. Though other colleges are known for their particular sort of aggression, and all serve the military in one capacity or another, the Bright College brings shock and awe to the battlefield like none other. This reputation may lack nuance and be the result of unsophisticated accounts by common soldiers and fraught enemies, but it is steeped in truth. The Bright Wizards often adopt a warlike and fearsome appearance, their staffs made of iron and topped with a brazier ready to wield all-consuming flame.

'Power is the key, and the key is the symbol, and the symbol is a metaphor, and a metaphor is perspective, and perspective is control, and control is power...'

– Litany of Control, *Red Book of Aqshy*

'They're not all like that, full of fire and bluster. We had one in last year who cooked us a lovely roast duck with the power of his mind. Lovely it was. Of course, the next morning, we discovered he'd burned down our barn.'

– Arnold Fleiss, Innkeeper

PYROMANCER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+				☠	⚔		+	+	☪

CAREER PATH

✚ Apprentice Pyromancer – Brass 3

Skills: Channelling (*Aqshy*), Dodge, Intimidate, Intuition, Language (Battle), *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: First Key of Secrets, Grimoire, Staff

⚔ Pyromancer – Silver 3

Skills: Charm, Cool, Gossip, Language (Any), Leadership, Lore (Warfare)

Talents: Arcane Magic (Lore of Fire), Detect Artefact, Fast Hands, Sixth Sense

Trappings: Magical Licence, Practical Robes, Second and Third Keys of Secrets, Sword

☠ Master Pyromancer – Gold 1

Skills: Animal Care, Evaluate, Research, Ride (Horse)

Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing

Trappings: Apprentice, Fourth and Fifth Keys of Secrets, Light Warhorse, Magical Item, Standard Robes

☪ Pyromancer Lord – Gold 2

Skills: Language (Any), Lore (Any)

Talents: Combat Aware, Frightening, Iron Will, War Wizard

Trappings: Apprentice, Elaborate Robes, Library (Magic), Sixth and Seventh Keys of Secrets, Workshop (Magic)



The Bright Wind is also associated with emotion. Passion bordering on anger seems to drive Bright Wizards. Part of learning to be a pyromancer is to allow one's emotions to run free, to enable the gathering of *Aqshy*. But the key to real power as a Bright Wizard is knowing how to master passion, knowing where to draw the line, and being able to stop oneself from being consumed by such seductive power. Practices to aid control are a large part of the wizard's training.

To help with such discipline and self-control and to engender humility, apprentices spend the first period of their apprenticeship undertaking the most menial of chores. They are required to stoke the furnaces that continually burn within the depths of the college, and to scrub the soot encrusted chambers at the heart of the complex. They carry sacks of coal through the building and shovel it into giant hoppers. They must meticulously maintain the mundane paraphernalia that ultimately underlies all the magical functions of the college. This period might be boring and laborious, but it necessitates rest and recuperation which in turn allows an apprentice some time to themselves to savour the delights of Altdorf.

SCIONS OF THE FLAME

As an apprentice's potential is stoked in the glowing halls of the Bright College, they begin to display the keys of their order, denoting their position within it. They are given a single symbolic key when entering the college, but as their career progresses, they are awarded more keys which they carry ostentatiously on a ring hanging from their belt. Some of these are symbolic of their rank and of their progress. Some are functional, allowing them access to erstwhile forbidden libraries, laboratories, and workshops in the college. Only when a magister reaches the rank of Pyromancer Lord will they have collected all the Seven Secret Keys of the College.

Because of the spectacular and destructive nature of their magic, Bright Wizards are often considered the most influential of all the colleges upon the Empire's military. This is a reputation that the pyromancers, and other more subtle colleges, are happy to maintain. It is certainly true that many of the Empire's greatest victories have been won with a Bright Wizard prominent upon the battlefield, and the nation's greatest generals would be loath to take the field without a Bright Wizard to hand.

The Bright Wizard is trained specifically with a career in the military in mind. Many apprentices are sent to join regiments to learn what military life is like and to aid

senior magisters on campaign. In this way, a wizard is likely to find a powerful long-term mentor who might guide their career and teach them the tricks of the trade.

A young apprentice joining a new regiment is likely to fill their fellow soldiers with suspicion and some fear. Until they prove themselves on the field of battle and demonstrate their reliability, the common soldier has better things to do than support such a neophyte mage. Newly arrived apprentices are encouraged to take the field as soon as possible and throw whatever spells they have at the enemy or are sent on special missions in the hope that any weak links are soon disposed of. A good number of apprentices, therefore, do not make it beyond their first mission.

Not all apprentices are sent to the military. Those who possess resourcefulness and initiative are often given other jobs by the college. While not the most subtle of institutions, the Bright College still requires intelligence, investigation, and communication. Where errands cannot be trusted to the usual Imperial institutions, apprentice pyromancers are called upon. The brightest of Brights often find themselves sent to far-flung corners of the Empire, and even beyond, at the behest of their college, carrying messages or fetching artefacts.

GRADUATES OF THE BRIGHT COLLEGE

If a Bright Wizard survives their apprenticeship, there are several directions their career might take. These will be dictated by the higher-ranking wizards but will be based on their strengths and their career so far. Those who have shown initiative might be trusted to continue their work in a more independent manner. Provided they make themselves available to be called up at short notice, they will be given free rein and expected to advance the cause of their college however they see fit. This is, of course, a great advantage for the adventure-minded magister.

Other wizards are sent off to the army and are likely to stay associated with their regiment for their entire career. They might also go on specific missions for the college and often need to travel back and forth between Altdorf and their regiment. They often retain bonds of comradeship with their old regiment — there have been issues with divided loyalties between college and regiment in the past, but the wizard should always be aware their first loyalty is to the Bright College.



THE RED WIND

Aqshy is a hot, dry wind that blows from the Realm of Chaos like the desert winds across arid dunes. It is attracted to hot places and emotion. It can be found almost anywhere but gathers around the hearth and braziers. It lingers in warm nooks and in the soot and embers and coalesces around the warm-hearted and hot-headed. It is easier to channel during the day, and in the warmth.

There are two seemingly distinct elements that focus *Aqshy*. That of the physical world, of fire and heat, and that of the emotional, warmth of personality and spirit, the heat of friendship and love. Passion and anger attract *Aqshy* and aid in its channelling. Just as the wind might be seen brightly spewing from a raging bonfire or drifting around a cooked meal, it can be discerned in the gestures of an angered person or glowing in the features of a cheery soul.

The wind appears as a red, hazy shimmer obscuring the real world as if it is a mirage. It glows almost white hot

as it is manipulated, bursting into dancing flames. Sparks crackle and spit at a magister's fingertips as they trace shapes in the air. Then it darkens as it diminishes and turns to black wisps of smoke and spent embers, and in a magister's wake the ground seems to char and crack. The aftermath of Pyromancy is a stultifying, dry atmosphere, where it may feel hard to breathe. Wisps of smoke might still play in the air, and the smell of burning hangs heavy, and the centre of the magical effect may appear scorched and blackened.

The wind is associated with violence and aggression. The magical effects are often spectacular, involving raging fires and massive destruction. Those who wield the Bright Wind are the most conspicuous of all wizards upon the Empire's battlefields, and the pyromancer is the ideal war wizard. It can be uncontrolled rage personified. But when controlled, and applied thoughtfully, the wind can be used delicately. Spells like *Cauterise* and *Comfort* showcase more subtle and warming effects that Bright magisters can facilitate.

ARCANE MARKS OF *AQSHY*

d10 Roll	Mark
1	Fiery Hair: Your hair and eyebrows turn a bright, fiery red, and naturally finds itself in the tangled shape of flame. Your hair ignites as you cast spells or if your temper flares. This fire is as hot and bright as any, but you are unaffected.
2	Whiff of Aqshy: You leave behind the smell of burnt toast, and strands of smoke, in your wake.
3	Red Mist: Whenever you receive a <i>Surprised</i> Condition, you must pass an Average (+20) Cool Test. If you fail this Test, you enter a state of Frenzy if you are in a combat situation or suffer from <i>Animosity (Everyone)</i> (WFRP, page 190) in a non-combat situation.
4	Vulnerable to Cold: You are uncomfortable in the cold. All Tests you make while suffering from Cold Exposure (WFRP, page 181) are one step more difficult.
5	Aquaphobic: You must pass an Average (+20) Cool Test to cross any significant body of water or set foot on a boat.
6	Pyromania: You become agitated when unable to spend some time gazing at a blaze. For each day you fail to observe a crackling fire for at least an hour, the default difficulty of Willpower- and Intelligence-based Tests becomes one step harder, to a maximum of Very Hard (–30). When you can see a fire once again, default difficulty returns to normal.
7	Bright Skin: Tattoo-like symbols glowing beneath your skin. The glowing intensifies as you become more emotional. You suffer –1 SL to sight-based Stealth Tests
8	Feed the Fire: When you are within 4 yards of an <i>Ablaze</i> Condition stack (including your own), it deals +1 Damage.
9	Fire Resistant: You double your Toughness Bonus when calculating Damage from fire including <i>Ablaze</i> Conditions and breath attacks.
10	Mark of Aqshy: The rune of <i>Aqshy</i> appears somewhere on your body. You gain the <i>Suffuse with Aqshy</i> Talent (see page 186).

THE BRIGHT COLLEGE

The Bright College itself is an austere red brick structure — once nestled among busy streets, it now sits apart behind a moat of scorched earth and blackened ruins. The burned-out houses are the result of a series of fires that have mysteriously erupted in the area over the years. The college of course denies all responsibility for this and blames either coincidence or a conspiracy of their enemies. After all, what could possibly undermine the safety of the Empire more than if the people of Altdorf were to lose faith in their Bright Wizards?

The building is surrounded by a brick wall surmounted by wrought iron railings, and ornate iron gates guard the entrance. Six spectacular towers rise from the brutal structure like chimneys from a furnace, sending incessant plumes of dark smoke into the Altdorf sky. At night the place can be seen as a silhouette against a fiery orange backdrop. The towers are topped by a gigantic beacon that burns both day and night, casting an eerie red glow over the entire college and illuminating the sorcerous inner realm that is the Bright College. Occasionally, great stone gargoyles perched up high belch forth white-hot lava that spills down the side of the building towards unseen receptacles, in a spectacle of light and sparks.

The interior of the college is stark, brick and stone. Little that is flammable is left exposed in the common areas. The entire complex bathes in a hot red glow, lit by sconces and braziers. Though the building includes few windows there is a convoluted system of ducts, funnels, and chimneys which serves to keep air circulating throughout the complex, regulating the temperature and exhausting smoke and other fumes. It is still stifling and smoky in there, however, and though the magisters do get used to it, it is oppressive to visitors.

The building is designed around a communal domed area which more resembles a kiln than the dome of a temple. This central chamber is well lit by the usual sources, and a steady stream of thick smoke emerges from the chimney at its apex.

The working areas of the college are less austere, and behind locked doors there are libraries and laboratories. These are richly appointed with all manner of paraphernalia. After learning several painful lessons, these rooms keep most of their fires behind glass screens and metal fireguards.

RELATIONSHIPS

The Military

The Imperial military often works hand in glove with the Bright College. Ultimately the army is commanded by the Emperor, and so negotiations with that office can go as high as the Privy Council, and there is a pyromancer always on hand at the Imperial Palace to give the College's opinion when it is asked for. As Thyrs Gormann, head of the Bright College, has also held the position of Supreme Patriarch, this gives the college a great deal of power. Gormann himself is one of the Emperor's closest advisors and Bright Wizards on official business can always get their voices heard at the Palace.

Military matters are usually settled at a lower level, however, and the responsibility for a single army stops with its general. Any force worth its place on the battlefield has an accompanying wizard, and though wizards from all the colleges join the military, Bright Magisters have the most visible role, and possibly the biggest influence. In military matters, wizards of other colleges often show subservience to Bright Wizards, in public, if not in private.

As the military can call upon Bright Wizards to do their bidding, so is the Bright College able to call upon the military when they require a show of physical force. They, of course, trust only wizards and apprentices on magical matters, but for more mundane errands the army is only too keen to give the Bright College armed back-up.

The Imperial Gunnery School in Nuln

The Imperial Gunnery School in Nuln has long looked upon the Bright College as a rival within the Imperial military. Not only are they based in Altdorf, close to the Imperial Palace and apt to worm their way into the Emperor's ear, they bring dangerous concepts to the army. The principles of Bright Magic and blackpowder are similar enough. One, however, is safe and reliable and informed by a hierarchy of reasonable scientists, the other is wayward and dangerous and in the hands of a few hot-headed, and possibly unstable, individuals.



SERGOV PFEIFFER

Motivation: Become a renowned innovator of military magic.

Short-Term Ambition: Research the fundamentals of Bright Magic while still managing to have fun.

Long-Term Ambition: Create the most destructive battlefield spell the Empire has ever known.

Sergov Pfeiffer is a rambunctious, fiery, red-headed wizard of the Bright College. His undoubted natural talent is being hidden under a bushel of frivolity and carousing. There is nothing Pfeiffer likes more than to leave the Bright College of an evening, slip into something more comfortable — or at least less betraying of his vocation — and head to the Street of One Hundred Taverns.

Pfeiffer can often be found at one of any number of his favourite drinking dens, gaming and what have you, at least as much as he can be found at the college. His evenings are as likely to end up in a fist fight down a dark alleyway as in a debate on the order of superiority of the Winds of Magic or the practical application of consistent power structures in ritual magic. Senior pyromancers are beginning to despair of these antics and they are considering a posting far to the east to teach him proper military discipline.

Pfeiffer burns the candle at both ends. While he is at the college he is constantly at work, diligently pursuing some element of advanced research or referencing spells supposedly beyond his rank. Because of his other pursuits, this seems to escape the attention of his tutors. He is often up all night in an obscure library or working alone in a laboratory. Sometimes he combines both pursuits. He once brought Bretonnian brandy into a lab while researching the flammability of various substances, for example, and was still cleaning soot stains from the flagstones of the central quadrangle three weeks later.

All the while Pfeiffer is working on his magnum opus. He has in mind a singular spell that will bring destruction to all the Empire's foes. Inspired by Sigmar himself, he dreams of a huge comet-like conjuration that will fall to earth with shattering effect, which he is calling *The Fury of Sigmar*.

One day, Pfeiffer realises, he will have to leave all this behind, properly knuckle down, and become just another of those humourless Master Wizards who leave the college to fight on the frontier, many of whom are never seen again. But for now, one more trip to the Street of One Hundred Taverns can't hurt.

PFEIFFER AS PATRON

Pfeiffer is not much use to the Characters as far as his rank and influence goes. Though from a wealthy family, he does not have much influence at the Bright College, having burned his bridges with his erratic behaviour and lack of inclination to court favour. But Pfeiffer does require a likely bunch who are prepared to do some of the dirty work involved in magical research and fetch and carry for him. In return, Pfeiffer will be able to protect the Characters from low level law enforcement and get them into places they might not normally have access to. Wizards are often considered beyond class hierarchy and so even the lowliest Characters might get the chance to mix with the well-heeled on the say-so of a magister.

Meetings with the Characters will take place on the Street of One Hundred Taverns, most likely in a smaller, out of the way, tavern, over any number of drinks. Pfeiffer will be keen to go on somewhere after business has been settled, and then go on somewhere else, after that — it could be a long night.

BLACK BOOK

Pfeiffer has been in regular correspondence with Flaminus, a magister of Carroburg, for some years. However, the missives have suddenly stopped. Pfeiffer needs access to this wizard's library and one book in particular, *Calidum Corpora*. He will send the Characters to fetch it. Unfortunately, Flaminus was suspected of dabbling in the profane and has been drowned by a witch hunter. His possessions have been placed in a vault beneath the Temple of Sigmar in Carroburg, and it will require some convincing arguments, or perhaps larceny, to get the book back.

The Characters should also be very careful they do not reveal their employer's identity. No wizard needs a witch hunter on their trail whether they are licensed or not.

FIRE UP

The landlord of one of Pfeiffer's drinking dens is getting upset about a spate of fires that have been erupting in his premises over the past couple of weeks. He has told everyone he suspects racketeers of arson. As a favour, Pfeiffer agreed to investigate it, and decided that the cause was an errant Fire Elemental. Now he needs the Characters to stake out the pub for as long as it takes for the elemental to strike again. He has created a trap for the creature, an iron sphere, because he wants to capture and study it. The only difficulty is that the Characters need to touch the elemental with the sphere to set the trap off.



To make things harder, the racketeers, members of the gang known as the Hooks, turn up wanting to know who's been spreading rumours about them. What Pfeiffer is not telling, however, is that he created the Elemental himself, as a drunken wheeze.

MIXED MESSAGE

Pfeiffer is close, he says, to a momentous breakthrough in his magical research, but actually he just wants to spend more time on the town. He has been ordered by the college to travel to some corner of the Empire and deliver a message to a Bright Wizard of a frontier regiment. This is the sort of thing, Pfeiffer reasons, that can be done by anyone, and does not require a wizard, so he needs to find a likely messenger able to pose as a pyromancer.

Pfeiffer is prepared to pay a lot of money for the job, but the Character will need to be careful. Impersonating a licensed wizard is a very serious crime.

SERGOV PFEIFFER HUMAN BRIGHT WIZARD (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	33	32	31	37	36	31	58	42	39	13

Traits: Weapon (Sword) +7, Weapon (Staff) +7

Skills: Channelling (*Aqshy*) 50, Charm 44, Cool 45, Dodge 41, Evaluate 58, Gossip 40, Haggle 39, Intimidate 37, Intuition 42, Language (Battle 58, Magick 60, Wastelander 53), Leadership 39, Lore (Magic 58, Reikland 55, Warfare 52, Melee (Basic 45, Polearm 46), Perception 42

Talents: Aethyric Attunement, Arcane Magic (Lore of Fire), Detect Artefact, Doomed (*Beseech our divine lord, or be o'errun by the horde*), Fast Hands, Petty Magic, Read/Write, Savvy, Second Sight, Sixth Sense

Spells: **Lore of Fire:** Blast, Comfort, Crown of Flame, Distracting, Fearsome, Firewall

Petty: Dazzle, Dart, Magic Flame, Shock, Sly Hands

Trappings: Grimoire, Staff, Wizard's Robes, Magical Licence

THE LORE OF FIRE



The Lore of Fire, and the Bright Wind of *Aqshy*, is anything but subtle. Its spells are bellowed with fervour and manifest themselves in bombastic fashion, with bright flame and searing heat. You may inflict 1 *Ablaze* Condition on anyone targeted by spells from the Lore of Fire unless they also possess the *Arcane Magic (Fire)* Talent. Every *Ablaze* Condition within Willpower Bonus yards adds +10 to attempts to *Aqshy* Channelling and Casting Tests.

Ingredients: Pyromancers use a wide selection of flammable materials as ingredients, which are often immolated as the spell is cast, including coal, oils, fats, and ruddy woods. Trappings immune to fire are also common, such as iron keys, carved sections of fire-grate, and small oven stones.

Aqshy's Aegis

CN: 5

Range: You

Target: You

Duration: Willpower Bonus rounds

You wrap yourself in a fiery cloak of *Aqshy*, channelling flame into an aegis. You are completely immune to damage from non-magical fire, including the breath attacks of monsters, and ignore any *Ablaze* Conditions you receive. You receive the *Ward (9)* Creature Trait (WFRP, page 343) against magical fire attacks, including warpfire and spells from the Lore of Fire.

Body of Fire

CN: 5

Range: You

Target: You

Duration: Toughness Bonus minutes

Your body is sheathed in flame and your blood becomes pyrophoric. Targets attempting to grab or grapple you suffer 8 + SL Damage and must pass a **Hard (-20) Cool** Test every round or let go. Every round that you Grapple with an opponent, they receive 1 *Ablaze* Condition and suffer 8 + SL additional Damage.

If you are wounded in melee combat, fiery blood squirts at your attacker, who must pass a **Challenging (+0) Dodge** Test or suffer a *magic missile* hit with Damage +3 (ignoring Armour). Your clothes and trappings are immune to fire, but you can still be damaged by fire attacks.

Boiling Blood

CN: 5

Range: Touch

Target: 1

Duration: 1 round

You cause the target's blood to boil if it fails a **Difficult (-10) Endurance** Test. The target immediately receives 2 *Blinded* Conditions from the pain, and at the start of its rounds suffers 10 + SL Damage (ignoring Armour, but not TB). Targets slain by this spell explode in a spray of scalding blood, inflicting a *magic missile* hit with Damage +1 against everyone within 2 yards.

Burning Head

CN: 6

Range: Willpower yards

Target: Special

Duration: Instant

You hurl a ball of fire roughly two feet in diameter, in the shape of a flaming head. The burning head flies in a straight line laughing maniacally, striking all targets in its path, until it reaches the extent of the spell's range.

Hits are *magic missiles* with Damage +4 (Damage +0 if the target passes a Challenging (+0) Dodge Test). Everyone the burning head strikes receives 1 *Ablaze* Condition. Targets who lose at least 1 Wound from the burning head treat you as possessing the *Fear (1)* Creature Trait.

Captivating Flame

CN: 3

Range: Half Willpower yards

Target: 1 fire

Duration: Willpower Bonus rounds

You cause flames to dance and mesmerise observers. Target a fire source no larger than a torch. One random character who's looking in the direction of the fire must pass a **Challenging (+0) Cool** Test or receive 3 *Stunned* Conditions. Mesmerised characters are oblivious to everything else until they remove all *Stunned* Conditions gained from this spell. Attacking a *Stunned* target instantly removes all *Stunned* Conditions gained from this spell.

With +2 SL on your Casting Test you may enchant a larger fire, such as a brazier or campfire, which affects 2 random observers. With +4 SL you may enchant a massive fire, such as a pyre or burning building,, which affects all observers.

Cauterise**CN:** 4**Range:** Touch**Target:** 1**Duration:** Instant

Channelling *Aqshy* through your hands, you lay them on an ally's wounds. The target immediately heals 1d10 Wounds and removes all *Bleeding* Conditions. Furthermore, the wounds will not become infected. Targets without the *Arcane Magic (Fire)* Talent, must pass a Challenging (+0) Cool Test or scream in agony. If they fail by 6 SL or more, the target gains the *Unconscious* Condition and is permanently scarred, waking up 1d10 hours later.

Choleric**CN:** 2**Range:** Half Initiative yards**Target:** 1**Duration:** Willpower Bonus hours, days or weeks

You incite a target to dislike another individual. The target becomes subject to *Prejudice* (WFRP, page 190) against someone of your choice for Willpower Bonus hours. You must name or point to the intended subject of the target's ire. If the two are friends, the target may resist the spell with an Average (+20) Cool Test.

- ☠ If you achieve +4 SL on your Casting Test, the target is overcome with wrath and subject to *Animosity* (WFRP, page 190) for Willpower Bonus days.
- ☠ If you achieve +8 SL on your Casting Test, the target is consumed by burning vengeance, and subject to *Hatred* (WFRP, page 190) for Willpower Bonus weeks.

Until this curse expires or is dispelled, the target follows the normal rules for resisting the effects of Prejudice, Animosity, and Hatred.

Crown of Flame**CN:** 8**Range:** You**Target:** You**Duration:** Willpower Bonus rounds

You channel *Aqshy* into a majestic crown of inspiring fire about your brow. You gain the *Fear (1)* Trait (WFRP, page 190) and *War Leader* Talent (WFRP, page 147) while the spell is active. For every +2 SL on your Casting Test, you may increase your *Fear* value by 1 or take the *War Leader* Talent again. Furthermore, gain a +10 bonus on all Channelling and Casting Tests using *Aqshy* while the spell is in effect.

Flaming Hearts**CN:** 8**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** Willpower Bonus rounds

Your voice takes on a rich resonance, echoing with *Aqshy's* fiery passion. Affected allies lose all *Broken* and *Fatigued* Conditions, and gain the *Drilled*, *Fearless*, and *Stout-hearted* Talents. If a target already has one of these Talents, they take the Talent again.

Firewall**CN:** 6**Range:** Willpower yards**Target:** AoE (Special)**Duration:** Willpower Bonus rounds

You channel a streak of *Aqshy*, creating a wall of flame. The *Firewall* is Willpower Bonus yards wide and 1 yard deep. For every +2 SL on your Casting Test you may extend the length by Willpower Bonus yards. Anyone crossing the firewall gains 1 *Ablaze* Condition and suffers a *magic missile* hit with a Damage equal to your Willpower Bonus.

Flamestorm**CN:** 8**Range:** Willpower yards**Target:** Special**Duration:** Instant

You summon a pillar of fire that bursts from the ground. The storm is 2 yards in diameter and 2 yards high. For every +2 SL on your Casting Test, you can increase the storm's diameter by 1 yard and height by 2 yards. Targets standing where the flames appear suffer *magic missile* hits with Damage +8 and receive 3 *Ablaze* Conditions. Additionally, they are thrown outside the storm's area and receive the *Prone* Condition. Only those immune to the effects of magical fire can enter the *Firestorm's* area. The spell lasts until dispelled or until the next sunrise.

Flaming Sword of Rhuin**CN:** 8**Range:** Willpower yards**Target:** 1**Duration:** Willpower Bonus rounds

You wreath a sword (a Hand Weapon) in magical flames. The weapon has Damage SB+6 and the *Impact* Quality (WFRP, page 298). Anyone struck by the blade gains 1 *Ablaze* Condition. If wielders do not possess the *Arcane Magic (Fire)* Talent, and they fumble an attack with the flaming sword, they gain 1 *Ablaze* Condition.



Forge of Tarnus**CN:** 6**Range:** Touch**Target:** 1 Forge**Duration:** Willpower Bonus hours

You lay your hands on the unlit coals of a forge, imbuing them with *Aqshy* and causing them to burn with unnatural intensity. Any Trade (Smith) Tests made whilst the spell is in effect benefit from +1 SL, including those used to craft Magical Items (see **Archives of the Empire Vol. II**).

Great Fires of U'Zhul**CN:** 10**Range:** Willpower yards**Target:** Special**Duration:** Willpower Bonus rounds

You hurl an explosive blast of *Aqshy*. The flames erupt into a furious blaze, burning with the heat of a forge. This is a *magic missile* with Damage +10 that ignores AP and inflicts 2 *Ablaze* Conditions and the *Prone* Condition.

Everyone within the Area of Effect of the target suffers a Damage +5 hit ignoring AP and must pass a **Challenging (+0) Dodge** Test or gain 1 *Ablaze* Condition. The spell stops behaving like a *magic missile* as the fire continues to burn in the Area of Effect for the duration. Anyone within the Area of Effect at the end of a round suffers 1d10 + 6 Damage, ignoring AP, and gains 1 *Ablaze* Condition.

Ignite**CN:** 3**Range:** Willpower yards**Target:** 1**Duration:** Instant

You cause an object or person to catch fire. The target receives 2 *Ablaze* Conditions. If you cast *Ignite* upon a target that already has *Ablaze* Conditions, you can instead spread the flames to others. Distribute 3 new *Ablaze* Conditions among others within 2 yards of the target.

Inextinguishable Flame**CN:** 3**Range:** Half Initiative yards**Target:** 1 fire

Duration: Willpower Bonus hours, days, weeks, or months
You make a normal fire inextinguishable by any means. The target can be up to the size of a campfire and remains burning for Willpower Bonus hours. The duration is extended to days with +2 SL on your Casting Test, weeks with +4 SL, and months with +6 SL.

The fire does not consume fuel while the spell lasts. Burning logs that are separated into smaller fires remain inextinguishable. Alternatively, you can cast this in reverse to extinguish any fire of the same size. No other spell can extinguish an *Inextinguishable Flame*, nor can its effect be dispelled.

Kindleflame**CN:** 2**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** 1 round

You subtly alter material properties, making targets more flammable. Everything within the Area of Effect that isn't normally flammable can catch fire, even water and stone.

Everything within the Area of Effect that's already flammable takes +SL additional fire damage and receives an extra *Ablaze* Condition whenever it's required to take them.

Kindred of the Hearth**CN:** 4**Range:** Touch**Target:** Special**Duration:** Willpower Bonus rounds

You summon a minor elemental to defend your camp. You must put your hands into a bonfire, taking 6 Damage minus your Toughness Bonus, to draw forth a small humanoid flame creature with coal-black eyes.

The elemental has Movement 3, Weapon Skill equal to your Willpower, attacks at Damage +6, and has the *Fear (1)* Creature Trait. The elemental cannot stray more than 12 yards from the fire, and you must verbally direct it. Whenever you cast another spell or talk to someone else, it simply stands still. The elemental can only move, attack, and it does not accrue Advantage. If the elemental inflicts Damage on an opponent they also suffer an *Ablaze* Condition. It cannot be harmed by any means other than being doused with a pint or more of water, which destroys it.

Magma Storm**CN:** 13**Range:** Random Vortex**Target:** AoE (2 × Willpower Bonus yards)**Duration:** Willpower Bonus rounds

You ignite the ground and summon a devastating vortex of molten rock. Targets within the Area of Effect receive 2 *Ablaze* Conditions and suffer a *magic missile* hit with Damage +12.

This spell uses the *Random Vortex* rules (page 20). On any round after the vortex moved 8 yards or less, it produces +1 smaller vortex for every +2 SL (maximum 3). These smaller vortices, each of which is AoE (WPB yards) in size, immediately moves randomly, inflicting +1 *Ablaze* Condition and a *magic missile* hit with Damage +4 and against all targets in their path. Smaller vortices disperse after moving once.

Purge

CN: 10

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

You funnel intense flame to burn away corruption in an area. Anything flammable is set alight, and any creatures in the area take +SL *Ablaze* Conditions. If the location contains a Corrupting Influence, such as *Dhar*, Warpstone, or a Chaos-tainted object, it smoulders and blackens, beginning to burn away. You can maintain this spell in subsequent rounds by passing a **Challenging (+0) Channelling** Test.

The precise time needed to eliminate the Corrupting Influence is determined by the GM. As a rough guideline, a small quantity (smaller than an acorn) of Warpstone, or a minor Chaos-tainted object may require 10 – Willpower Bonus rounds (minimum of 1 round). A fist-sized chunk of Warpstone or a more potent Chaos-tainted object may require double the amount of time. A powerful Chaos artefact may take hours or longer. See **WFRP**, page 182 for details on Corrupting Influences.

Sanguine Swords

CN: 6

Range: Willpower yards

Target: You

Duration: Willpower Bonus minutes

You summon a magical red sword that hovers in front of you. Each additional +2 SL on your Casting Test allows you to summon an extra sword (maximum 6 swords).

On every subsequent round, you can spend your action to direct the swords against targets within range and line of sight. A target can only be attacked by one sword at a time. The swords possess the *Fly (20)* Creature Trait and strike with Weapon Skill 60 and deal 8 Damage before returning quickly to you. *Sanguine Swords* can be defended against normally and do not accrue Advantage. The swords can be dispelled but are otherwise indestructible.

Taste of Fire

CN: 2

Range: Willpower Bonus yards

Target: 1 pot, jug or flask

Duration: Instant

You elevate food or liquid to a more thermogenic state. Choose one of the following effects:

- ☠ A pot of food becomes extremely spicy. Eating it requires an **Easy (+40) Endurance** Test to avoid digestive after-effects.
- ☠ A quart-jug of any liquid transforms into strong alcoholic spirits. A hint of the original liquid's flavour is retained.
- ☠ A pint-flask of any liquid transforms into highly flammable oil, usable in lanterns.

Withering Heat

CN: 9

Range: AoE (Willpower yards)

Target: You

Duration: Willpower Bonus rounds

You curse your enemies with a desiccating fever. Enemy targets within the Area of Effect receive a *Fatigued* Condition every round they attempt to run, charge, or flee. Stripping off armour and clothing removes one *Fatigued* Condition gained in this way.

Targets who are touched by any fire (even a candle) automatically receive an *Ablaze* Condition, and suffer extra Damage equal to +SL on your Casting Test from all sources of fire.

Ygethmor's Flaming Blizzard

CN: 7

Range: Willpower yards

Target: AoE (Willpower yards)

Duration: Willpower Bonus rounds

You create a mighty gale of sparks and cinders. Targets within the Area of Effect suffer 8 + SL Damage every round and must pass a **Challenging (+0) Athletics** Test or receive the *Prone* Condition. Flammable objects and terrain features in the area have a 25% chance of igniting each round.

Only hard cover provides shelter from the flaming blizzard's effects.

GHUR

THE AMBER WIND OF MAGIC & THE LORE OF BEASTS



'They say the Amber Wind is cold. They liken it to the winter gales blowing from the north, a force coming from the wilderness as if invading civilisation itself. And, of course, the power of the Wind can chill. But consider the great beasts, they do not shiver in the snows, they do not huddle against the elements, they do not cower from the chill breeze. They thrive, they glory in the elements, and so does a shaman of the Amber College.'

'To those attuned to it, the wind is pleasant and sustaining. It brings warmth as it brings power. Feel it as the summer rain, not the winter snows. Feel it as the spring breeze and not a howling wind. For when you are in your element, as a wild beast, all things contribute to your being, all things support your existence.'

Like a wolf hunting through the trees, you are at one with the forest. Like a bear upon the steppe, you are king of the terrain. Like an eagle on the air, you rule what you survey. You are at the apex of life and all life supports you.

'And then, as any magic, it must be shaped, and honed, even the wild magic of the beasts needs order and control. The way to channel Ghur is through subordination to the wild. The way to manipulate it is through animal instinct.'

The shaman who thinks as an animal can become a vessel for the power of Ghur. And in turn, the vessel of Ghur becomes an animal. So does the beast take magical form, so does the magic take bestial form.'

— Excerpt from *The Amber Arrow*



THE AMBER ORDER

Symbol: Arrow, Claw, Feather, Tooth

Focus: Survival, Savagery, Spirituality, the Hunt

Study: Primal Thaumaturgy

Title: Shaman

Wizards of the Amber Order study the Lore of Beasts that lies under the province of the Eighth Lore of Magic, called the Wind of *Ghur*. The symbol of the Eighth Lore is the Arrow. The wizards of this order wear brown robes. An Amber Wizard's clothes are usually those worn in the wilds rather than robes. They tend to be weatherworn and often carry bows and hunting weapons. They are called shamans by some, Brown Wizards by others.

Amber Wizards are often solitary individuals, preferring the company of wild beasts to that of people. Amber spells give shamans control over beasts and they can assume the powers of wild creatures to attack their enemies, tossing them aside like autumn leaves.

The Amber College is the only order that keeps no building in Altdorf. Instead, the Masters of the Order inhabit several caves that lie to the south of the city in the Amber Hills. These are rocky and wooded, unsuitable for agriculture. The caves are not easily found, and visitors are not welcomed. Similar sites exist throughout the Empire in the depths of forests or on mountain peaks.

WILD IS THE WIND

The magical energies of *Ghur* are those of beasts and wild places inimical to most Humans. It is a sharp wind that is like a claw or tooth. Where it is concentrated it even manifests as cold silver fire. It is a merciless and inhuman form of magic that cares little for civilisation. It resides most strongly in the minds of wild animals, and to learn its ways is to open one's mind to the raw and savage power of the wild.

Ghur does not easily inhabit urban environments. Channelling (*Ghur*) Tests suffer from -1 SL in towns and -2 SL in cities. *Ghur* is more easily perceived in the wilds of the Old World. Channelling (*Ghur*) Tests benefit from +1 SL in the wilderness and +2 SL in truly wild areas where many beasts hunt or congregate.

The city of Middenheim is a notable exception, as a great Wellspring of *Ghur* issues forth from the depths of the Fauschlag rock. Channelling (*Ghur*) Tests benefit from +2 SL in Middenheim. See *Middenheim: City of the White Wolf* for more details.



SIGN AND SPOOR OF THE AMBER ORDER

Members of the Amber Order can be easily recognised by their wild appearance. As well as the arrow, the sign of the hunter and woodsman, they wear talismans of teeth, claws, and feathers, and carry small leather pouches of herbs about their necks.

The arrow is the mark of Taal, god of wild places and the hunt. Therefore, it was naturally chosen as the symbol of the Amber College and the Wind of *Ghur*. Just as an arrow is straight and unwavering, so are those who bear it as their mark. Amber Wizards are often plainspoken and have little patience for those who would conceal their intentions with cunning speech.

Amber Wizards are given to direct action. They distrust politicking and diplomatic wrangling. They believe challenges should be confronted directly and with haste — particularly when a foe is being circumspect in their own actions. Amber Wizards believe that to prevaricate is to display weakness — best to stand firm from a position of strength than to forfeit victory through delay.



SHAMAN

Human

Ruled by your magical affinity you are drawn instinctively to the wild places and its great beasts.

Amber Wizards are known for their feral appearance and lifestyle, more at home in the wilderness than the town, and with more affinity for animals than their fellow Humans. Many wander the Empire's vast untamed landscape, but just as many find a place they like and settle there. Every village in the Empire has a story of a local monster, giant, or witch who lives in the forest and is to be feared but is seldom encountered. More often than not, this is an Amber Wizard.

'The Amber College is outside the city.'

— Shaman riddle

'Had one of those shamans in the other day. He ended up sleeping in the stable. I was gonna let him stay for free, but he said it was the best room in the Inn. So I charged him the same price as the luxury suite.'

— Arnold Fleiss, Innkeeper

SHAMAN ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+			🛡️	💀	🔨		+	+	

CAREER PATH

✚ Shaman's Apprentice – Brass 3

Skills: Animal Care, Channelling (*Ghur*), Cool, Dodge, Intuition, *Language (Magick)*, Lore (Magic), Melee (Polearm), Outdoor Survival, Perception

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Staff

⚔️ Amber Wizard – Silver 3

Skills: Animal Training, Charm Animal, Intimidate, Ranged (Bow), Stealth (Rural), Track

Talents: Arcane Magic (Lore of Beasts), Coolheaded, Fast Hands, Sixth Sense

Trappings: Magical Licence

💀 Master Shaman – Gold 1

Skills: Evaluate, Navigation, Research, Ride (Horse)

Talents: Animal Affinity, Instinctive Diction, Magical Sense, Menacing

Trappings: Apprentice, Magical Item

🛡️ Shaman Lord – Gold 2

Skills: Lore (Any), Leadership

Talents: Frightening, Iron Will, Lightning Reflexes, War Wizard

Trappings: Conclave of Shamans, Shamanic Lair



Some wizards do interact and cooperate with the people of nearby villages. Though they are more comfortable on their own and loathe to be disturbed, many are kind enough to help and advise local communities when they need it. The superstitious folk of the Empire, being what they are, often shun the Amber Wizards in return.

Just as there is little formal hierarchy within the Amber Order, there is no formal system for entering it as an apprentice. Wizards are always on the lookout for potential apprentices, those with a spark of the magical about them and an instinct for the wild. Some wizards even steal babies from the crib, they say. More likely, if a shaman comes across a potential young recruit, they will reach an agreement with their parents to take them on. However feared wizards might be among the folk of the Empire, few parents are not going to feel some sort of pride and accomplishment if their offspring is raised into such lofty ranks.

WILD YOUTH

Some youngsters with the gift will simply feel the call of the wild and seek out an Amber Wizard to learn from. Whether they follow rumours and stories or simply travel by hope and instinct, if they are persistent and dedicated enough, they are sure to eventually find a suitable mentor, or get eaten by Beastmen.

Life as an Amber apprentice is necessarily hard, but an apprentice who thrives among nature or finds solace in the wilderness will soon get used to the lack of civilisation and grow accustomed to the environment. An Amber Wizard lives among nature as comfortably as anyone in a great house. A roast rabbit is the finest meal and a mossy bank is the most comfortable bed.

Amber Wizards adorn themselves with charms and totems to help them cast spells and channel the magical winds. Animal skulls and other bones, bird feathers, fur and hides, and such like all have an affinity for *Ghur*. Shamans' staffs tend to be of wood or bone and hung with many charms and totems. As their career progresses, shamans are perceived to grow in person more like a wild animal. Their teeth become larger and bared, their hair, longer and more unkempt, their entire face, becomes increasingly like the shaman's ideal creature, a bear, eagle, or wolf, and often their personality will match.

Shamans soon come to disdain the softness of civilised living, they even play this up in the presence of other Humans to impress or frighten them. Amber Wizards, too, have a reputation for not being able to function in civilised society and not being able to act with the usual politeness and etiquette. But again, this is as much a wizard doing what they will, rather than any sort of inability. For all their reputation for ferocity and disinterest in other Humans, those who do become friends with an Amber Wizard usually find them steadfast and hearty allies.

WILDERNESS VOCATION

As they advance, Amber Wizards do not require anything so formal as a workshop. As fits their nature, shamans make do with natural materials when enhancing and experimenting with their magic. An Amber Wizard's dwelling could be any naturally occurring shelter, from a tree to a cave. Over the time the wizard inhabits it, the area becomes increasingly infused with *Ghur*, and increasingly attuned to their magic. The wizards still study and advance their craft the same as wizards of other colleges, except they do it with paraphernalia and in a location that would seem quite alien, and unsophisticated, to other wizards.

Amber Wizards fight in the Empire's armies and work for it in other capacities, just the same as any other college. Though they do not accompany the armies on a permanent basis they turn up to serve, often out of the blue, either through instinct or under the instructions of senior wizards. Despite being off the beaten track, Amber Wizards plainly demonstrate a strategic understanding of the Empire's situation and show an interest in her fortunes.



THE AMBER WIND

Ghur is a cold, savage wind that flows from the wild places and breaks upon the walls of civilisation. It is found most abundantly where people are not. It blows through the wildest locations, accumulates deep within the forest, whips through the high mountains, coalesces in the foulest swamps, and settles upon remote moors. It is attracted to the activities of the great beasts and top predators, even marking their territory, following their migrations, flowing around their eyries and dens, and lingering about their bodies.

Amber Wizards, or shamans, fetishise beasts, using skulls and bones, fur and feathers, and the like to adorn themselves; these trappings are known to attract *Ghur*. Those who study the Lore of Beasts are able to gather the Amber Wind from totems of dead creatures as well as from the vivacity of the living. Just as Amber Wizards are attracted to places where the wind pools, so too are wild creatures attracted to shamans and it is common for Amber Wizards to live in proximity with apex predators, and thereby gain power from them.

The wind is described as amber or brown in colour, and it does not have the same bright metaphorical hues that

the other winds seem to. The many colours of amber are subtle variations on a muddy unnameable colour. Where it blows more harshly it approaches yellow and where it is most entrenched it appears as a deep earthy brown. As it is manipulated by a magister, wisps of red and orange flit through the cold browns.

The symbol of Amber Magic is the arrow. This is the hunter's tool, the force that brings wild creatures down and stops the enemy in its tracks. It is direct and to the point, straight forward and relentless. Once loosed, it stops for nothing until it reaches its goal. And it brings death. But the arrow must be aimed, its target carefully selected and the object of concentration. Its lesson is thought before action, for the action cannot be stopped

Ghur is much scarcer within areas of civilisation, especially cities. But in Altdorf it is even rarer. This could be because of the great size of the city, its ancient fortifications, or the emphatic presence of the other colleges. Amber Wizards generally dislike even travelling through Altdorf, but sometimes they must enter the city, and there they find refuge in the Jade College. They even have some totemic presence in the college grounds. This is really the only place, save perhaps the Imperial Zoo, where Amber Wizards can stay without feeling anxious and trapped.

ARCANE MARKS OF GHUR

d10 Roll	Mark
1	Savage Gaze: You may use Willpower to oppose melee attacks from wolves, bears, boars, and rats. Additionally, if you roll a Critical when doing so, roll on the Head Critical Wounds Table, the number of Wounds is how many <i>Broken</i> Conditions the animal receives.
2	Claustrophobia: You must pass an Easy (+40) Cool Test to enter any building or artificial construction. If you fail, receive one <i>Broken</i> Condition.
3	Restless: You tend not to want to stay in one place for long, always needing to move about. It's worse when you're in closed spaces. You cannot lose <i>Fatigued</i> Conditions within the walls of a large city (except Middenheim).
4	Dirty: For some reason, you attract dirt and can never fully get clean.
5	Hairy: You grow thick hair all over your body. When you shave it off, it regrows quickly. You don't take penalties for Endurance Tests to withstand Cold Exposure (WFRP , page 181) if you lack the proper clothing, but you are rather unsightly.
6	Feral: Your nails thicken and lengthen, and your teeth grow pointed. You have a wild-eyed appearance that others find unsettling. You suffer -1 SL to all Fellowship-based Tests.
7	Musk: You exude a strong natural musk. Fellowship Tests made when interacting with Gold Status Characters suffer -1 SL when you are within 5 yards.
8	Hunter's Instincts: You benefit from a bonus of +1 SL when using Outdoor Survival for hunting and fishing.
9	Small Friends: You attract small, though harmless, animals like squirrels, mice, small birds, and so on. They seem to show up when least appropriate, leaving droppings in food and drink or otherwise interrupting. This may occur when a member of your party Fumbles any Fellowship-based Test within 20 yards of you.
10	Mark of Ghur: The rune of <i>Ghur</i> appears somewhere on your body. You gain the <i>Suffuse with Ghur</i> Talent (see page 186).

THE AMBER BROTHERHOOD

There is no such place as the Amber College, except perhaps wherever Amber Wizards are meeting at the time. There are a number of locations across the Empire and beyond its borders which have hosted mass meetings of the most esteemed Amber Wizards or are semi-permanent settlements of communities of shamans. These shelters, though they barely earn that name, are usually part of the natural terrain, like dense wooded areas and cave complexes. Sometimes they are partially constructed of wood and hides and other natural materials that easily blend into the surroundings. There is a site in the Amber Hills near Altdorf that the Brotherhood often use for meetings and to perform complex rites.

The Amber Wind does not blow in cities like it blows even in civilised, agricultural land, but it is especially sparse within the walls of Altdorf. There is a site within the confines of the Jade College in Altdorf dedicated to the Amber Brotherhood, it is decorated with carvings of fanciful wild beasts, but it is clear to shamans that it is not designed by one of their own. It is bare stone and lacks the imagination and expression that might be expected of a shaman. It was built in the time of Magnus the Pious to give the Amber Brotherhood somewhere to meet, however, it is rarely used. The tower does contain directions to other gathering places across the Old World, contained in signs intelligible only to Amber Wizards.

Communication throughout the Amber Brotherhood would seem to be difficult, yet Amber Wizards do keep abreast of current affairs and seem just as informed as anyone about political and civil life in the Empire. Despite being so dispersed and decentralised the Brotherhood does have an efficient means of spreading news and instructions to members of their order. This is simply through Wizards meeting and exchanging news. This might seem like mere gossiping, but it is much more deliberate and focused than that.

There is little formal hierarchy in the Brotherhood. They have a nominal patriarch, but important decisions tend to be reached by consensus, and the broad political direction of the school is determined by the natural flow of things. The Brotherhood rarely seems troubled by political infighting or internal power struggles; that sort of power rarely interests shamans, and they are quick to recognise, and disdain, it in others.



RELATIONSHIPS

The Jade College

The Amber Brotherhood shows little outward sign of interest in the great organs of state, but it functions well enough inside the Empire and necessarily must interact with some of her institutions. Its main ally and sympathiser is the Jade College. The two schools, though markedly different in many aspects, are sympathetic to each other's causes. The Jade College can be relied upon to advance the Amber point of view among the colleges in Altdorf, when, as is often the case, shamans are not present to fight their own corner. There are spaces within the Jade College in Altdorf where Amber Wizards are welcome to stay.

The Cult of Taal

Many shamans venerate Taal above all the gods, and the Brotherhood works closely with the Cult of Taal. As their domains overlap considerably priests and shamans often come into contact. Fortunately for both groups their interests are usually aligned, and they find it easy enough to cooperate. It has been said that the itinerant priests of Taal are indistinguishable from shamans.

The Asrai

The Amber Brotherhood is one of the few organisations of the Empire with regular and cordial relations with the Wood Elves of Laureorn. Amber Wizards often visit the forests of the Eonir to exchange news and views. Many shamans are more sympathetic to the known long term aims and strategies of the Eonir than those of the Empire, considering the latter to be short-sighted. Amber Wizards are among the few Humans to be granted genuine respect by the Elves.



GREGOR MARTAK

Motivation: Wander where he may.

Short-Term Ambition: Strike a balance between his wandering and preparation for the cataclysm he fears is coming.

Long-Term Ambition: Do what he can to mitigate his prophetic visions.

Wandering the wilderness, mostly to the north and east of Altdorf, Gregor Martak looks every inch the typical Amber Wizard. His hair is long and unkempt, his beard straggly, his fingernails honed, and his skin a ruddy brown testament to a lifetime exposed to the elements. Dressed in animal skins and furs, he wields a wooden staff topped with the skull of an eagle, his totem animal.

Growing up in the Middenland countryside, Martak always felt drawn to the wild places and though he has little time for the people of the towns and villages he skirts on his travels, he is happy enough to meet other wanderers and those who survive in the wilderness. Though he has a reputation for terseness and introversion, Martak can be joyful and garrulous when in his element, and possesses a bellowing, heartfelt laugh.

Martak is gifted, or cursed, with vivid premonitions of the future. He wanders the margins of the Empire keen for news and insight into the state of the nation. Martak keeps abreast of the affairs of state and the political machinations within the Empire. This is not because of any particular interest in politics or power but because he feels an obligation to know his enemy.

Martak has even less interest in the politics of his Brotherhood but senses with increasing certainty that he will be appointed patriarch sooner or later. He feels this call to power and the responsibility he will bear, even as his instinct is to run from it as fast as he can.

Gregor is hounded by nightmares and visions. This is where he sees his rise to prominence, and, he suspects, his own death. But worse, in these visions he sees the destruction of the Empire. Martak sees a range of terrible attacks on the Empire, coming from many different sources. Although he senses that many of these events will occur some distance in the future, he is developing a network of allies who are able to travel the Empire, visit the sites of these possible incursions, investigate them, and report back to him. Of course, if the danger is imminent, he will expect them to fight back there and then.

MARTAK AS PATRON

Martak needs people on his side, and he will not be reluctant to send them into danger. If they do not return, it will be a price worth paying. However, he will view these people not as minions to be ordered around, or soldiers to be commanded, but genuine friends and allies in the fight against what is to come. In turn, anyone who Martak grows to trust will be sure to get his full backing. Martak has friends all around the Empire, and so his help could manifest in any number of unexpected sources.

Beastmen from Below

Martak has had visions of strange, shadowy Beastmen emerging from beneath the cities of the Empire, enslaving its people and toppling its great buildings. In some nightmares he sees the Temple of Sigmar in Altdorf, in others the High Temple to Ulric in Middenheim. He sees many other cities falling, too. Martak is concerned and needs a likely bunch of urban adventurers to investigate. Exactly what lies beneath the cities of the Empire. What sort of Beastman could survive down in the sewers? Do these visions make any sense at all?





Made to Measure

Martak has seen great armies of Chaos boil out of the Chaos Wastes and attack the Empire, albeit only in his mind. He knows, however, that this is going to happen. He has a clear picture of the terrain the attack will go through, streaming into the Empire across the Ostland border. He needs some scholarly Characters to follow his directions, travel to the border and locate the precise site of the invasion. They will need to survey and map the area in detail for plans he may or may not ever put in place.

So as not to alarm the locals this will all need to be done in the utmost secrecy. The Characters will need to come up with a good cover story for their behaviour, too, or they will simply look like spies.

A Rock and a Hard Place

Martak has seen a tall standing stone defiled by Beastmen and its power tapped by Bray Shamans. The stone will be used, he foretells, as a great rallying point for legions of Beastmen before they move across Nordland bringing devastation. Though this is some way in the future, who knows how far? Now would be the time to thwart it.

If the Characters could travel into the forest, find the stone, pull it down, and shatter it into dust, this would be a great service to the Empire. The problem with the plan is that the stone lies deep within Wood Elf territory, and the Eonir still use it as a site of worship and a source of power.

GREGOR MARTAK HUMAN WIZARD LORD (GOLD 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	52	30	40	42	38	39	28	62	55	26	21

Traits: Armour (Furs) 1, Weapon (Staff) +8, Weapon (Unarmed) +6

Skills: Animal Care 82, Channelling (*Ghur*) 80, Charm 31, Cool 70, Dodge 54, Evaluate 67, Gossip 29, Intimidate 65, Intuition 58, Language (Bretonnian 67, Magick 87), Leadership 31, Lore (Animals 67, Magic 77, Middenland 67, Warfare 67), Melee (Brawling 62, Polearm 67), Outdoor Survival 77, Perception 56, Research 67, Ride (Griffon 59, Horse 49)

Talents: Aethyric Attunement, Animal Affinity, Arcane Magic (Lore of Beasts), Combat Aware, Detect Artefact, Doomed (*Shun palaces and ceremony, a blade that sheds blue blood seeks thine own*), Fast Hands, Frightening, Instinctive Diction, Iron Will, Magical Sense, Menacing, Orientation, Petty Magic, Read/Write, Second Sight, Sixth Sense, Sturdy, Very Resilient, War Wizard

Spells: **Petty:** Animal Friend, Bearings, Produce Small Animal, Spring, Warning

Lore of Beasts: Aethyric Armour, Aethyric Arms, Amber Talons, Beast Form, Beast Master, Beast Tongue, Breath, Dark Vision, Entangle, Wyssan's Wildform, Winter Coat

Trappings: Practical Robes, Enchanted Staff, Eagle Totem

Marks: Feral, Mark of *Ghur*

THE LORE OF BEASTS



The Amber Wind, *Ghur*, carries with it a chill, primal ferocity that unnerves beasts and sentient creatures alike. Whenever you successfully cast a spell from the Lore of Beasts, you may also gain the *Fear (1)* Creature Trait (**WFRP** page 190) for the next 1d10 rounds.

Ingredients: Shamans use animal fur, skin, bone, and pelts wrapped in sinews and daubed with blood runes to focus the Amber Wind. Amber Wizards often scrimshaw claws, dry organs, and dip feathers in rare humours. It's not uncommon to find excrement, urine, and other animal waste used in working the Amber Wind.

Amber Talons

CN: 6

Range: You

Target: You

Duration: Willpower Bonus rounds

Your nails grow into wickedly sharp talons of crystal amber. Your unarmed attacks are magical, have a Damage equal to your Strength Bonus plus your Willpower Bonus, and inflict 1 *Bleeding* Condition whenever they cause a loss of Wounds.

Amber Trance

CN: 4

Range: Initiative yards

Target: 1

Duration: Willpower Bonus minutes

You transform your target into a statue made of transparent amber. The target can attempt a **Hard (-20) Cool** Test to resist. An amber statue cannot be moved or harmed, not even by diseases or poisons, but it can heal both naturally and magically. The spell ends if the statue is attacked, although the first blow does not inflict damage. Targets retain no memories from their trance.

A willing target can enter an extended hibernation period that lasts over a full 3-month season, until the equinox or solstice. If you cast the trance upon yourself, the spell cannot end prematurely unless someone dispels it or attacks you.

Awakening of the Wood

CN: 8

Range: Willpower yards

Target: AoE (Willpower yards)

Duration: 1 round

You rouse a large of forest, causing lashing branches and tangling thorns to assail those caught within. Targets in the Area of Effect suffer a *magic missile* hit with Damage +4 at the start of their round. Targets who fail an **Average (+20) Dodge** Test also receive a *Bleeding* Condition and an *Entangled* Condition with a Strength of 30.

Beast Form

CN: 5

Range: You

Target: You

Duration: Willpower minutes

You infuse your very bones and flesh with *Ghur*, warping your body into that of a creature. When cast, select a new form from any of the **Beasts of the Reikland** section of the Bestiary (**WFRP**, page 314). You gain all the creature's standard Traits except the *Bestial* Trait. Furthermore, replace your Movement, Strength, Toughness, Agility, and Dexterity with the creature's. Recalculate your Wounds. For every +2 SL, you may include 1 of the creature's Optional Creature Traits.

While in *Beast Form*, you look like a normal version of the creature, with amber and brown colouring. You may not speak, cast spells, or attempt to dispel. If you have lost any Wounds when the spell ends, you lose the same number of Wounds when you revert to your true form. You cannot be reduced below 0 Wounds in this way.

Beast Master

CN: 10

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus days

Your breath steams and your eyes take on a shining amber sheen as *Ghur* suffuses you. Your gaze and words convince 1 creature of with the *Bestial* and *Size (Small, Average, or Large)* Traits that you are its pack master. It fights to the death to protect you. While subject to your mastery the beast follows your commands, instinctively understanding simple instructions. If the spell ends, the creature retains enough respect and fear not to attack you unless compelled to. Your allies may not be so fortunate.

Beast Tongue

CN: 3

Range: You

Target: You

Duration: Willpower minutes

You can commune with all creatures possessing the *Bestial* Trait. *Ghur* clogs your throat, and your language comes out as snarls, hisses, and roars as befits the beasts to whom you speak. While the creatures are not compelled to answer you or do as you bid, most hear you out. You gain +20 on all Charm Animal and Animal Training Tests. While this spell is active, you may only speak with beasts — you may not speak any civilised tongues and can only communicate with your party using gestures or Language (Battle). You cannot cast spells or dispel while *Beast Tongue* is active.

Beast Unbroken

CN: 4

Range: Touch

Target: 1

Duration: Instant

You cause a domestic animal to become wild and ornery. The GM decides whether an animal flees into the wilds or turns against its former owner. The Charm Animal Skill cannot tame the target, only dissuade them from attacking. Riders must pass a **Hard (–20) Ride** Test to avoid being thrown from their mount.

If you roll +4 SL or more on your Casting Test, you may instead cause a Human to undergo a repugnant transformation. The target can resist with a **Difficult (–10) Willpower** Test. If the target fails, they sprout thick body hair and lose their capacity for speech. The target's actions are determined by rolling 1d10 every round:

Roll	
1–3	Distracted: The target scratches its fur, defecates, or picks its nose
4–6	Panicked: The target moves in a random direction, running into obstacles or attacking creatures in its path
7–9	Friendly: The target laughs maniacally and crawls or dances toward the nearest character
10	Enraged: The target releases a primal scream, causing <i>Fear (1)</i> in anyone without the <i>Arcane Lore (Beasts)</i> Talent who can hear it

For both applications of *The Beast Unbroken*, the target remains under the effects until the curse is dispelled.

Curse of Anraheir

CN: 5

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

You summon small spirits out of the ground to harass and distract your foes. The spirits do not cause damage, but enemy targets within the Area of Effect suffer –2 Movement and –20 Weapon Skill, Ballistic Skill, and Agility. Targets who leave the area are followed by pesky spirits but suffer only –1/–10 to these Characteristics.

Mounts must pass a **Challenging (+0) Cool** Test or flee until they are calmed with a successful **Challenging (+0) Ride** Test. The earth spirits are invisible to everyone except the targets, and they cannot be harmed by any means.

Eyes of the Pack

CN: 3

Range: Touch

Target: 1

Duration: Willpower minutes

You allow the target to see through your eyes. The target can switch between their own perspective and yours at will, without range limits. Your line of sight may assist certain spells such as teleportation. Target cannot cast spells through your body, however.

Flock of Doom

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

You call down a murder of crows or similar local birds to assail your foes. The flock attacks everyone in the Area of Effect who does not possess the *Arcane Magic (Beasts)* Talent ferociously, inflicting a +7 Damage hit at the end of the round. The flock remains in play for the duration of the spell.

For your Action you may make an **Average (+20) Charm Animal** Test to move the flock to another target within range. While within the Area of Effect, all creatures suffer 1 *Blinded* Condition.

Follow Scent**CN:** 4**Range:** You**Target:** You**Duration:** Initiative minutes

Your sense of smell becomes heightened and attuned to the natural environment. Gain +20 on Track and Perception Tests that rely on smell, including *Second Sight* Tests to smell magic. You can smell Corruption and mutation in plants, animals, and animal dung.

Hunter's Hide**CN:** 6**Range:** You**Target:** You**Duration:** Willpower Bonus rounds

You cloak yourself in a shimmering mantle of *Ghur*. You gain +20 Toughness and the *Dark Vision* and *Fear (1)* Creature Traits (WFRP, page 339), as well as the *Acute Sense (Smell)* Talent (WFRP, page 132).

Hunter's Moons**CN:** 8**Range:** You**Target:** AoE (Willpower yards)**Duration:** Willpower Bonus Rounds

You howl at the blood-red moons to invigorate yourself and allies. All friendly targets within the Area of Effect gain +1 Movement, and +10 Strength and Toughness.

Merciw's Monstrous Regiment**CN:** 13**Range:** Willpower yards**Target:** AoE (Willpower Bonus yards)**Duration:** Strength Bonus rounds

You bestow the strength of the wilds upon your allies. Friendly targets within the Area of Effect receive +30 to Strength and Toughness to a maximum of 100. This spell does not affect you.

Musk Spray**CN:** 2**Range:** Willpower Bonus yards**Target:** 1**Duration:** Instant

You spray a foul-smelling musk from your hands. Choose one of the following effects:

- ☠ Squirt a character or object with an easily identifiable odour. Tests to locate the target gain +2 SL.

- ☠ Mark an area up to Willpower Bonus yards as your territory. Wild animals only enter the marked area if they are starving or threatened and pass an **Average (+20) Cool** Test. Monsters are not deterred.

The musk lasts for 1 day plus an extra day per +2 SL. It cannot be washed off.

Quick Passage**CN:** 4**Range:** You**Target:** You**Duration:** Willpower Bonus minutes

You move across wilderness terrain with ease. You gain +1 Movement and the *Scale Sheer Surface* and *Strider (Any 1)* Talents (WFRP, pages 144–145). If you already have these Talents, add +1 temporary level, plus another temporary level per +2 SL on your Casting Test. You also gain +10 on Tests to avoid *Entangled* Conditions.

Summon Mount**CN:** 6**Range:** You**Target:** You**Duration:** Willpower Bonus hours

You summon a wild animal to serve as your mount. The GM chooses a regular, non-monstrous animal native to the terrain. Typical examples include stags, boars, or bears. You temporarily gain the pertinent Ride Skill equal to your Language (Magick) Skill. The mount will fight on your behalf but retains its self-preservation instincts.

The Amber Spear**CN:** 8**Range:** Willpower yards**Target:** Special**Duration:** Instant

You hurl a great spear of pure *Ghur* in a straight line. This is a *magic missile* with a Damage of +12. It strikes the first creature in its path, ignoring Armour Points from leather and furs. If the target suffers any Wounds, they suffer 1 *Bleeding* Condition, after which the spear continues on its path, striking each target in the same manner. The spear deals –1 Damage for each target it passes through.

If the spear fails to inflict any Wounds, its progress is stopped and the spell comes to an end. *The Amber Spear* only inflicts the minimum 1 Wound (WFRP, page 159) on the first target it strikes.

The Ox Stands

CN: 5

Range: You

Target: AoE (Willpower yards)

Duration: Willpower Bonus Rounds

You shout encouragement to your allies. Immediately remove SL+1 *Broken* Conditions from allies in the Area of Effect. Allies in the area do not need to make further Fear or Terror Tests for the duration of this spell.

Wyssan's Wildform

CN: 8

Range: You

Target: You

Duration: Willpower Bonus rounds

You call on the wild power of *Ghur* to infuse you, surrendering to its savage delights. You gain the following Creature Traits (**WFRP** page 338): *Arboreal*, *Armour (2)*, *Belligerent*, *Big*, *Bite (Strength Bonus +1)*, *Fear (1)*, *Fury*, *Magical*, *Weapon (Strength Bonus +2)*. While the spell is in effect, you are incapable of using any Language or Lore Skills.

Transformation of Kadon

CN: 14

Range: You *or* Touch

Target: You *or* 1 (maximum)

Duration: Willpower Bonus rounds

You transform yourself into a monstrous beast. The creature can have no more than 20 Intelligence and must be Size Large or Enormous. The exact monster type is determined by the GM. Examples include:

- ☠ **Amber or Elven Wizard:** Demigryph, Hippogryph, Great Eagle, Griffon
- ☠ **Beastman Shaman, Witch, Chaos Sorcerer:** Manticore, Hydra, Jabberslythe, Wyvern

Your clothing is torn to shreds by the transformation and you drop any held equipment. You retain your original Intelligence and Willpower scores; all other Characteristics are replaced with the monster's. You cannot cast spells in this form. All your Skills and Talents are replaced with the monster's Skills and Creature Traits. If you achieve +4 or more SL on your Casting Test, you may either:

- ☠ Choose 1 Optional Creature Trait, or:
- ☠ Cast the transformation on someone else instead, as a Touch spell. Unwilling targets may resist with an **Opposed Willpower Test**.

Vengeful Hood

CN: 3

Range: You

Target: You

Duration: 2 × Willpower Bonus rounds

You are surrounded by a protective cowl of amber light that deflects non-magical attacks. To deflect an attack, you must make a **Challenging (+0) Cool Test**. If successful, the attack no longer includes SB in the Damage calculation. Deflected melee attacks are turned back against your opponent, hitting them instead, after the cowl removes SB from the damage calculation.

Crossbows and Blackpowder weapons are unaffected.

Winter Coat

CN: 2

Range: You

Target: You

Duration: Willpower Bonus hours

You grow a thick coat of fur that protects you from the elements and blades alike. You become immune to Cold Exposure and modify all Critical Hit table rolls against you by -10. However, you reduce your Agility and Fellowship by -10.

Writhing Worm

CN: 4

Range: Willpower yards

Target: 1

Duration: Willpower Bonus rounds

You summon a huge brown worm that wriggles swiftly to your target. The target is automatically *Grappled* and suffers an *Entangled* Condition (**WFRP**, page 163). The worm has a Strength of 50 for grappling. If the worm wins its Opposed Strength Test, it may perform one of the following two actions:

- ☠ Add another *Entangled* Condition.
- ☠ Secrete sticky enzymes that dissolve 1 point of leather or similar armour on all hit locations. Leather items like pouches and backpacks are also dissolved.

The worm cannot inflict Damage with grappling, nor can it be harmed by any means. The spell ends if the target breaks free.



BEAST FORM AND OTHER TRANSFORMATION SPELLS

Spells like Beast Form and the Transformation of Kadon allow a Wizard to become a fearsome beast. Since the publication of **WFRP** some players and GMs have wondered about the implications of such magic.

For the sake of brevity a wizard under the effects of a transformation spell is described as being 'in Beast Form'. However these principles should apply to any transformation spells or effects.

What happens to a Character's trappings when they are transformed?

When a wizard transforms into a beast they ruin any clothing they are wearing and drop all their trappings at the point the transformation takes place. There are some exceptions, Enchanted Staffs made for Amber Wizards, and their magical robes, are suitably infused with *Ghur* that they transform along with the wizard, and back again when the spell's duration is reached.

Is a Character stuck in Beastform until the duration is reached?

Pretty much. Beast Form effects a Character's psychology as well as their physical form, and whilst a wizard may still make rational and intelligent decisions in Beast Form, the complexities of dispelling are beyond them.

However, when a wizard casts Beast Form they can decide to curtail the spell after a shorter period of time has passed than the listed duration. This must be declared at the time the Casting Test is passed. So a Wizard with a Willpower of 56 who does not declare a particular limit will be stuck in Beast Form for 56 minutes, but if they declare that they only want to be in Beast Form for ten minutes at the time of casting they will revert back to their original form after ten minutes.

If a Critical Injury is inflicted to a wizard whilst they are in Beast Form does it carry over once they return to normal?

Yes. Injuries to forelimbs may damage the legs, but the GM should turn them into appropriate damage to arms when the wizard transforms back.

Are Skills and Talents retained in Beast Form?

Yes, unless specified otherwise in the spell description. Note that opposable thumbs and articulate voice boxes are not, so many skills will be impossible to practically use. The GM should therefore impose significant penalties to Skill Tests bearing your altered form in mind.

Do you benefit from Characteristic Advances in Beast Form?

No. The standard profile of the beast in question becomes your current profile no matter how much you have improved your own Characteristics with Experience. Skill advances may still carry over.



◆ MAGICAL ARTEFACTS ◆



There are many forms magic items can take. The manufacture of magic items is covered in detail in **Archives of the Empire Volume II**. The more common sorts of magic items, those used by wizards in their day-to-day operations, are covered here

WIZARD'S ROBES

Wizard's robes are often confused with the uniforms of the Colleges of Magic. No formal uniforms exist, but each college does teach that certain fabrics, designs, colours, and accessories help channel the Winds of Magic. Most college wizards compromise between practicality, comfort, and efficacy when it comes to their robes. There are three different grades of wizard robes: Practical, Standard, and Elaborate.

Robes provide a bonus that can be added to any Channelling Tests. Practical Robes confer a bonus of +1 SL, Standard Robes a bonus of +2 SL, and Elaborate Robes a bonus of +3 SL.

College officials provide robes to mark a wizard's various degrees of mastery. A wizard is granted a Practical Robe, a Master Wizard a Standard Robe, and a Wizard Lord is presented with an Elaborate Robe. There is a market for second-hand robes, though it is highly illicit; the prices and availability given in the table below serve as a very rough guide. Robes could also be acquired through the *Crafting Endeavour*.

Chaos sorcerers, necromancers, and daemonologists have their own robe designs, though they must find a willing (and unscrupulous) tailor to make them. Witches and hedge witches do not benefit from robes.

Item	Cost	Enc	Availability
Practical Robes	1 GC	1	Rare
Standard Robes	8 GC	2	Exotic
Elaborate Robes	30 GC	4	Exotic

A wizard, witch, or hedge witch who wears robes relating to a Lore of Magic they do not practice suffers -1 SL to all Casting and Channelling Tests.

'Robes' may refer to an actual robe but are more likely to be sets of clothing and accessories that embody colours and symbols of a particular Lore of Magic. The descriptions given below are merely a guide to a particular set of robes

Practical Robes: These costumes are inexpensive, comfortable, and relatively plain. A wizard wearing practical robes may even go unrecognised in many situations.

Example: *The practical robes of a Bright Wizard might consist of jerkin, hat, and trousers in various shades of red, orange, and yellow. Embroidered flames may be picked out in gold thread around hems, cuffs, and collars. A small brass key may be worn as an accessory.*

Standard Robes: These costumes are more complex and typically include heavy coats or cloaks and distinctive headwear.

Example: *The standard robes of an Amber Wizard might consist of suede jerkin and trousers, a heavy fur cloak and a headdress made from the bones or hide of a large animal. Feathers, claws, and teeth will be worn openly as ritualistic fetishes, and the arrow symbol of Ghur is plainly engraved into them.*

Elaborate Robes: These costumes are heavy and impractical, often incorporating bulky accessories and reams of cloth woven from magically infused thread. Anyone wearing these robes will be instantly recognised as a wizard.

Example: *The elaborate robes of a Light Wizard might consist of several layers of pure white linen. Heavy pieces of jewellery made from gold and inset with small tiles of lapis lazuli are worn at the wrists and neck. A tight skullcap of white calfskin is worn on the head. The costume is finished off with a harness made of golden wire that holds eight candles about the wizard's shoulders.*

ENCHANTED STAFF

Staffs are symbols of power and office to spellcasters, so much so that many of them equip themselves with a mundane staff just to appear serious about their profession. The staff included in a Wizard's Apprentice's trappings is a mundane item, but most licensed magisters receive an enchanted staff from their tutor when they end their apprenticeship. Lost or broken staffs can be replaced but require the *Crafting Endeavour* and cost 15 GC.

An Enchanted Staff is designed in a manner that attracts the Winds of Magic the spellcaster works with. For example, a Bright Wizard's staff may bear a small brazier and several bronze keys, physically and symbolically embodying *Aqshy*. A witch's staff may have rattling bones and cabbalistic symbols intended to draw forth *Dhar*. An Enchanted Staff may still be used as a Quarterstaff in combat but provides other benefits.

If a spellcaster bears an Enchanted Staff, they reduce the CN of spells from the associated Lore by 1 to a minimum of 0. This benefit also applies to any Arcane Spells they cast while bearing the Enchanted Staff.

Elven mages can create Enchanted Staffs that attract multiple winds without attracting *Dhar*, though the techniques used to do so are jealously guarded by the mage-smiths of Saphery. This means that wizards who work with more than one wind (because they are Elves or have the *Witch!* Talent) must either use a staff limited to a single wind or one that attracts *Dhar*. Enchanted Staffs that attract *Dhar* are sources of Minor Exposure to Corruption (**WFRP**, page 182). The spellcaster must Test against Corruption once per day while bearing such an Enchanted Staff.

An enchanted staff acts as an extension of the spellcaster's body for the purposes of touch-range spells.



SCROLLS

Of the many artefacts wizards use to bind a spell, scrolls are the most common and temporary. Scrolls are typically produced so that a reader, including non-wizards, can cast a spell without having to go through the dangerous business of channelling the Winds of Magic. The magical energy is encoded within sigils and diagrams — all that needs to be done to cast the spell is to read the command words written upon the scroll.

If the Characters find a scroll, roll twice on the following table. The first roll determines what Lore the spell is from, and the second determines the spell's maximum Casting Number. The GM should choose an appropriate spell from the Lore, with a CN as close to, but not greater than, the one generated by the roll. If the CN is too low for any spell from the Lore, select the spell with the lowest CN.

Using a scroll that produces a spell from the Lore of Witchcraft counts as a source of Minor Exposure to Corruption. Using a scroll that produces a spell from the Lores of Daemonology, Necromancy, or Chaos Magic counts as a source of Moderate Exposure to Corruption. See **WFRP**, page 182 for more on Corruption.

In order to use a scroll the wielder must read the command words written upon it. These are usually written in the Magick language but may occasionally be spelt out phonetically in another language if the intended user does not speak Magick. To cast the spell the user must brandish the scroll, read the command words, and pass a **Challenging (+0) Language (Magick) Test**.

If the scroll is intended for a non-wizard, they must pass a **Hard (-20) Language Test** in whatever language the scroll is written in.

Making this Test is an action. If the user passes this Test, they cast the spell and the scroll is destroyed. If they fail, nothing happens and they can make another attempt on subsequent rounds.

Miscasts may occur when casting a spell from a scroll, but scrolls are made under controlled conditions so that the spells they contain always count as being cast with ingredients (**WFRP**, page 236).

WRITING SCROLLS

Scrolls can be created using the *Crafting Endeavour* as explained in **Archives of the Empire Volume II**. A spellcaster can also create a scroll during normal game time through the following process:

- ☠ They must have access to the spell they wish to bind, either in memory or in a grimoire.
- ☠ The spellcaster must possess a writing kit and piece of parchment or vellum.
- ☠ They must have the *Read/Write* Talent.
- ☠ They must make an **Extended Challenging (+0) Art (Writing) Test** to a total of 20 SL.
- ☠ They must cast the spell without miscasting. If they succeed, the spell is not cast but is successfully bound to the scroll. If they fail, the scroll is ruined.

SCROLL LORES

D100	Lore	Max CN	D100	Lore	Max CN
01–03	Petty	0	74–81	Light	7
04–25	Arcane	1	82–89	Shadows	8
26–33	Beasts	2	90	Hedgecraft	9
34–41	Death	3	91–93	Witchcraft	9
42–49	Fire	4	94–96	Daemonology	10
50–57	Heavens	5	97–99	Necromancy	11
58–65	Metal	5	00	Chaos Magic (any Chaos God)	12
66–73	Life	6			

Under certain circumstances a mighty wizard has been able to bind a ritual to a scroll, such as *Kadon's Scrolls of Monster Binding*. These scrolls are incredibly rare and difficult to produce. If a wizard should attempt to do so, they must follow this process:

- ☠ They must have access to the ritual they wish to bind, either memorised or in a grimoire.
- ☠ They must have the *Read/Write* Talent.
- ☠ They must satisfy the conditions and ingredients needed.
- ☠ They must make an **Extended Challenging (+0) Art (Writing)** Test to a total of 40 SL.
- ☠ They must cast the ritual without miscasting but the CN of the ritual is doubled to account for the difficulty of fixing a ritual in written form. If they succeed, the ritual is not cast but is successfully bound to the scroll. If they fail, the scroll is ruined and there may be further consequences depending on the Ritual.



MAGIC POTIONS

Magic potions are concoctions imbued with both magic and the virtues of natural substances. They differ from herbal draughts as magic is required to brew these mixtures, while draughts are created through mundane means.

This does not mean that only wizards and other highly trained spellcasters brew potions. The Winds of Magic coalesce and concentrate in different materials, plants, and animals. Some apothecaries and alchemists have such a fine understanding of the way magic inhabits physical things that they can take a purely scientific approach to creating magical potions, though these methods may not be as efficacious as those common to witches and wizards.

When a potion is consumed they are expected to provide some benefit to the imbiber. Because many potion ingredients are inherently unstable, and because the arts of preservation in the Old World are poorly understood and inconsistently applied, potions spoil, sometimes with disastrous results. It is not easy to tell if a potion has gone bad, because the natural state of most potions is to smell dubious.

The following sections describe potion characteristics, the chances a given batch will go bad, the effects when they do go bad, effects for a variety of potions, and rules for how characters can brew them — assuming they wish to try such a dangerous task.

APPROACHES TO BREWING POTIONS

There are four different approaches to brewing potions, each with their own costs and benefits.

Magic: Magicians brew potions with a few ingredients chosen as much for their totemic value as their actual properties. The effect is fixed into the potion by working the Winds of Magic. This is the default method by which potions are made.

Alchemy: Those with an understanding of alchemy can create potions through careful measurement and combination of minerals. Their potions do not readily spoil but are difficult to make and limited in effect. See page 49 for more on alchemy.

Herbalism: Herbs can be gathered and prepared to create a potion, though potions made in this way spoil quickly and have a limited effect.

Apothecaries: Using a combination of tricks from both the alchemical and herbal traditions, apothecaries can create a limited array of potions that tend to be safe, but not very potent in effect.

Whichever method the creator uses, they are referred to as the 'brewer' for the purposes of these rules.

POTION CHARACTERISTICS

Potions are defined by a variety of characteristics:

Name: What the potion is commonly called. When a specific batch of potion is created, the GM should make note of the common name followed by additional information including the potion's brewer, the method used to create the potion, the season and year the potion was brewed, and the degrees of success the brewer achieved. For example: Potency Draught — Bertoldt the Foetid, Trade: Herbalism, Winter 2515 IC, +2. This provides the GM with the information necessary to work out whether the potion has spoiled.

Onset Time: Most potions do not take effect immediately. Onset Time is the amount of time that passes between imbibing the potion and the beginning of its effect.

Volatility: A measure of how disastrous the effects are likely to be if the potion is consumed after it has spoiled. Volatility can be described as Minor, Moderate, Major, or Extreme.

Ingredient Cost: The amount of ingredients for a batch of the potion cost if purchased on the open market in a large city. Note that the Ingredient Cost is for the ingredients needed if a magician is brewing the potion. Brewers using Trade (Alchemist), Trade (Apothecary), or Trade (Herbalist) have to pay double the listed price.

Ingredient Locale: The climates and environments where the potion ingredients can be found if the brewer harvests their own ingredients. Brewers using Trade (Alchemist) cannot harvest ingredients in this way; alchemists must buy their ingredients (unless they also possess the Trade (Herbalist) Skill).

Ingredient Difficulty: The difficulty for Tests to find enough ingredients for one batch of the potion in the appropriate locale.

Creation Difficulty: The difficulty for Tests to brew a batch of the potion.

Creation Time: The amount of time it takes to brew one batch of the potion.

Effects: What the potion is supposed to do when someone drinks it. Potions are always limited to affecting the drinker.

USING POTIONS

Using a potion is easy — you drink it. Once you've swallowed it, the GM rolls on the Potion Spoilage Chance table. This table uses the potion's age in seasons and the degrees of success scored in brewing it to determine how likely the potion is to have gone bad.

The GM makes a roll to determine whether the potion has gone bad. If it has not gone bad, the potion takes effect as intended. If the potion has gone bad, the roll also tells the GM whether the potion is utterly spoiled or spoiled but still effective.

Degree is the number of degrees of success achieved in brewing. Age is the batch's age in seasons since brewing. The number before the slash is the chance that the potion is utterly spoiled. The number after the slash is the chance that the potion is spoiled but also effective. Both possibilities are addressed with one die roll.

If the GM rolls equal to or less than the first number, the potion is utterly spoiled. If the GM rolls equal to or less than the second number, the potion is partially spoiled.

If the potion is utterly spoiled, the GM rolls on the Potion Spoilage Effects table to determine exactly what happens. If the potion is partially spoiled, the potion has its intended effects but also has a spoilage effect determined by the Potion Spoilage Effects table. The GM should not tell the Player what's happening during the spoilage determination process, only informing them what happens to their Character. Not knowing whether a potion is about to take effect or rot your guts from the inside out is half the fun.



POTION SPOILAGE CHANCE

Degree	Age in Seasons					
	1	2	3-4	5-8	9-16	17+
0	11%/22%	22%/44%	33%/66%	55%/88%	50%/95%	50%/95%
+1	10%/20%	20%/40%	30%/60%	40%/80%	50%/95%	50%/95%
+2	9%/18%	18%/36%	27%/54%	36%/72%	45%/90%	50%/95%
+3	8%/16%	16%/32%	24%/48%	32%/64%	40%/80%	50%/95%
+4	7%/14%	13%/28%	21%/42%	28%/56%	35%/70%	42%/84%
+5	6%/12%	13%/24%	18%/36%	24%/48%	30%/60%	36%/72%
+6	5%/10%	10%/20%	15%/30%	20%/40%	25%/50%	30%/60%

If a potion was created using Trade (Herbalist) subtract 10 from rolls on this table. If a potion was made using Trade (Alchemist) add 10 to rolls on this table.

POTION SPOILAGE EFFECTS

No Effect: Even if it should have an effect despite spoiling, the potion has no effect.

Apparent Death: The drinker falls into a catatonic trance. Those who inspect the body and pass a **Very Hard (-30) Perception** Test may notice signs of life. The drinker emerges from the trance after 1d10 days, which is hopefully soon enough to avoid being interred in a Garden of Morr.

Bad Breath: When the drinker exhales, they spew forth an horrific stench of bad eggs or manure. The Minor effect lasts for 1 hour, the Moderate effect lasts for 1 day. During this time any Fellowship-based Tests suffer from -1 SL.

Bewildered: The drinker becomes bewildered for 1d10 hours. During this period, if they are called on to make decisive actions, they must roll a **Challenging (+0) Cool** Test or receive a *Surprised* Condition.

Blood Thinning: The potion has no outward effect, but it interferes with the drinker's blood. For the next 1d10 days, the drinker's Toughness Bonus is halved (rounding up) for the purposes of resisting damage.

Bone Rot: The potion softens the bones in part of the drinker's body. Roll Hit Location to determine the affected area. Whenever that area is struck by an attack or suffers from another source of Damage, the drinker suffers an additional Wound.

Buboes: After 1d10 hours the drinker develops the Buboes Symptom (**WFRP**, page 188) as black boils emerge on their armpits, neck, and other tender areas. The buboes last 1d10 hours. The Extreme effect lasts for 1d10 days.

Bunions: After 1d10 hours the drinker's feet erupt in painful horned growths which impose a -1 penalty to the drinker's Movement. The Minor effect lasts for 1 hour, the Moderate effect lasts for 1 day.

Colourful Change: The drinker's skin changes to a hue of the GM's choosing. A Minor effect lasts for 1d10 hours, a Moderate effect lasts for 1d10 days. Those suffering from this malady may be mistaken for a mutant.

Corruption: The potion is infused with *Dhar*. Drinking it counts as Major Exposure to Corruption (**WFRP**, page 183).

Deadly!: The brew is fatally poisonous. The Character must make an **Impossible (-50) Endurance** Test, receiving two *Poisoned* Conditions for every -1 SL.

Delayed: The spoilage effects are delayed for 1d10 days. Roll again on the Extreme column to find out what the effect is.

Drips: The drinker sweats profusely. A Minor effect lasts for 1d10 hours, a Moderate effect lasts for 1d10 days.

Dropsy: The potion is effective as normal, but after 1d10 hours the drinker's flesh becomes puffy and taut as their body fills with fluid. A Minor effect imposes -1 SL to Weapon Skill, Ballistic Skill, and Agility- and Dexterity-based Tests for 1d10 hours. A Moderate effect imposes -2 SL to Weapon Skill, Ballistic Skill, and Agility- and Dexterity-based Tests for 1d10 days.

Eruptions: After 1d10 hours blisters of pale fluid rise all over the drinker's skin, itching furiously. The Minor effect lasts for 1d10 hours, the Moderate effect lasts for 1d10 days. During this time, any Fellowship-based Tests suffer from -1 SL.

POTION SPOILAGE EFFECTS

d100 Roll	Volatility			
	Minor	Moderate	Major	Extreme
01-04	No Effect	No Effect	No Effect	Buboes
05-06	No Effect	No Effect	Buboes	Dropsy
07-08	No Effect	No Effect	Buboes	Blood Thinning
09-10	No Effect	Bad Breath	Dropsy	Fungus
11-12	No Effect	Bunions	Dropsy	Gripes
13-14	No Effect	Colourful Change	Blood Thinning	Hallucination
15-16	No Effect	Drips	Blood Thinning	Mindslip
17-18	Bad Breath	Eruptions	Fungus	Permeating Stench
19-20	Bad Breath	Goitre	Fungus	Poison
21-22	Bunions	Gripes	Gripes	Potent Brew
23-24	Bunions	Hair Loss	Gripes	Scabies
25-26	Colourful Change	Hallucination	Hallucination	Sensory Loss
27-28	Colourful Change	Itchy Bits	Hallucination	Shrieks
29-30	Drips	Oozing Orbs	Mindslip	Suppurating Sores
31-32	Drips	Permeating Stench	Mindslip	Tingles
33-34	Eruptions	Ravenous	Permeating Stench	Violent Wind
35-36	Eruptions	Spots	Permeating Stench	Delayed (roll again)
37-38	Goitre	Tingles	Poison	Delayed (roll again)
39-40	Goitre	Vapours	Poison	Bone Rot
41-42	Gripes	Violent Wind	Potent Brew	Corruption
43-44	Gripes	Voice Change	Potent Brew	Corruption
45-46	Hair Loss	Warts	Scabies	Intoxicating
47-48	Hair Loss	Wens	Scabies	Bewildered
49-50	Hallucination	Buboes	Sensory Loss	Apparent Death
51-52	Hallucination	Dropsy	Sensory Loss	Apparent Death
53-54	Itchy Bits	Blood Thinning	Shrieks	Gripes
55-56	Itchy Bits	Fungus	Shrieks	Gripes
57-58	Oozing Orbs	Gripes	Suppurating Sores	Gut Burn (4)
59-60	Oozing Orbs	Hallucination	Suppurating Sores	Gut Burn (4)
61-62	Permeating Stench	Mindslip	Tingles	Gut Burn (5)
63-64	Permeating Stench	Permeating Stench	Tingles	Gut Burn (5)
65-66	Ravenous	Poison	Violent Wind	Gut Burn (6)
67-68	Ravenous	Potent Brew	Violent Wind	Gut Burn (7)
69-70	Spots	Scabies	Retching	Gut Burn (8)
71-72	Spots	Sensory Loss	Retching	Gut Burn (9)
73-74	Tingles	Shrieks	Gut Burn (4)	Mindslip
75-76	Tingles	Suppurating Sores	Gut Burn (4)	Mindslip
77-78	Vapours	Tingles	Gut Burn (5)	Mindslip
79-80	Vapours	Violent Wind	Gut Burn (6)	Poison
81-82	Violent Wind	Warts	Gut Burn (7)	Poison
83-84	Violent Wind	Wens	Gut Burn (8)	Poison
85-86	Voice Change	Retching	Mindslip	Roll Minor
87-88	Voice Change	Retching	Roll Minor	Roll Moderate
89-90	Warts	Gut Burn (2)	Roll Moderate	Roll Major
91-92	Warts	Roll Minor	Roll Extreme	Roll Two Times
93-94	Wens	Roll Major	Roll Two Times	Roll Two Times
95-96	Wens	Roll Two Times	Roll Two Times	Roll Three Times
97-98	Roll Moderate	Roll Two Times	Roll Three Times	Deadly!
99-00	Roll Two Times	Roll Three Times	Deadly!	Deadly!

Fungus: After 1d10 days the potion causes the drinker to grow a fungus underneath their skin, causing the affected area to burn and itch. This rash lasts for 1d10 days. A Major effect imposes -2 SL to all Agility- and Dexterity-based Tests. An Extreme effect imposes -4 SL to all Agility and Dexterity-based Tests.

Goitre: The potion causes a mass of tissue and fluid to build up on the drinker's neck over a couple of hours. A Minor effect is painful but goes away after a week. A Moderate effect imposes a 1 SL penalty to all Tests for 1 week. People suffering from a goitre may be mistaken for a mutant.

Gripes: The potion causes the drinker's abdomen to clench in knots. The drinker suffers -1 SL to any Willpower-based Tests they make while the cramps last. A Minor effect lasts 1 hour, a Moderate effect lasts 1d10 hours, a Major effect lasts 1 day, and an Extreme effect lasts 1d10 days.

Gut Burn (X): After 1d10 rounds the potion provokes painful acid reflux. The drinker suffers a Damage X hit that ignores Armour.

Hair Loss: A day after drinking the potion, the drinker loses their hair. For a Minor effect it comes out in clumps but grows back normally. For a Major effect it grows back with noticeable bald spots.

Hallucination: An hour after drinking the potion, the drinker starts to see and hear things that aren't there. A Minor effect imposes no penalty and the hallucinations stop after an hour. A drinker suffering a Moderate effect must pass an **Easy (+40) Intelligence** Test at the start of each round for the next hour. A drinker suffering a Major effect must pass an **Average (+20) Intelligence** Test at the start of each round for the next 1d10 hours. A drinker suffering an Extreme effect must pass an **Challenging (+0) Intelligence** Test at the start of each round for the next day. Characters who fail the Test suffer a *Stunned* Condition.

Itchy Bits: After 1d10 rounds the drinker's skin becomes dry and itchy. For the next hour the drinker suffers from -1 SL to Agility-based tests. The Moderate effect lasts 1d10 hours.

Intoxicating: The potion has intoxicating effects that may return to haunt the drinker long after they initially took the potion. When the drinker first drinks the potion, they must roll a **Challenging (+0) Consume Alcohol** Test. If they fail, they must roll on the Stinking Drunk table (WFRP, page 121). The potion may return to effect the drinker after 1d10 days, when they must make an **Average (+20) Consume Alcohol** Test. Then they must make an **Easy (+40) Consume Alcohol** Test every 1d10 days. Once the drinker passes 5 Consume Alcohol Tests in succession the potion is finally out of their system.

Mindslip: The potion wreaks havoc on the drinker's mind. Roll on the Mental Corruption Table (WFRP, page 185). For a Moderate effect the drinker suffers the effect for one day. A Major effect lasts one week.

Oozing Orbs: The drinker's eyes begin to sting and weep straw-coloured tears for 1d10 hours after they imbibe the potion. The Minor effect imposes a -1 SL penalty to Perception and Ballistic Skill Tests. The Moderate effect imposes a -2 SL penalty.

Permeating Stench: The drinker gives off a strange and unsettling odour. This provides the drinker with the *Distracting* Creature Trait (WFRP, page 339) which targets both friends and foes. The Minor effect lasts for 1 hour. The Moderate effect lasts for 1d10 hours. The Major effect lasts for 1 day. The Extreme effect lasts 1d10 days.

Poison: The potion is poisonous. For a Moderate effect, the drinker must pass a **Hard (-20) Endurance** Test or suffer a *Poisoned* Condition. For a Major effect, the drinker must pass a **Very Hard (-30) Endurance** Test or suffer two *Poisoned* Conditions. For an Extreme effect, the drinker must pass a **Futile (-40) Endurance** Test or suffer three *Poisoned* Conditions.

Potent Brew: The potion is intoxicating. When the drinker first drinks the potion, they must roll a **Hard (-20) Consume Alcohol** Test. If they fail, they must roll on the Stinking Drunk table (WFRP, page 121).

Ravenous: The potion fills the drinker with an all-consuming need to eat. For a Minor effect, the drinker must pass an **Average (+20) Cool** Test every round for the next 1d10 rounds. If they fail, the drinker must try to eat the nearest organic object, be it friend, foe, a plate of food, or a pile of manure. For a Moderate effect, the drinker must pass a **Challenging (+0) Cool** Test.

Retching: After 1d10 hours the drinker grows violently ill. Whenever they fail a Test involving physical movement, nausea overwhelms them and they gain a *Stunned* Condition as they heave and retch. The Moderate effect lasts for 1 day. The Major effect lasts for 1d10 days.

Scabies: The potion breeds minute vermin that burrow their way through flesh and skin. A Moderate effect is painful and imposes a -1 SL penalty to Weapon Skill, Ballistic Skill, and Agility- and Dexterity-based Tests for 2d10 hours. A Major effect imposes the same penalty for 1d10 days. An Extreme effect imposes a -2 SL penalty to Weapon Skill, Ballistic Skill, and Agility and Dexterity-based Tests for 2d10 days.

Sensory Loss: The potion ravages the drinker's senses. Roll on the Sensory Loss table. A Moderate effect results in the loss of a single sense and lasts 1d10 minutes, a Major effect results in the loss of two senses and lasts 1d10 hours, an Extreme effect results in the loss of three senses and lasts 1d10 days.

Shrieks: The potion causes the drinker to scream involuntarily. A Moderate effect lasts 1 round. A Major effect lasts 1d10 minutes. An Extreme effect lasts 1d10 hours after which the drinker has exhausted their voice and may only speak in a hoarse whisper for 1d10 days after the screaming fit.

Spots: The drinker starts to see spots 1d10 minutes after drinking the potion, causing -2 SL to Perception Tests involving vision. The Minor effect lasts 1d10 minutes. The Moderate effect lasts for an hour.

Suppurating Sores: The potion causes the drinker's skin to burst and leak a yellowish puss. For a Moderate effect the drinker takes a Damage 4 hit. A Major effect inflicts a Damage 6 hit. The Extreme effect causes the permanent loss of one Wound and inflicts a Damage 8 hit. This Damage ignores Armour.

Tingles: The drinker becomes numb. They benefit from +1 SL to any Toughness-based Tests, but suffer -1 SL to any Agility- or Dexterity-based Tests. A Minor effect lasts 1 hour. A Moderate effect lasts 2d10 hours. A Major Effect lasts 1d10 days. An Extreme effect lasts 1d10 weeks.

Vapours: The drinker feels a deep melancholy. Aside from Cool Tests and Tests made to defend themselves from clear danger, the drinker must pass an **Average (+20) Cool** Test before performing any Skill Test. A Minor effect lasts 1 hour, a Moderate effect lasts 1 day.

SENSORY LOSS TABLE

d10 Roll	Effect
1-3	The drinker is blind
4-6	The drinker is deaf
7-8	The drinker can't smell
9	The drinker can't feel anything
10	The drinker can't taste anything



Violent Wind: The drinker suffers a powerful and embarrassing bout of flatulence. At the start of every round they must make a **Difficult (-10) Endurance** Test. If they fail, they gain the *Distracting* Creature Trait (WFRP, see page 339), which affects both friends and foes. They must also choose either to make a move or an action in the following round — they may not do both. A Minor effect lasts 1 minute, a Moderate effect lasts 1 hour, a Major effect lasts 1 day, and an Extreme result lasts 1d10 days.

Voice Change: The drinker's voice changes pitch, either up or down. This may amuse their companions but has no further effect. A Minor effect lasts 1d10 minutes, a Moderate effect lasts 1d10 hours.

Warts: Small uncomfortable lumps of thick flesh appear on the drinker's hands, face, and elsewhere. They impose a penalty of -1 SL to Dexterity-based Tests. A Minor effect lasts 1 day, a Moderate effect lasts 1 week.

Wens: The potion causes cysts to form on part of the drinker's body. Roll Hit Location to see where the cysts form. If this location is struck in combat, the drinker must make a **Hard (-20) Endurance** Test. If they fail, they contract the *Festering Wound* Disease (WFRP, page 187).

BREWING POTIONS

Brewing potions is a straightforward process, if time consuming, dangerous, and potentially expensive. Assuming a Character meets the requirements, they must obtain the proper ingredients, spend the requisite amount of time in a laboratory, and make a Test to determine whether the brewing is successful.

Requirements

To attempt to brew a potion you must meet the requirements listed in the Potion Brewer's Requirements table.

POTION BREWER'S REQUIREMENTS	
Approach	Requirements
Magic	Laboratory, Ingredients, Channelling Skill
Alchemy	Laboratory, Ingredients, Trade (Alchemy) Skill
Herbalism	Mortar and Pestle, Cauldron, Ingredients, Trade (Herbalist) Skill
Apothecary	Laboratory, Ingredients, Trade (Apothecary) Skill

Acquiring the space and equipment needed for an Alchemical Laboratory costs 400 GC. A Poor Quality Laboratory costs 200 GC, but imposes -1 SL to Brewing Tests. A Fine Quality Laboratory costs 800 GC and provides +1 SL to Brewing Tests.

Finally, a brewer must obtain a recipe for the potion they wish to brew. Obtaining a recipe is not easy — those who have them guard them jealously. The price of a recipe must be negotiated with the owner, and there are no set prices. The only guarantee the purchaser has of the recipe's efficacy is the seller's reputation.

Ingredients

The next step is to assemble the ingredients. They may be bought for the listed price for those using the magical approach or double the listed price by those using Trade (Alchemist), Trade (Herbalist), or Trade (Apothecary). Potion ingredients are only available in larger settlements (such as those that are listed as Size 3 or 4 and Wealth 3 or 4 in gazetteers).

The second option is to search the locale where ingredients grow naturally, spend a week searching and harvesting, and make a **Lore (Plants)** Test modified by the Ingredient Difficulty. If the Character succeeds, they find all the potion ingredients they need. If they fail, they don't but they can try again, if they wish to invest another week in searching.

Brewing

Once the brewer has assembled the necessary ingredients, they must create their potion before the ingredients spoil. Alchemists who use minerals have a year to create potions, but other brewers only have a month before their ingredients spoil.

The brewing takes an amount of time equal to the potion's Creation Time characteristic. The brewer must spend at least three hours each day tending to the process.

At the end of the Creation Time, the brewer must make a Brewing Test. This is a Skill Test modified according to three factors: the approach the brewer is taking, the volatility of the potion, and the potion's Creation Difficulty.

MAGIC AWARENESS

It helps to be able to see magic while brewing a potion. Those with the *Second Sight* Talent benefit from +1 SL to Brewing Tests.

BREWING SKILL TEST

Skill	Volatility			
	Minor	Moderate	Major	Extreme
Trade (Alchemist)	Challenging (+0)	Challenging (+0)	Difficult (-10)	Difficult (-10)
Trade (Apothecary)	Average (+20)	Challenging (+0)	Difficult (-10)	Hard (-20)
Trade (Herbalist)	Challenging (+0)	Difficult (-10)	Hard (-20)	Very Hard (-30)
Channelling	Easy (+40)	Average (+20)	Challenging (+0)	Difficult (-10)

If the Brewing Test succeeds, roll 1d10 to determine the number of doses the Character was able to create. If the Character rolls a Critical on the Brewing Test, they create double the number of doses. If they fail, they know that the process has not worked. However, if they Fumble, something has gone wrong. Roll 1d10 and add the degrees of failure. Consult the Brewing Disasters table.

Herbalists, who do not use laboratories, do not suffer from results that destroy their laboratories, suffering only the loss of their cauldron if there is a fire. If there is an explosion, they suffer only half the listed damage.

Should miserly Characters look to save pennies by replacing a partially destroyed laboratory with poor quality gear, the patched-together laboratory confers a -1 SL penalty to Brewing Tests.

CATALOGUE OF POTIONS

The following potions are commonly known throughout the Old World.

Boar's Musk

Onset Time: 2 hours

Volatility: Minor

Ingredient Cost: 10 GC

Ingredient Locale: Temperate Swamp

Ingredient Difficulty: +1 SL

Creation Difficulty: +0 SL

Creation Time: 2 days

When consumed, this potion causes beads of foul-smelling oil to appear on the drinker's skin. This imposes a penalty of -2 SL on all Fellowship- and Dexterity-based Tests. The drinker also gains the *Distracting* Creature Trait (**WFRP**, page 339), targeting both friends and foes in range. The effect wears off after 1d10 hours.

THE CONCOCT TALENT

The *Concoct* Talent provides some advantages to the process of creating potions. Use the following updated rules:

Concoct

Max: Intelligence Bonus

Tests: Lore (Apothecary) and Lore (Alchemist)

You are skilled at making potions, philtres, and draughts on the go. You may take one free *Crafting* Endeavour or *Brew Potion* Endeavour to use Trade (Apothecary) or Trade (Alchemist) without the need for a workshop or laboratory. Other *Crafting* Endeavours are not affected.

BREWING DISASTERS

Roll	Result
1-3	Spoiled: You create the potion, but it is spoiled. Roll on the Potion Spoilage Effects table.
4	Smoke and Stink: Thick smoke issues from the cooking vessels as you manage to burn the potion. You and your equipment smell strongly of brimstone for many days afterward. Many apothecaries and alchemists regard this process as a rite of passage.
5	Butterfingers: You ruin the potion batch by knocking over some of your glassware at a critical juncture, costing 5% of the total cost of the laboratory to repair or replace.
6	Headaches: You ruin the batch and must make a Difficult (-10) Endurance Test or suffer a <i>Poisoned</i> Condition.
7	Acid Burns: You are splashed with caustic reagents. You suffer a Damage 1d10 hit and unless you receive the attention of a healer within the hour, you are permanently scarred. Many apothecaries and alchemists regard such scars as a badge of honour.
8	Trivial Explosion!: Your equipment is damaged, costing 10% of the total cost of the laboratory to repair or replace. You suffer a Damage 1d10 + 2 hit.
9	Explosion!: Your equipment is damaged, costing 20% of the total cost of the laboratory to repair or replace. You suffer a Damage 1d10 + 4 hit.
10	Fire!: Your laboratory catches fire. Your equipment is damaged, costing 30% of the total cost of the laboratory to repair or replace.
11	Major Explosion!: Your laboratory is destroyed. You suffer a Damage 1d10 + 6 hit.

Channelpath Potion**Onset Time:** None**Volatility:** Major**Ingredient Cost:** 20 GC**Ingredient Locale:** Areas of Heavy or Extreme Environmental Saturation**Ingredient Difficulty:** -1 SL**Creation Difficulty:** -2 SL**Creation Time:** 2 months

The drinker gains a +2 SL bonus to all Channelling Tests.

The effect wears off after 1d10 minutes.

Debauch's Friend**Onset Time:** 1d10 minutes**Volatility:** Moderate**Ingredient Cost:** 5 GC**Ingredient Locale:** Temperate Grassland**Ingredient Difficulty:** +0 SL**Creation Difficulty:** +0 SL**Creation Time:** 1 week

The drinker gains a +3 SL bonus to any Consume Alcohol Tests. The effect wears off after 1d10 hours.

Draught of Power**Onset Time:** 1 round**Volatility:** Extreme**Ingredient Cost:** 20 GC**Ingredient Locale:** Temperate Forest**Ingredient Difficulty:** +0 SL**Creation Difficulty:** -3 SL**Creation Time:** 2 months

The drinker reduces spell and ritual CNs by half. After 2d10 rounds the effect wears off.

Hair Tonic**Onset Time:** 15 minutes**Volatility:** Moderate**Ingredient Cost:** 10 GC**Ingredient Locale:** Coastal Regions**Ingredient Difficulty:** -1 SL**Creation Difficulty:** +0 SL**Creation Time:** 1 week

When applied to an area, hair tonic causes hair to grow profusely. One dose is enough to cover a Human scalp. If the tonic is accidentally ingested (or slipped to an unsuspecting drinker) hair grows in the mouth, imposing a penalty of -2 SL to Fellowship-based Tests. The new hair growth lasts until it naturally falls out or is shaven off, quite a risky procedure for someone who drinks the tonic.

Lucidity Tonic**Onset Time:** 1 hour**Volatility:** Major**Ingredient Cost:** 10 GC**Ingredient Locale:** Temperate Grassland**Ingredient Difficulty:** -1 SL**Creation Difficulty:** -1 SL**Creation Time:** 1 month

The drinker receives +1 SL to all Intelligence- and Willpower-based Tests and does not suffer from *Fatigued* Conditions. The effects last for 3d10 hours, after which the drinker receives 3 *Fatigued* Conditions.

Nectar of Beauty**Onset Time:** 1 hour**Volatility:** Moderate**Ingredient Cost:** 10 GC**Ingredient Locale:** Temperate Forest**Ingredient Difficulty:** -2 SL**Creation Difficulty:** -1 SL**Creation Time:** 2 weeks

Warts, moles, and scars fade, and the structure of the drinker's face and body become more symmetrical. The drinker gains a +1 SL bonus to any Fellowship-based Tests made with Characters who are ordinarily attracted to the drinker's species and gender. The effects last for 3d10 hours.

Nectar of Veracity**Onset Time:** 1 hour**Volatility:** Moderate**Ingredient Cost:** 10 GC**Ingredient Locale:** Temperate Grassland**Ingredient Difficulty:** -2 SL**Creation Difficulty:** -1 SL**Creation Time:** 2 weeks

The drinker feels an urge to tell the truth. Should they wish to lie they must first pass a **Hard (-20) Cool** Test. The effects last for 3d10 hours.

Nectar of Vitality**Onset Time:** 1 round**Volatility:** Extreme**Ingredient Cost:** 10 GC**Ingredient Locale:** Temperate Swamp**Ingredient Difficulty:** -2 SL**Creation Difficulty:** -1 SL**Creation Time:** 2 months

The drinker benefits from the *Regenerate* Creature Trait (WFRP, page 341). The effect lasts for 1d10 minutes.

Panacea Universalis**Onset Time:** 1d10 rounds**Volatility:** Moderate**Ingredient Cost:** 6 GC**Ingredient Locale:** Temperate Forest**Ingredient Difficulty:** -1 SL**Creation Difficulty:** -2 SL**Creation Time:** 1 month

Panacea Universalis is a healing draught of tremendous efficacy. Once the potion takes effect, the drinker recovers three times their Toughness Bonus in Wounds immediately. They also recover from any *Bleeding* or *Fatigued* Conditions. Critical Injuries may also be healed — refer to the Panacea Universalis Critical Healing table.

PANACEA UNIVERSALIS CRITICAL HEALING

Critical Injury	Healed on a...
Minor Broken Bone	Challenging (+0) Endurance Test
Major Broken Bone	Difficult (-10) Endurance Test
Minor Torn Muscle	Easy (+40) Endurance Test
Major Torn Muscle	Average (+20) Endurance Test

Multiple Critical Injuries may be healed this way, although Amputations are unfortunately beyond the ability of Panacea Universalis to treat.

Finally, any diseases are cured on an **Average (+20) Endurance Test**. Roll once per disease if the drinker has more than one.

Potency Draught**Onset Time:** 1d10 rounds**Volatility:** Minor**Ingredient Cost:** 7 GC**Ingredient Locale:** Temperate Forest**Ingredient Difficulty:** +0 SL**Creation Difficulty:** -1 SL**Creation Time:** 1 month

The drinker is infused with strength and vigour. The drinker's Strength and Toughness Bonuses are increased by 2 and they gain +2 SL to any Strength- or Toughness-based Test they make. The effects last for 1d10 hours.

Potion of Flight**Onset Time:** 1d10 rounds**Volatility:** Extreme**Ingredient Cost:** 20 GC**Ingredient Locale:** Mountainsides**Ingredient Difficulty:** -2 SL**Creation Difficulty:** -1 SL**Creation Time:** 2 months

The drinker benefits from the *Flight (20)* Creature Trait (WFRP, page 339). The effect lasts for 1d10 minutes — most drinkers make their way to solid ground again as soon as they can.

Potion of Fortune**Onset Time:** 1 round**Volatility:** Extreme**Ingredient Cost:** 20 GC**Ingredient Locale:** Mountainsides**Ingredient Difficulty:** -1 SL**Creation Difficulty:** -2 SL**Creation Time:** 2 months

The drinker may make an **Easy (+40) Augury Test** (see page 42), using their Intelligence if they do not possess the Augury Skill.

Potion of Invisibility**Onset Time:** 1d10 rounds**Volatility:** Extreme**Ingredient Cost:** 20 GC**Ingredient Locale:** Areas of Heavy or Extreme Environmental Saturation**Ingredient Difficulty:** -2 SL**Creation Difficulty:** -2 SL**Creation Time:** 2 months

The potion turns the drinker invisible. They may not be perceived by mundane senses. Those with the *Second Sight* Talent can attempt to see the drinker but suffer a -2 SL penalty on their Perception Test. The drinker may still be perceived if people hear them.

If the drinker attacks anyone, the target suffers the *Surprised* Condition. At the start of every subsequent turn, targets can make a **Difficult (-10) Intelligence Test**. If they succeed, they realise they are being assailed by an invisible opponent and may attack and defend as normal, but will suffer -3 SL to Weapon Skill and Ballistic Skill Tests. If they fail, they receive another *Surprised* Condition.

The effect lasts for d10 minutes.

GRIMOIRES

A wizard's grimoire is a book of instructions on how to cast spells. A wizard can cast spells by reading directly from the grimoire. This brings its own hazards, such as exposing the treasured tome — it might be disastrous for a wizard to lose or damage their grimoire.

A spell's Casting Number doubles when the spellcaster has not memorised the spell, so ideally the wizard must have the time to channel the required power (or have Warpstone to hand), and relative safety from interruption. This best suits wizards looking to cast non-combat spells in a more peaceful environment or one who trusts their companions can keep them safe while channelling the Winds of Magic.

WHERE ARE GRIMOIRES FOUND?

The spells within a grimoire could have been handed down or copied from a mentor, purchased from another wizard, or found during an adventure. Many wizards make it their mission to seek out as many spells as possible and add them to their tomes. This is a great source of adventure plots. Wizards, who do not freely allow their spells to be copied, do all they can to keep their grimoires secure and persecute thieves to the fullest of their abilities.

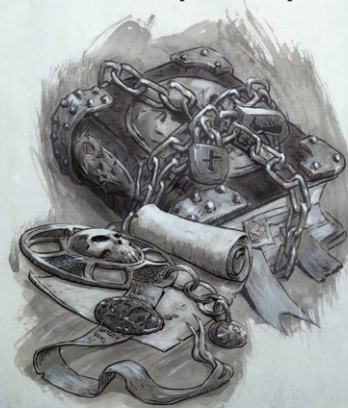
THE FORM OF A GRIMOIRE

Grimoires come in a variety of formats from thick tomes to a single scroll or leaflet. It is often far more valuable to the wizard than its outward appearance may suggest, although some grimoires are elaborately decorated with gold bookboards and illustrations. A grimoire is personal to the wizard that wrote it and often provides insight into how they think and work, and is likely to be their most treasured possession. Wizards fear other spellcasters could use it against them and only allow those they completely trust to access their grimoire. Carrying a grimoire is punishable as heresy unless the owner is a licensed magister or an apprentice on college grounds or accompanied by a magister.

Even though different grimoires may contain the same spell, that spell may be written in different ways based on the preferences and approach of the writer. Over time wizards may change and adapt their own spells as their understanding of the winds and personal beliefs around magic mature.

USING GRIMOIRES

- ☠ A grimoire typically contains four spells or one ritual.
- ☠ Double the CN of a spell when casting from a grimoire.
- ☠ The CN of a ritual is four times what it would normally be if cast from a grimoire.
- ☠ Spells and rituals in a grimoire are written in *Lingua Praestantia*. Other text — notes, ideas for ingredients and so on, are likely in the wizard's native tongue.
- ☠ Both hands must be free to cast from a grimoire.
- ☠ Ingredients can be used as normal.
- ☠ A wizard can still miscast when casting from a grimoire.
- ☠ Wizards can only cast spells or rituals from grimoires for Lores they know.
- ☠ A grimoire can contain spells from multiple Lores but this is outlawed by the colleges. A mixture of a single Lore, Arcane Spells, and Petty Spells is permitted.
- ☠ If the wizard has the *Read/Write* Talent, transcribing a spell or ritual into a grimoire takes 1 hour plus 1 hour per CN. A successful **Challenging (+0) Art (Writing)** Test, may reduce the time by 1 hour per SL, but failure means the wizard must start again.
- ☠ A non-wizard with the *Read/Write* Talent can copy a spell or ritual with a successful **Extended Difficult (–10) Art (Writing)** Test to a total of 5 SL per CN. The process also takes 1 hour plus 1 hour per CN.



GRIMOIRE MISCAST TABLE

If a wizard Fumbles a spell when casting from a grimoire, they roll on the Grimoire Miscast table below. These are in addition to the normal miscast for Fumbling a spell.

01–02	Seared Into the Mind The wizard's head feels like it will explode with pain as they take 1d10 + 1 damage ignoring Armour Points. However, the wizard immediately memorises the spell.
03–10	All Pain, No Gain The wizard is racked with pain taking 1d10 + 4 damage ignoring Armour Points.
11–90	No effect
91–95	Up in Smoke Magical energy burns the spell from the grimoire and it is lost.
96–00	Book Burning The grimoire is destroyed.

EXAMPLE GRIMOIRES

Famous grimoires are a frequent topic of discussion amongst Collegiate wizards, especially apprentices. Many grimoires are notorious because of the power of their creator or because they hold particular knowledge.

The Writings of Sedelmann

The cover of this thin tome is made of a dark knotted wood, with pages of high-quality vellum. Only small parts of a symbol once etched on the cover are visible. The grimoire was written by G. Sedelmann, a rogue member of the Jade Order, eventually executed for his crimes. After Sedelmann's death, his apprentice disappeared from the college and sold the grimoire to fund his new life.

Within the grimoire Sedelmann inscribed a dozen spells from the Lore of Life. However, they are contained within fevered descriptions of the Realm of Chaos. Each time a spellcaster uses the grimoire to cast a spell, they suffer a Minor Exposure to Corruption.

The Books of WA

The Book of WA takes its name from the ripped front page of the grimoire (only the 'WA' remains). Much speculation has been made as to the original owner of the book, although scholars have largely agreed that it is the work of multiple hands. Inside the front page says 'Volume 30', which has led many to search for the other 29 volumes.

The Book of WA consists of forty pages tied together with string. Inside it contains a range of essays, spells, and jottings. The volumes were compiled around 2300 IC by students, collecting lore that often challenged College dogma. It was outlawed although no-one was punished. Rumours at the time implied that senior wizards had contributed, so they could not risk prosecuting anyone.

Volume thirty is currently locked away in the personal library of the Supreme Patriarch. Other copies have been split up, with parts used by apprentices ever since.

The Hidden Books of Chamon

The Hidden Books of Chamon, also known, falsely, as the *Books of Saturation*, are bound in thinly cut oak covered in gold leaf, the symbol of the Golden Order engraved on the cover. Unusually for grimoires, these are magic items in their own right. The text can only be seen when *Chamon* is strong nearby.

The books were written in ink devised by Magister Ellinde Kupfer of the Golden Order. Each ink reacts only to its associated Wind. Whatever that wind, tendrils of *Chamon* faintly circulate the book. The secret of the ink's creation is said to be lost, but many wizards doubt this. Some mutter that the Grey Order have obtained the secret and use it in their work. The ink and grimoires are much sought after and the colleges send investigators to track down rumours of these works surfacing.

There are a number of these grimoires known to exist for each college. Some have spells written alongside text within mundane books, with recipes books being a favoured way to disguise their true nature.

Krampi's Tome of Power

Many believe that this book is a legend, a story to warn young apprentices of the dangers of magic. However, scholars believe that this grimoire was written by Alexy Krampi and finished by Felix Ottermann. It was last mentioned in the Middenland folk song *A Wizard No More*. The book warns '*that only those who can fully control Magick should attempt to wield it*'.

Inside the grimoire are written 13 of the most powerful spells. However, one or more of these is a trap. A wizard attempting to cast a spell from this grimoire must make a **Challenging (+0) Lore (Magic)** Test when casting the spell to realise the problem. On a failure, they suffer damage equal to 1d10 + the CN of the spell.

RANDOM GRIMOIRES

To create a random grimoire, roll once for each of the five columns in the table.

Roll	Type	Total Spells	Max CN	Lore	Characteristic 1	Characteristic 2
01–20	Book	3	3	Arcane	Includes Arcane and/or Petty spells	Wrapped in treated leather to protect from fire, water, and other sources of damage.
21–30	Book	3	3	Petty or Roll Again	Includes Arcane and/or Petty spells	The grimoire is locked.
31–40	Book	3	4	Light	Poorly Written – The text is difficult to read. Increase the CN of spells by 1.	The grimoire is locked and protected by a magical alarm.
41–50	Book	4	4	Metal	Terribly Written – The text is difficult to read. Increase the CN of spells by 1 and they cost an additional 50 XP to memorise.	The cover is highly decorated with jewels, engravings, and so on.
51–60	Book	4	5	Life	The spell is written with elegance and clarity and easier to cast. Reduce the CN by 1, after doubling for grimoire casting..	Stolen — The grimoire is being hunted by its owner.
61–70	Book	4	6	Heavens	The wizard has kept neat notes on the processes behind learning the spells. Reduce the XP to memorise the spells by 50.	Bound in unusual material such as skin or hide from an unusual creature.
71–80	Book	4	7	Shadows	Contains numerous other notes — secrets, clues to treasure, or just nonsense ramblings.	Sheets made of material other than paper. For example, vellum, metal, or skin.
81–85	Loose papers in a box or bag	5	8	Death	Coded — The spells are written in code that must be deciphered before being cast or memorised (Extended Secret Signs Test to a total of 40 SL per spell).	Renowned — The grimoire is well known, either for its content or owner.
86–90	Long Scroll (lengthways)	5	9	Fire	Fake — The grimoire looks legitimate but is the work of a trickster.	Corrupting Influence — A small amount of powdered Warpstone has been sewn into the spine.
91–95	Long Scroll (widthways)	5	10	Dark Magic	Incomplete — Some or all of the spells are unfinished or have key words missing. The spells can be completed with an Extended Challenging (+0) Research Test to a total of 20 SL per spell.	Trapped — for example, poison has been placed on small needles in the spine or pasted onto the pages. Very Hard (-30) Perception Test to spot before the trap is triggered.
96–00	Box of scrolls (1 per spell) with belt	6	12	Chaos Magic	Damaged — Only the spells are legible.	Roll two more times.

POWER STONES

Magic can be condensed into gems called Power Stones that augment spellcraft. Long ago, the High Elves used similar magical gems as part of the ritual that sustains the Great Vortex, and Ulthuan's mages still inlay them into weapons and armour, including the Sword of Teclis. When the Colleges of Magic were founded, Teclis created the potent Orbs of Sorcery to aid Human wizards with learning a single colour of magic.

College wizards have tried and failed to replicate the Orbs of Sorcery. Today, every remaining orb is locked in a secure vault. However, no sooner had Teclis left Altdorf than wizards had begun studying their mentor's artefacts. Theodor Habermas, the Third Patriarch of the Gold College, eventually created a weaker version of Teclis's orbs. Habermas discovered that *Chamon* could be concentrated through an arcane process he termed 'aethyric deposition'. The resultant 'Philosopher's Stone' was used for transmutation experiments and fuelling magical devices.

Other colleges were skeptical of whether Habermas's stone justified its intense production process. Though the Philosopher's Stones were significantly safer than Warpstone, the gems were smaller and more fragile than the Orbs of Sorcery, and their energies expired quickly. Furthermore, Habermas boasted that the yellow stones possessed unproven properties such as granting immortality and transmuting base materials into gold. Nevertheless, the Golden Order continued refining Power Stone production techniques and renamed them 'Goldstones'.

As the colleges grew, wizards learned to compress other magical winds using similar techniques. Over the last century, the colleges have constructed tower laboratories on arcane fulcrums and leylines, thus improving production efficiency from weeks to days. The Bright Order now utilises 'Fire Rubies' in wands and rings of great destructive potential. Braziers full of Power Stones have even substituted Orbs of Sorcery as fuel for great arcane war machines, such as the Celestial Hurricanum and Luminark of Hysh.

Power Stone	Wind	College
True Sapphires	<i>Azyr</i>	Celestial
Endstones	<i>Shyish</i>	Amethyst
Ghost Amber	<i>Ghur</i>	Amber
Lumen Stones	<i>Hysb</i>	Light
Fire Rubies	<i>Aqshy</i>	Bright
Goldstone	<i>Chamon</i>	Gold
Crystal Mist	<i>Ulgü</i>	Grey
Vitaellum	<i>Ghyran</i>	Jade

PROPERTIES OF POWER STONES

Power Stones can fit in the palm of a hand. Shapes and colours vary, however anyone with Second Sight can identify Power Stones by their inner glow. A Power Stone's glow fades when its energy expires — typically after a year or two.

- ☠ **Casting Spells:** Power Stones can be used to improve the Casting Test of an associated Colour Magic spell by +3 SL. The stone must be held in the spellcaster's hand, and it disintegrates after one use. Power Stones may be used in combination with Ingredients if the caster holds them in separate hands.
- ☠ **Binding Spirits:** Minor Elementals can be bound into Power Stones using the ritual on page 28.
- ☠ **Magical Devices:** A Power Stone that contains a bound Minor Elemental (page 31) can store a Colour Magic spell associated with the Wind of Magic used to make the stone. Spells cast on the Power Stone are absorbed and imprinted into the elemental's memory. To release the imprinted spell, a spellcaster must hold the stone and incant a power word, chosen by the spellcaster who imprinted the spell. This does not require a Casting Test. The spell takes effect as if it were cast at +0 SL. Power Stones do not disintegrate after releasing a bound spell. Once the spell is cast, the Minor Elemental forgets the spell.
- ☠ **Releasing Bound Spirits:** A Minor Elemental bound within a Power Stone may be released if the stone is shattered. It will obey the spellcaster who bound it if they are in the vicinity, but otherwise reacts as the GM decides. Minor Elementals do not live for long — see page 31.

The Marvellous (and Not to Mention Missing) Mystical Miscellany of Mistleatine the Magician

One assumes that, if you harbour any ambition of becoming a practitioner of the mystic arts, you are aware of the cautionary tale that is Aygar Mistleatine. If not, I think I can illuminate you. Mistleatine, whilst not the most accomplished of wizards, was not without talent. Born to Norscan adventurers in Lustria, he spent the entirety of his begotten existence in the settlement of Skeggi. There, he trained as a sorcerer. Whilst he had no shortage of talent, he did want for common sense. Instead of following what appeared to be a promising career as a sorcerer, Mistleatine chose to slake his thirst for adventure — and when I say 'adventure' what I really mean is tomb robbery. His participation in numerous expeditions to the temples and settlements of the strange cold-blooded inhabitant of Lustria not only made Mistleatine a handsome living, but also gave him plenty of opportunities to collect items of magical esoterica.

In the beginning, his collection was restricted to items of Lustrian origin. But, during the course of his dubious exploits he continued to amass a respectable collection of these rare artefacts. His enthusiasm for collecting led him to expand his catalogue by trading with other aficionados. These savants of the sorcerous were located not only in Lustria, but across the seas in the likes of Marienburg, the Empire, and Tilea. As with all collectors, Mistleatine's fascination with his hoard bordered on mania. We are fortunate that this obsession led him to make not only extensive notes about his artefacts' individual properties, but also each item's provenance. For this, at least, I must give him some credit, though I do so begrudgingly. My generosity ends here, however, for, for all his ambition and successes in curating his collection, Mistleatine proved wholly incapable of protecting his growing cache. A sorcerer he may have been, but a curator he was not. This is evident in the sad fact that almost his entire collection was stolen during a raid on his house in Skeggi. The stolen items have since vanished, and I suspect they were either purchased by other collectors or seized by various warlords and warlocks. Mistleatine himself vanished shortly afterward. The reason for his sudden disappearance remains unknown. Some say he left to look for the items that had been stolen from him. Others say he fled Skeggi to evade his creditors. Whatever the case, he abandoned what was left of his collection, if at that point, it could be called such a thing. Suffice to say, there was very little left when I was contacted and asked to collect the few remaining items. When I arrived, I only found a handful of arcane artefacts and Mistleatine's catalogue. This document detailed each item that had been in his collection, its history, where he found it, and its features.

And so, I offer you a glimpse of my unexpurgated catalogue of Aygar Mistleatine's magical items. I do so whilst also offering my opinion on the verisimilitude of Mistleatine's sources (as a scholar he was wanting too). Please be aware, however, that if you are reading this résumé in the hope of finding clues as to the location of those objects which have been stolen, you will be disappointed. If I did know where they were, I must confess I wouldn't tell you, for, just as many of the following artefacts should never have fallen into the clutches of a dilettante like Mistleatine, nor should they come into the possession of adventurers and opportunists.

Item # 1 — The Hammer of Glorri — A magical, talking hammer first created for the adventurer Glorri the Quiet. The runes carved on the hammer imbue it with magical potency when wielded against Goblins and Snotlings. However, it also profanes like an Altdorf stevedore in the presence of said creatures, making it wholly unsuitable for use in adventures and confrontations requiring stealth. Mistleatine's journals indicate this item was procured in Skeggi from the Dwarfven trader Torgrim Torisson. A reputable Dwarf with whom I have enjoyed many a satisfactory transaction, Torisson, is believed to have obtained the hammer from another respected dealer of the obscure and desirable, Falstaff of Marienburg. However, the fact Falstaff is one of five dealers who also claim to own the tongue of Abrax the Bloody makes me doubt the true origin of this item.

Item # 2 — Eyeglasses of Unknown (but Almost Certainly Dwarf) Manufacture — When an item doesn't have an actual name, never mind a receipt of purchase or a hint of history, it is pointless to try and determine its origins. That said, the lenses on this handsome pair of glasses are expertly ground by what was surely a Dwarf optometrist. They are secured in the finest, golden frames. The edges of each lens are augmented by the tiniest Dwarf runes, giving the wearer the most incredible sight.

Item # 3 — The Bone of Want — A useful example of hedge wizardry, this small rib bone — such as those found in pigs — constantly replenishes itself. Any meat consumed by the owner regenerates overnight, ready to be enjoyed the next day. I have no doubt whatsoever this is a genuine item as I have not only sampled the meat, but have also seen the flesh reappear on the bone. Granted the Bone of Want offers only a few meagre mouthfuls of sustenance, but I have no doubt many a traveller or layman would be deeply grateful for such morsels.

Item # 4 — An Iron Locket — By all accounts Crolin the Warlock was, in actuality, a hedge witch — and a confidence trickster — with delusions of grandeur. He began by selling magical items of dubious reliability to gullible patrons in the Empire. It ended — having fled to Lustria after selling one too many dodgy love potions in Altdorf — with a sudden and bloody demise in a tavern in Skeggi. Before he died, Crolin did manage to con Mistlemaine into buying this piece. A locket, within which is sealed a curl of hair, it possesses the ability to repel vampires. Tales associated with the locket also maintain it was vampiric in nature, requiring a taste of the user's blood before it would confer its powers. I can find no mention of this item anywhere other than Mistlemaine's catalogue. However, I do know of the antipathy Crolin engendered in those around him, especially other wizards. I am also aware he disappeared some years ago, never to be seen again. It would not surprise me if he had looked to Lustria for a new lease of life. Whether he found it in that verdant hell remains unknown.

Item # 5 — Myselia's Gnarly Staff — Myselia the Hag lived in the undergrowth and ditches of the village of Kleinburg for generations. Serving the community, she becomes a welcomed — if somewhat malodorous — part of the community. Many were the babies she delivered, and many were the ailments she cured. Wandering through the land, she seemed to never tire nor age. Some said she was immortal, while others whispered she was in league with devils and agents of Chaos. Whatever the case, she seemed to lose any vestige of sanity when plague ravaged Kleinburg, decimating its population. Made desperate and distraught with grief, Myselia began to investigate — and experiment with — darker magics. Haunted by the fate of her community, she turned to Necromancy, perhaps somehow hoping she could resurrect the dead of Kleinburg. She vanished shortly afterward, leaving only her gnarly staff and false teeth behind. The former lay in a ditch — the latter were embedded in the staff. The circumstances surrounding her disappearance, and how her precarious gnashers became lodged in her staff, became a mystery. The staff — and accompanying teeth — was next seen in Mistlemaine's collection, where they remained until he too disappeared. A coincidence? Or is the staff somehow cursed...? I am not prone to sentiment, but I do find the story — and corruption — of Myselia the Hag to be tragic and upsetting. A community-minded woman who turned to dark magic in pursuit of a noble cause, she became just another victim of the world's necromantic energies. When will people learn that no good comes of disturbing the dead? Or resurrecting them.

Item # 6 — The Avid Knife — With Dark Elf Corsairs and other cutthroats having stalked Lustria's verdant land — and preyed on its denizens — for so many years, it follows that the continent would be a treasure trove of Dark Elf artefacts. Many of these artefacts are, of course, focused entirely on the letting of blood. This one, however, is slightly different. Whilst most evil weapons are created to end lives, the Avid Knife was intent on sustaining them. When thrust in a victim, it syphons the life force of its victim into its master. Whilst this is nothing new, the blade would then — having fed whoever wielded the Avid Knife at that time — heal its victim, thus ensuring the poor soul would continue to provide sustenance for its master. The Avid Knife was used for centuries by the disease-ridden hermit that was Korion Deftblade. A Dark Elf cursed by a sorcerer of Nurgle, Deftblade was slowly rotting. His loyal knife, however, did its absolute best to sustain him. Nurgle, however, is not one to let his prey escape so easily. Such was the rapidity with which this curse spread across Deftblade's body that — no matter how many souls it reaped and fed upon — the Avid Knife could only slow the infection's advance. The Dark Elf died within a month, his body little more than a gasping, squirming heap of rotting flesh and oozing pus.

Item # 7 — The Half-Starved — This thin, curved sword features a simple, undecorated black hilt and a blade of burnished silver. Compared to many Elf weapons it is innocuous. In battle, however, the Half-Starved of Naggaroth is a fearsome weapon. Possessed of hunger, the Half-Starved is a needy, esurient blade that requires nourishment. This hunger is sated — as one might expect — by blood and souls, and it pays handsomely for both. Up to the point of entering Mistlemaine's collection, the Half-Starved had been brandished by a small number of Elf raiders. Each of these enjoyed long and bloody lives. Plying their trade on the seas and coastlines of the Great Ocean, each had a symbiotic relationship with the Half-Starved: if they slaked its thirst for blood, the Half-Starved kept them strong and healthy. However, no matter how each of its owners tried, no matter how many lives it took, the Half-Starved's craving could never be satisfied. Wanting ever more blood, it would eventually, if not sated, drain its owners entirely, leaving them as little more than desiccated husks. Yet, after each fresh victim came a new owner, desperate to possess the Half-Starved, to benefit from its aid in combat, and to secure the glory to come. All of them are dead now and the Half-Starved — locked in a glass cabinet for decades — must surely feel the most urgent hunger.

Intrigued by my offer? I must rest my writing hand — but by all means exercise your own and tell me what you'd offer for more.

CURSED ITEMS

Curses in the Old World are all, in the final analysis, manifestations of the will of the Ruinous Powers given a degree of permanence by their followers through some object. Witches knowingly set about causing or creating curses, often in an act of revenge for some real or perceived slight, but occasionally to cause mischief or chaos, or to further what they believe to be the desire of their masters. The Priest-Kings of Khemri in Nehekara famously littered their tombs with curses to plague any tomb robber foolish enough to enter, a practice later imitated by necromancers.

Surprisingly, most curses in the Old World do not cause purely adverse effects but are comprised of boons as well as banes. This is for one very practical reason: the cursed item must be continually employed for the curse to work its magic on the bearer, and there are no known means, magical or otherwise, of forcing a person to keep possession of an item.

Curses are often subtle and dual-edged; a benefit is granted, little or great, but at the cost of some larger detriment. Benefits are usually obvious or advertised as such, sometimes even through an inscription upon the item itself. Detrimental effects are more insidious or sporadic, and often, unknown to the victim, triggered by the very benefits the curse has granted. Some of the most deviously cursed items are willingly kept by their owners with full knowledge of all their effects, in a clear-eyed bargain that accepts the bane in exchange for the boon. Such is the lure of the Ruinous Powers.



The Cursed Quality

Every cursed item has the *Cursed Quality*, which also makes the item *Magical*. The most common manifestation is that cursed weapons may damage beings who are only susceptible to *Magical* attacks, such as beings with the *Ethereal Trait*. Another side effect is that a cursed item, under careful examination by those with the *Sight*, appears to draw in and be infused with *Dhar*, providing a clue to its true nature.

Each Cursed Item has a Boon, the ability it possesses under normal circumstances; a Bane, the curse that afflicts the item; and a Trigger, the circumstances that bring out the curse.

CURSED ITEMS

Throughout the history of the Old World, many items were either designed from their inception with a curse in mind or have taken on a curse at some unfortunate time during their existence.

Axe of Unrelenting Fury

Boon: *Frenzy* Talent (WFRP, page 138)

Bane: *Frenzy* continues until disarmed, stunned, or unconscious

Trigger: Failed Willpower Test on causing Wounds

Description: This glittering axe appears, superficially at least, to be of Dwarf construction and feels constantly cool to the touch. An inscription along its haft reads '*Grimnir's Unrelenting Fury*' in Khazalid. But any Dwarf inspecting it immediately recognises that it was not made by Dwarfs. It was constructed instead in Brettonia, by Humans, and cursed by a Damsel.

Every time this axe causes Wounds, the Character must make a **Challenging (+0) Willpower Test**, modified by -10 per attempt made in a single combat session. If the character fails the Test, they go into a special type of *Frenzy*, with all the usual abilities of the Trait as listed on WFRP, page 190. However, once invoked, this cursed condition does not stop when all enemies have been killed. If the Character subject to this *Frenzy* runs out of enemies and is still conscious, they must start attacking the nearest conscious living being, whoever that may be. There are only three ways to release the Character from this cursed *Frenzy*: disarm them, stun them, or knock them unconscious.

Boots of Sudden Remorse

Boon: Silent footsteps that leave no tracks

Bane: Loud “squeak”

Trigger: Stealth Tests

Description: These sumptuous, finely crafted leather boots make an almost imperceptible sound and leave no footprints while walking normally and so cannot be tracked. However, when attempting to be silent (any time the Character wearing the boots makes a Stealth Test), they suddenly emit a loud squeak, counting as an Astounding Failure regardless of the Test results. Curiously, this happens even if the Character takes off and carries the boots or places them in a pack during the Stealth Test. So long as the boots are somewhere on the person attempting Stealth, they emit the squeak.

Bow of Bloody Empathy

Boon: +20 to Ranged (Bow) Skill

Bane: 1 *Bleeding* Condition

Trigger: Successful attack with 2 Success Levels or less

Description: This bow is crafted from fine, supple wood and has what seems to be a perfect balance and heft. To Humans, Dwarfs, and Halflings, it appears to be of Elven manufacture, although any Elf with experience of making or using Elf bows will immediately recognise it as non-Elven. In battle it grants a +20 to the Ranged (Bow) Skill. However, if a successful attack with this bow has a Success Level of 2 or less — in other words, if it only struck true because of the curse — something goes wrong with the bow. The string snaps back against the archer’s hand, ear, or face, or the bow jerks unevenly and one of its ends improbably strikes the archer, or the string slices a finger, and so on. The archer gains 1 *Bleeding* Condition.

Brooch of Unwanted Attraction

Boon: None

Bane: Inversed *Ward Creature Trait*

Trigger: When an opponent misses a blow

Description: One of the few rare curses without any significant benefit, this curse is affixed to an unassuming but quite elegant antique brooch. It is small enough to be slipped unnoticed into someone’s bag, pack, or pocket. The curse attached to this brooch is the opposite of the *Ward Creature Trait* (WFRP, page 343). If a blow misses the owner of this cursed object, roll 1d10. On a roll of 7 or higher, the blow strikes with 1 SL, with 1 additional SL for each number rolled above 7. Many fail to discern the item is cursed before perishing from it.

Dagger of Stolen Luck

Boon: +20 to Melee (Basic)

Bane: –1 Fortune Point

Trigger: Successful strike with 2 SLs or less

Description: This dagger has a bright, shiny blade of polished metal and a handle made of gleaming white ivory. It grants a +20 to Melee (Basic) but steals a Fortune point whenever the bonus makes a difference between success and failure — when a successful strike is determined by 2 SLs or less.

Fellowship Sunderer

Boon: +30 to Melee (Basic)

Bane: 1 Wound +/- *Deafened* Condition

Trigger: Successful attack with 3 SLs or less

Description: A hammer inscribed with an unfamiliar rune — not in any known or recognisable language, and Dwarfs disavow any knowledge of it — that adds +30 to Melee (Basic). But upon a successful attack with 3 SLs or less, the cursed hammer always emits a resounding clang, which sounds like metal crashing against metal regardless of the actual material the hammer strikes. This loud noise damages the ears of everyone within a 20-foot radius, including the Character, causing 1 Wound regardless of Toughness or Armour.

The first time this occurs, everyone who takes Damage must make a **Difficult (–10) Endurance** Test or gain a *Deafened* Condition. Wearing a helmet that covers the ears, or stuffing the ears with some type of material protects against being *Deafened*, but not against any Wounds inflicted by the loud noise. If this happens twice during the same combat, all characters who suffer Wounds also gain a *Bleeding* Condition.

Flail of Unsolicited Attention

Boon: +10 to Melee (Flail)

Bane: Attracts multiple enemies

Trigger: Any attack with the cursed flail

Description: This otherwise unadorned flail increases Melee (Flail) 10, but for some curious reason, the wielder finds themselves constantly ganged up on. Two or more opponents will preferentially attack the wielder of this weapon, even if that means other characters are left without an opponent. This grants the attackers Advantage for outnumbering as normal.

The wielder loses all levels of the *Combat Master* Talent while wielding this flail.



Knuckles of Ignominy

Boon: *Impale* Quality

Bane: Contract a random disease

Trigger: When a Critical Hit is caused by the Knuckles

Description: These knuckledusters were originally owned by a talkative pit fighter from Tilea, who had a penchant for public insults, and who was cursed by a Tilean courtier (and sometimes warlock) when one of those insults went too far, in too public a space. They appear to be constructed of an ancient, coppery material discoloured with a patina that cannot be removed no matter the effort. On careful inspection, the area where the fingers grip the weapon are ragged and uneven.

Any attacks made with these knuckledusters benefit from the *Impale* Quality. But when the knuckledusters inflict a Critical Hit, their bearer automatically contracts a disease from the following table with no Test to avoid it — such is the nature of the curse.

The onset is sudden, within 1 or 2 days, and most typically in a public or social setting where the rapid onset of such a disease would cause embarrassment or public humiliation. Unlike naturally occurring diseases, the diseases caused by this curse resolve within 24 hours, after the Character has suffered at least one socially awkward interaction. Roll on the following table once for each time the knuckledusters *Impale* during a single combat.

1d10	Cursed Knuckleduster Diseases
1–2	Festering Wound
3–4	Itching Pox
5–7	Galloping Trots
8–9	Packer's Pox
10	Bloody Flux

Mail of Stolen Valour

Boon: 3 Armour Points

Bane: Forced flee

Trigger: Failed Cool Test

Description: This mail coat seems to be polished to an almost impossibly bright sheen. It provides 3 APs of protection to the Body and Arms.

Each time this cursed mail absorbs damage from a blow, the wearer must make a Cool Test. This is a **Very Easy (+60) Cool** Test for the first blow but increases by one step of difficulty for each subsequent blow: an **Easy (+40) Cool** Test for the second, an **Average (+20) Cool** Test for the third, and so on.

If the wearer fails a Cool Test, they must break from combat and flee until they pass a **Challenging (+0) Willpower** Test. The coat provides 0 APs to any damage taken while fleeing, which may lead to a coward's end.

Pistol of Involuntary Solitude

Boon: +20 to Ranged (Pistol)

Bane: Foul smell for 24 hours

Trigger: Successful attack with 2 SLs or less

Description: Grants a +20 to the Ranged (Blackpowder) Skill but every time this weapon makes a successful attack with 2 SLs or less, it emits a cloud of foul-smelling blackpowder that clings to the wielder for 24 hours. During this time, the Character has –30 Fellowship. NPCs will take great pains to avoid the Character, and anyone with a heightened sense of smell who comes within 20 feet of the Character must make a **Hard (–20) Toughness** Test or vomit.

Sword of Holding

Boon: +20 to Melee (Basic), *Hack* Quality

Bane: Sword lodged in armour

Trigger: Successful attack with 2 SLs or less

Description: This one-handed serrated sword is a thing of obvious antiquity and a beauty marred only by strings of blackened ichor near the blade's base and crossguard. This sword served its wielders well until it struck and killed a Bloodletter and became lodged in the ruin of its corpse. Unable to remove the blade, its owner died a horrific death at the hands of the Daemon's cohorts, and the blade remains cursed to repeat these tragic events over and over. It has the *Hack* Quality, granting it a unique ability to destroy armour unheard of in a sword this size. It also appears to be made of considerable craftsmanship, and grants the wielder a +20 to Melee (Basic).

For each successful strike with this cursed sword, 1 AP is removed from the armour at the struck location, as per the *Hack* Quality. If, however, the attack has 2 SLs or less, the sword then also becomes lodged in that portion of the victim's armour. Removing the embedded sword requires an action and a **Hard (–20) Strength** Test against Strength, during which time the cursed victim is distressingly vulnerable to attack.

If the opponent is not wearing any armour, the cursed blade continues to grant a +20 to Melee (Basic), but then becomes lodged in the flesh and bones of the opponent, with the same effects as listed above, on the first critical hit it inflicts.

◆ MAGICAL CREATURES ◆



The Winds of Magic are not merely fuel for spells, they have a degree of personality and a will of their own that can manifest in terrible ways. Some wizards study spells and rituals to create creatures from magic. These are understood under the encompassing term 'magical creatures'. They are related to, but distinct from, creatures made from magic by the forces of Chaos (such as Daemons) or the forces of nature (such as forest spirits). There are a multitude of magical creatures that may manifest through a concentration of magical energy, but they can be split into three broad categories for classification.

- ☠ **Incarnate Elementals:** Powerful and wild creatures formed from a concentration of magical energy, embodying the most destructive aspects of a particular wind.
- ☠ **Magical Constructs:** Powerful physical structures granted a form of life through magic but with no mind of their own.
- ☠ **Familiars:** Small magical servants granted some of a wizard's own vitality, giving them a degree of wit and independence.



INCARNATE ELEMENTALS

When magic reaches high concentrations in the environment, or when a Storm of Magic gathers, wizards may dare to summon the purest and most destructive essence of one of the Winds of Magic and bind it to the shape of spirit creatures forged of tempestuous force. These Incarnate Elementals are manifestations of limited sentience, embodying the characteristics of a particular magical wind.

The phenomena that create Incarnate Elementals are poorly understood. They embody a certain quintessence of the wind with which they are associated, but they tend to only display the most destructive aspects of that wind. Furthermore, only three Incarnates have been properly documented, with codified summoning rituals recorded to conjure them. These are the Incarnates of Fire, Death, and Beasts. These colossal monsters have been summoned by battle wizards of the Amber, Bright, and Amethyst Colleges after lengthy and complicated rites that take place at ritual sites, arcane fulcrums, or magically saturated environments. Monstrous elementals occasionally manifest independently at places where concentrations of a particular wind are abundant, such as the Incarnate Elementals of Beasts that are occasionally found deep within the Fauschlag rock.

Many other forms of elemental are thought to exist. Sailors have reported seeing creatures formed purely out of water and are supposed by scholars of magic to be Incarnate Elementals of Life. The Ungols and Hobgoblins who rove the eastern steppes tell of 'Wind Daemons' that some suppose may be Incarnates of Light. The Ifrits said to haunt southern deserts resemble elementals in a lesser aspect. The Gospodars speak of their gods manifesting as massive bears formed of rock and ice. Tales of creatures made of living rock or metal are shared by miners and mountaineers. Altdorf's wizards would dearly love to find out if such tales have any truth to them and, if so, whether these beings might be Incarnate Elementals of winds other than *Ghur*, *Aqshy*, and *Shyish*.



INCARNATE ELEMENTAL OF FIRE

Aqshy is the most wantonly destructive of all the Winds of Magic, all-consuming and insatiably hungry. It is said that the Incarnate Elementals of Fire born from it possess a terrible wrath and fury only matched by Daemons.

Known in magical lore as the Charred Ones, the Black Harvestmen, and Jack O'Cinders, the Incarnate Elemental of Fire towers over the battlefield. It possesses a lean and terrible form, cinder black and ash strewn, from which phenomenal heat radiates. Few can withstand the elemental's wrath and it can unleash a fire storm that turns armour into molten slag and causes artillery to explode, sending red hot shards of metal slicing through the air and the flesh of those who stand nearby.

INCARNATE ELEMENTAL OF FIRE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	55	—	55	55	55	55	31	—	—	—	80

Traits: Construct, Grim 3, Immune (All Fire), Size (Enormous), Spellcaster (Lore of Fire), Stride, Terror 3, Unstable, Ward (8), Weapon (Huge Glaive) +10

Skills: Melee (Polearm) 70

Spells: Aethyric Armour, Ygethmo's Flaming Blizzard (see page 137)

Ashes to Ashes: The terrific heat radiating from the Incarnate Elemental of Fire causes enemies to wince and quail from it in close combat. Enemies in melee must pass an **Average (+20) Cool** Test or suffer -20 to their Melee Skill.

Gift of Fire: The elemental radiates heat and gives off showers of hot embers as it moves. At the start of each turn roll a d10. On a 10 a flammable object of the GM's choice within 20 yards of the elemental suffers from an *Ablaze* Condition. If this object is worn by a Character they have a round to get rid of it or they will take an *Ablaze* Condition themselves.

Characters carrying blackpowder within 20 yards of the elemental must roll a d10 at the beginning of each turn. On a 10 it ignites, which may result in unplanned explosions or guns misfiring. Exploding blackpowder is typically treated as a Bomb (**WFRP**, page 295) unless carried in excessive amounts when it is utterly fatal.

Incarnate Elementals of Fire are so destructive and difficult to control that they are rarely seen. Even the more reckless magisters of the Bright Order, an organisation with no shortage of rash practitioners, are reluctant to summon one even in dire circumstances. Despite their reputation, these towering monsters enjoy the curious affection of many peasants who live on the Bretonnian side of the Grey Mountains.

They place effigies of burned wood outside their hovels in thanks to a mysterious warlock who once summoned a score of Black Harvestmen to defeat a horde of rampaging Undead horrors. Local barons tear down the effigies if they find them. They claim the tales are seditious lies, but the scorched and blackened fortresses that dot the region provide evidence to the contrary.



INCARNATE ELEMENTAL OF DEATH

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	48	—	65	65	59	55	10	—	—	—	96

Traits: Bite +9, Constrictor, Construct, Grim 3, Immune (*Shyish*), Size (Enormous), Stride, Terror 3, Unstable, Ward (8), Weapon (Teeth and Horns) +10

Consume Life: Each time the Incarnate Elemental of Death kills an opponent it absorbs Wounds. For every 10 Wounds the deceased creature possessed, the Incarnate Elemental receives d10 Wounds. This may take the Elemental beyond its own typical maximum Wounds.

Amethyst Fog: Instead of making a normal attack, the Incarnate Elemental of Death may expel malodourous vapours that reek of death. Anyone engaged in melee combat with the elemental must make a **Hard (–10)**

Endurance Test, suffering a *Poisoned* Condition for every –SL scored on the Test. This attack is magical, and harms creatures normally immune to mundane poison.

Hourglass of *Shyish*: In spite or desperation the elemental may shatter the hourglass used in its summoning. This unleashes billowing *Shyish* energy. Instead of making a normal attack, the elemental may shatter the hourglass, increasing the radius of its Amethyst Fog to 30 yards.

After resolving the Amethyst Fog, the Incarnate Elemental suffers 6d10 Wounds. This damage is reduced by Toughness Bonus but may not be prevented by the *Ward* Trait.

Soundless: The Incarnate Elemental of Death makes no sound, benefiting from +2 SL to any Stealth Tests it makes.

INCARNATE ELEMENTAL OF DEATH

Those who seek to summon an Incarnate Elemental of Death risk their own destruction, for to conjure this entity is to beckon Death itself into the world. The Incarnate Elemental of Death is a terrifying apparition, bearing the heads of lean and hungry Dragons at either end of a massive and twisted serpentine body.

Although it is monstrous in proportion the elemental makes no sound, save for a soft susurrus, the eerie whisperings of the grave, following in its wake. Unlike other Incarnate Elementals, the Incarnate Elemental of Death is known by no other names, for it is rarely conjured and those who know how to call it forth (the spiriters of the Amethyst Order) are too respectful of it to refer to it as anything other than what it is.

The Incarnate Elemental of Death is bound to the mortal realm by the power held within a rare *Shyish* horologe — an enchanted hourglass that contains the dust of a monarch's bones. It serves as a powerful arcane focus and this artefact alone can contain the straining power of such an unnatural entity.

Those versed in the Lore of *Shyish* claim that anyone who meets the gaze of an Incarnate Elemental of Death witnesses their own destruction — but those who get so close are surely lost already. Rearing up on its sinuous body the elemental strikes with a speed few can escape, crushing its foes beneath the coils of its twisting body or ripping them apart with its monstrous jaws.

INCARNATE ELEMENTAL OF BEASTS

Incarnate Elementals of Beasts are summoned into the world through powerful and complicated rituals enacted by practitioners of Amber magic. A great totem formed of beast skulls and freshly flensed pelts is required to power these rituals, leading Amber Wizards to refer to the creature as The Bloody Hidesman. Other names for this titanic entity are the Horned Man and the Faceless Hunter.

The elemental is a gigantic humanoid figure swollen with powerful muscles and crisscrossed with sinews like whipcords. Its head is a skull armed with sabre teeth and sweeping antlers. Its foreclaws are an eagle's talons and it rears up on hind legs like those of a lion.

The elemental contains within it the spirit of numberless predators — animalistic and cruel, unrestrained and bloodthirsty. It seeks to chase down anything that it regards as entering its territory, maul them until their struggles cease, and then glut itself upon their body and blood. The elemental's howling fills those who hear it with terror, awakening in them an ancestral memory of the might of primal predators.

INCARNATE ELEMENTAL OF BEASTS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	56	—	75	62	45	49	15	—	—	—	104

Traits: Armour (Hide 2), Construct, Grim 3, Horns +10, Immune (*Ghur*), Size (Enormous), Stride, Terror 3, Unstable, Ward (8), Weapon (Claws) +11

Howl of the Great Beast: The howling of the Bloody Hidesman strikes fear into all those who hear it. On its turn, it can spend 1 Advantage to howl at its enemies as a free attack. All living targets within a number of yards equal to the creature's Initiative (45) immediately gain 3 *Deafened* Conditions and must pass a **Difficult (–10) Cool** Test or receive 3 *Broken* Conditions. A Character who passes such a test once does not need to test again for the remainder of the encounter



CREATURE TRAIT: GRIM (RATING)

If, at the beginning of its turn, this creature does not have at least its Grim Rating in Advantage points, its Advantage pool immediately increases to its Grim Rating.

NATURE SPIRITS

The term 'nature spirit' is used loosely by citizens of the Empire to describe any mysterious woodland creature they might chance upon. Collegiate wizards and Elves understand that nature spirits are distinct from elementals and other aethyric manifestations. Every single tree and rock hosts a minor spirit that can awaken under the right conditions. Druids and Wood Elf mages commune with these dormant spirits. Though many nature spirits might appear incorporeal, they are living entities that can be slain.

Nature spirits have existed longer than the Elves, though their origins remain unknown even to denizens of the Laurelorn. Nature spirits such as Dryads, Naiads, and Spites thrive in regions of constant magical saturation. The powerful Treemen dwell in forests that have remained saturated for centuries. Elder nature spirits can appear in a variety of different forms, ranging from Unicorns and Great Stags to giant toads, serpents, and bizarre humanoid beings.

MAGICAL CONSTRUCTS

The defining feature of constructs is in their name: they are *constructed*, things built from raw materials. Construction may be an extremely simple process or involve painstaking craftsmanship, such as a puppet with individually carved finger bones, artfully wired together and fully articulated. Some wizards like to do this work themselves, but most get more impressive results by hiring an experienced artisan.

The wizard explains what they want, and the artisan explains what's possible. Hopefully the partnership finds a sensible middle ground, but some wizards are quite obstinate. Sometimes artisans just shrug their shoulders and do what they are asked, even if it's a bad idea, such as the giant wickerman that was to be built from antlers, provoking a small army of angry Taalites.

Constructs are frequently strong and enduring, regardless of what they're made of: a construct made of straw might catch fire, but it takes far longer to burn than you'd expect and packs a punch as powerful as a construct made of wrought iron.

These are not merely physical objects brought to life; they are magical fabrications and their materials do not always act naturally after enchantment. A granite wolf probably sinks if it's forced off a barge but may paddle back to the river's edge (and it could still walk the river bottom and track the barge).

While constructs are unintelligent, their mindlessness provides a significant advantage over mortal servants and agents: they do what they are told and *only* what they are told. This may seem like a disadvantage, but many a cunning and careful plan has been upended by hirelings who think they have a better idea.

Similarly, constructs lack emotion, whereas mortals are prone to fear, doubt, and sudden attacks of conscience and morality. If a construct is ordered to commit an atrocity it will jolly well get on and commit it! When it's set on fire, it doesn't start screaming and rolling on the ground, but carries on with what it was told to do until it no longer can. However, this does mean that orders and instructions must be very carefully considered and worded before they are issued.

Assembling constructs can be time-consuming and costly so they are rarely assembled with a specific purpose in mind. This may be simply showing off to other wizards or for research, but they are usually for more pragmatic ends.

See page 30 for details of the *Create Construct* Ritual.

BODYGUARDS

Many constructs are built to deter or end attacks against their master when they are out and about. Bodyguard constructs are typically humanoid (though frequently large) to make them easily disguisable, so as to reduce the chances of them drawing attention or provoking fear when the wizard is just out taking a stroll.

There are many reasons to be wary of accosting a wizard, but if one is accompanied by a tall figure with an unusual gait and wearing a long overcoat and hat shadowing his face they are likely to be in the company of a construct, and best left alone.

HOMEGUARDS

I'm sorry, but Heinz Lang, shadowmancer and Grey Guardian, is not presently at home. If you'd like to leave a message for Heinz, please speak clearly after the caws... Caw! Caw! Caw!

Wizards are busy folk and not always at home to take visitors. Their homes are not always attached to their magical workshops and they can't always be in both places at once. Constructs serve as protectors in their absence.

There are subtle ones, such as a stuffed Lustrian Pliodon that doesn't stir until someone starts messing about with the grimoires, or an ironwork unicorn, standing a full 24 hands, that patrols the grounds of the local magister-alchemist's estate and chases anyone who looks at it funny.

They may be made as guardians for other places, such as a stretch of river rich in *Ghyran* that the druid doesn't wish to share with rivals. They need not be made purely for the wizard's benefit, wealthy merchants and nobles might desire a guard that does not suffer from temptation to protect their valuables.



LABOURERS

Boxes of books are heavy. Wizard's towers need building in places even Dwarfs don't like to venture. Boats that can row themselves rarely mutiny or throw wizards overboard because they're bad luck. And every wizard needs to be carried home occasionally after a night of heavy debating, often over strong spirits.

If nothing else, constructs are strong, tireless, and potentially possess multiple pairs of hands. They need not be humanoid in shape to work with tools or capable of travel (as in the case of the self-rowing boat): a dockyard crane, a windless mill, a quarrying machine are all possible. Unfortunately, labouring constructs quickly provoke local guilds and agitators to action. It pays to keep them out of sight and not build too many of them.

SOLDIERS

There have been many calls for wizards to provide regiments of constructs for military purposes, though this notion has borne little in the way of fruit. Constructs require a lot of direction from their creators. When a wizard's concentration be broken the dramatic swings of circumstance on a battlefield often leave their constructs confused. There have even been cases of constructs turning on their allies in a melee. Generally speaking, wizards do not involve constructs in warfare, though some wizards feel confident enough to engage in battle whilst in command of a single Fenbeast.

THE STONES ON THE MOUND

Fearing the activities of grave robbers and necromancers, the Cult of Morr asked Wilhelm Stross, an Amethyst Wizard, to build a Grave Guardian to protect an ancient burial mound discovered in the Eerie Downs east of Essen. Stross visited the region and came across several ancient, weathered stone blocks, remnants of old circles. He used these to build what appeared to be a tiredly leaning, lichen-splotted dolmen on top of the mound, which was in fact a stone Grave Guardian.

The guardian was instructed to remain still, only pulling itself up from the ground into a semi-humanoid form if anyone started digging more than a foot into the mound or within a defined area around it. If the digger stopped, the guardian would wait until they were out of sight of the mound, then return to rest. It would only attack and, if necessary, kill, if the digger persisted or attacked the Grave Guardian. Only Stross or a priest of Morr could order it to desist.





FENBEASTS

The traditional form of the foul Fenbeast is a mass of stagnant swamp and pond slime come to life. Wizards believe they are one of earliest examples of constructs, predating the formation of the Imperial Colleges by many centuries. However, they differ from regular constructs (if such things can be said to be regular) in that they exist only for a few days unless imbued with more magic. During their short lifespans they are powerful beings with regenerative qualities.

They are said to be particularly common in the Fens of Albion, where some are said to have taken on a form of independent life, but there are also several shambling the corridors of the Jade College, acting as guards and performing menial tasks requiring brute strength.

Fenbeast creation requires two key physical components. The first obvious element is a considerable quantity of wet, decaying plant matter. For this reason, most Fenbeasts are constructed far from civilisation in bogs, marshes and fens. The Jade College of Altdorf has the advantage of numerous apprentices it can send (some even willingly) to the countryside around Altdorf to dredge and scape rotting weeds and muck from the silt-clogged tributaries of the Reik, bringing cartloads back to the college's workshops.

The second, crucial element is the Fenbeast's so-called heartstone. In the centre of every Fenbeast is a lump of rock — in Albion, these are fragments of Ogham Stones, carved with old, Magick words. However, they could be any stone suitably carved with magical symbols designed to attract the Winds of Magic. This attraction sustains the magical life of the Fenbeast following the ritual.

It must be acknowledged that a Fenbeast need not actually be, well, a *fen* beast. Jade Wizards have experimented in forests, creating similar constructs from pine needles and cones, fungus, moss, and lichen. Similarly, there is the legend of the so-called Verrotten Horse of Abdecker's Gasse in Altdorf, in which a vile mass of skin, bone, and rotting horse carcasses, surmounted with three flayed horse heads, ran amok before being put down. The Jade Wizards who helped destroy it suspected a heartstone enchanted to attract *Dhar* was involved, though such an object was never recovered.

FENBEAST

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	35	—	50	55	10	15	10	—	—	—	40

Traits: Construct, Dark Vision, Die Hard, Infected, Regenerate, Size (Large), Stupid, Swamp-strider, Unstable, Weapon +8

Options: Frenzy, Hungry, Infestation, Territorial

FAMILIARS

Familiars are intelligent magical entities created to serve a spellcaster. This works as a general statement, but the nature of magic — and its practitioners — means the reality is both more complex and nuanced.

FAMILIAR TYPES

Spellcasters who perform the *Create Familiar* Ritual (see page 31) can create familiars. There are three distinct types of familiar. Warrior Familiars, skilled fighters who provide their creators with bodyguards; Power Familiars, reservoirs of magical energy who can assist their masters with casting spells and understanding magic; and Spell Familiars, who are magicians themselves.

Most Collegiate wizards magically fashion their familiars, though there is debate over what this means. Some take a physical object and summon what they call an Aethyric Spirit directly into it, thereby bringing it to life. For example, it is fashionable amongst Gold Wizards to buy or commission a mechanical bird, into which they draw an Aethyric Spirit. Other wizards shape a familiar from their own imagination, literally fashioning a form through magic. Whether the resulting familiar is an Aethyric Spirit inhabiting a thought-form created by the wizard, or a unique, spontaneously created entity is a matter of vigorous debate and angry bickering. Witch hunters often consider them all Daemons, of course.

Witches and hedge witches prefer to befriend and tame a natural animal or bird (rarely larger than a sizable cat), and enchant it, raising its intelligence and understanding. The animal becomes a magical creature in the process. Some Imperial wizards, especially those of the Jade and Amber Orders, still create familiars this way, though it is considered quaint, even amateurish.

Chaos Sorcerers' and Daemonologists' familiars are almost always minor Daemons, impish creatures, at best spiteful, frequently malevolent. These are summoned from the Realms of Chaos by spell and ritual, then bound into service.

Not all spellcasters are able to create all forms of familiar. Refer to the **Lores and Familiars** table to see what sort of familiars different spellcasters can create.

How Big Are They?

Familiars are traditionally considered small animals, especially those of hedge witches: cats, bats, toads, and rats. Familiars created by Imperial Wizards may possess stranger forms, but there are size limits. Here, assume that most are rarely bigger than a large, well-fed housecat. Combat Familiars may be somewhat larger, approaching the size of a Halfling.

LORES AND FAMILIARS

Lore	Typical Form of Familiar	Types of Familiar
One of the College Lores	Varied, see page 182	Combat, Power, or Spell
Lore of Witchcraft	Animal Companion	Power
Lore of Hedgecraft	Animal Companion	Power
Lore of Necromancy	Small Undead Construct	Combat or Power
Lore of Daemonology or Chaos Lore	Diminutive Daemoniac Entity	Combat, Power, or Spell

Can They Talk?

All familiars speak their master's primary language, even if they lack a mouth. If they have an additional Language Skill, they speak that, too. Some chat garrulously to anyone, others speak only to their master, or only if spoken to — it depends on their personality, and every familiar has its own. Some are similar to their master and others are quite different. They tend to keep quiet when witch hunters are about, but some just can't help themselves.

Do They Like Their Creators? Do Their Creators Like Them?

A wizard and their familiar usually share a strong bond and genuine affection, even love, for one another. However, this may be hidden behind layers of argument, bickering, sarcasm, moaning, sulking, criticism, or generally bossing one another about. This varies between different wizards and their familiars, but few feel a need to put their true feelings on show.

On occasion, familiars grow to resent their creator, though they are still duty bound to serve them. On rare occasions, creators and their familiars suffer from pronounced personality clashes, though as familiars are created with a portion of their creator's essence this usually indicates that the wizard is not at peace with himself.

Familiars Versus Constructs

The vital difference between familiars and constructs is that familiars are intelligent and self-aware with the capacity for emotion. This is true even of familiars that begin as metal ornaments, such as the magister-alchemist's bronze bird, or a seemingly non-living object, such as a Grey Guardian's aide that looks like a wisp of fog.



Familiar Personalities

More so even than wizards themselves, familiars embody the character of the wind from which they are created. A familiar's personality tends to be rather limited or blank and unemotional. If you want some inspiration for your Familiar's personality consult the following table.

FAMILIAR PERSONALITY

D10	<i>Aqshy</i>	<i>Azyr</i>	<i>Chamon</i>	<i>Ghur</i>	<i>Ghyran</i>	<i>Hyish</i>	<i>Shyish</i>	<i>Ulgü</i>
1	Dynamic	Arrogant	Ambitious	Feral	Rustic	Haughty	Morbid	Secretive
2	Snarky	Dreamer	Avaricious	Shy	Folksy	Thoughtful	Morose	Reticent
3	Grudgeful	Idealist	Epicurean	Predatory	Caring	Sublime	Sardonic	Guarded
4	Peevish	Selenophile	Mercurial	Aloof	Gentle	Pious	Grim	Shy
5	Lively	Knowing	Miserly	Anxious	Diligent	Pompous	Sombre	Cynical
6	Manic	Snooty	Bureaucratic	Fierce	Friendly	Uptight	Aloof	Sly
7	Wrathful	Proud	Confident	Fearful	Bucolic	Bookish	Slothful	Devious
8	Apoplectic	Inspired	Humorous	Physical	Solid	Solipsistic	Stoic	Shrewd
9	Blustery	Pretentious	Generous	Quick	Verbose	Traditional	Fatalistic	Ironic
10	Brooding	Graceful	Bloviating	Savage	Vulgar	Spiritual	Doomed	Aloof

COMBAT FAMILIAR

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	20	30	30	30	35	30	20	20	20	8

Traits: Weapon (Dagger) +5, Weapon (Zweihander) +8

Skills: Athletics 45, Climb 40, Cool 30, Dodge 45, Endurance 40, Intimidate 40, Melee (Basic 50, Two-handed 50), Perception 40

Talents: Lightning Reflexes, Small, Sturdy, Suffuse With (Wind) (see page 186), Warrior Born

Trappings: Zweihander, Dagger

POWER FAMILIAR

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	20	20	20	20	30	30	30	35	35	20	7

Traits: Weapon (Dagger) +4

Skills: Athletics 40, Dodge 40, Intuition 40, Lore (Magic) 45, Melee (Basic) 30, Perception 40, Speak Language (Classical) 45, Stealth (Urban) 40, Stealth (Rural) 40

Talents: Detect Artefact, Magical Assistant (see page 186), Magical Sense, Petty Magic, Read/Write, Small, Suffuse With (Wind) (see page 186)

SPELL FAMILIAR

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	20	20	20	20	30	30	30	35	35	20	7

Traits: Weapon (Dagger) +4

Skills: Athletics 40, Channelling (Wind) 45, Dodge 40, Language (Classical 45, Magick 45), Lore (Magic) 45, Melee (Basic) 30, Perception 40, Research 45

Talents: Magical Sense, Read/Write, Petty Magic, Small, Suffuse With (Wind) (see page 186)

Spells: A Spell Familiar knows up to four spells, depending on their master's Wizard Career Level. The wizard teaches these spells to their familiar, so the wizard must already know them. A familiar can learn a new spell each time the wizard gains a Career Level.

IMPROVING FAMILIARS

NPC familiars do not necessarily improve over time, but familiars are blessed with independent thoughts and experiences. If a wizard creates an NPC familiar, as opposed to familiars controlled by another Player (see **Familiars as Characters** below), they can use any XP they gain to improve their familiar. This XP cannot be spent twice, so either the wizard uses it to improve their own Characteristics, Skills, or Talents, or they use it to improve their familiar's Characteristics, Skills, or Talents.

See page 188 for advance schemes for Combat Familiars and Spell Familiars. Power Familiars use the advance scheme for Spell Familiars but cannot learn spells.

FORMS OF FAMILIAR

The familiars formed in the halls of Altdorf's Colleges of Magic are as varied as the wizards themselves, perhaps even more so. Still each order has traditions and recommendations — some practical, some purely aesthetic — concerning what sort of familiar they traditionally create.

Familiars of *Hysb*

Combat: A dazzling, spiky sphere of light hurling arrow-like rays of sunlight at its master's foes. No more than a foot in diameter, it can take a humanoid shape, but it is too bright to see any features.

Power: A self-lighting candle or small lamp. Its master often carries it, but it can rapidly levitate and float around if necessary. Its flame flickers when it talks.

Spell: A large moth, bright and white as a full moon. It sheds sparkling scales as it flutters. Drawn to light, but not foolish enough to get burnt.

Familiars of *Chamon*

Combat: A sturdy homunculus, two to three feet tall, clad head to toe in thick iron plate armour. It wields a sword almost as long as it is tall.

Power: A silvery metal ball or cylinder, the size of a large apple. It appears inanimate but can roll and jump under its own volition. It is known to weep stinging acid if handled by one other than its master.

Spell: A broad-shouldered, hirsute, man-like homunculus no more than a foot tall, appearing like a stereotypical blacksmith. It carries a small anvil and hammer; it strikes its anvil to cast a spell.

Familiars of *Ghyran*

Combat: A wild aggressive animal such as a wolf, cat, snake, or hawk. They are extremely protective of their masters.

Power: An ambulatory tree or shrub, no taller than its master's knee, laden with acorns or fruit. When it uses its power, a fruit falls, vanishing as it hits the ground, but constantly replenishing.

Spell: An owl of uncertain species, with ear tufts, that may be wearing spectacles when seen out of the corner of one's eyes, causing a double-take.

Familiars of *Azyr*

Combat: A lead-grey humanoid thundercloud. It grumbles like a distant thunderstorm, rumbling loudly if its master is threatened. It attacks as a whirl of wind and lightning.

Power: An invisible presence, that oppressive feeling there's a storm brewing. Its master can see it, but others only see it when its power is called upon: a jagged flash of forked lightning by its master's side; somehow, it looks like it's smiling.

Spell: A metal animal, flattened as though the feature of a weather-vane. Seeing this two-dimensional creature move like a three-dimensional one is mildly headache inducing, but one can't help not look at its brilliant starlike eyes, which burst intensely when it casts its spell.

Familiars of *Ulgu*

Combat: A large cat, bat, or spider made of shadows. Absolutely silent, even when fighting.

Power: A thick snake-like fog, swirling around its master, who sometimes wears it like an affectionate animate scarf.

Spell: A humanoid shadow, always there, but only visible where there is light to cast its presence. When casting its spell, the entity casting the shadow momentarily appears.

Familiars of *Shyish*

Combat: An unusually large, powerful raven with amethyst-coloured eyes. It struts around as if it owns the place.

Power: A fist-sized chunk of uncut glowing amethyst. The wizard may wear it as a pendant, but it can extend amethyst wings to hover and fly.

Spell: A small skeletal figure, whose bones seem made of amethyst. It can sit on its master's shoulder or hide in their pocket.



Familiars of *Aqshy*

Combat: A dragonlike lizard, glowing the soft red of burning wood.

Power: An animated ball of flame. It doesn't set fire to things, though a pleasant warmth radiates from it.

Spell: A scarlet salamander, which sings with a lusty croak when spell casting.

Familiars of *Ghur*

Combat: A wild, odoriferous animal, such as a wolf, bear, or stag, with leaves in its fur or antlers. Some animals have political connotations, causing its master problems. For example, a wizard with a wolf-like Familiar may be regarded as possessing Ulrican sympathies (by staunch Sigmarites) or mocking Ulric (by Ulricans).

Power: A snail with a sturdy, moss-covered shell the size of a fist. When it needs to, it can move as fast as a cat.

Spell: A raucous, opinionated crow.



FAMILIARS AS CHARACTERS

Familiars are created to serve wizards. They are reliant on a wizard to create them and give them purpose. They are not entirely without personality though, being imbued with some of the essence of their creator and driven by the wind from which they were formed.

A Player may want to take on the role of a familiar, though playing one comes with a lot of challenges and should not be undertaken lightly.

Familiars may make convenient replacement if a Character is killed, or if a new player joins a group, in circumstances where meeting a more conventional Character is unlikely, such as if the party are wandering the wilderness, or have a complicated agenda they are unwilling to share.

THE CREATOR WIZARD

Before a Player can play a familiar, an existing member of the party must be a Wizard who is willing to create a familiar. This wizard must meet all the criteria they would have to meet to create a familiar as described earlier in this chapter.

As long as this wizard remains alive and part of the party, the Character Familiar can exist. If the wizard dies or departs, the driving will behind the familiar's existence goes with them, and the familiar will either follow them, or gradually fade into unreality.

The Bond Between Wizards and Familiars

Familiars do not necessarily have to like their creator wizard, but they do have to obey them. It is important to ensure that if a Player decides to take on the role of a wizard's familiar that they are happy to play a largely subservient role to another Player, and that the Player who plays the wizard understands that they are somewhat responsible for the familiar Player's enjoyment and helps to involve them in the game.

Wizards invest a lot into the creation of a familiar, having to surrender Wounds, Fate, or Resilience to create one. Even rather awkward and ornery familiars are prized by their creators, and most wizards grow defensive if their familiars are threatened or hurt.

The Wind

Each familiar is created using the wind with which their creator works. This wind dictates the sort of magic the familiar can practice, and the wind with which it is suffused. If a wizard works with more than one wind (such as an experienced Elf Mage or a dark sorcerer) then choose one with which the familiar is created. Even workers of multiple winds find it exceedingly difficult to create a magical creature from multiple winds.

Example: *Thyrus Gormann works to conjure up a Spell Familiar. As Thyrus is a Bright Wizard, his familiar will possess the Channelling (Aqshy) Skill, and the Suffuse With Aqshy Talent. When the familiar gains an arcane lore, it must take the Arcane Magic (Lore of Fire) Talent.*

The Challenges of Playing Familiars

Spell Familiars are natural magicians, but they are small and physically weak. Combat Familiars have little in the way of skills beyond fighting in melee, but whilst they are strong and well armoured, they are small and can only withstand a few damaging blows before being destroyed. Familiars are not built to take too much punishment, and though there are spells their creator wizard can cast to revitalise a familiar, they are still barely more durable than the average Halfling.

Familiars are limited to the careers they can take. The Combat Familiar can only follow the Combat Familiar Career, and the Spell Familiar can only follow the Spell Familiar career. Familiars are limited in that they soon achieve their full potential in terms of the Skills, Talents and Characteristics they can improve.

Familiars are not liked by the general populace, who see little to distinguish a magical construct and a Daemon. To be fair to them, they are right — there *is* little to distinguish such entities. A familiar who pursues agendas of its own arouses feelings of suspicion and fear. Witch hunters do not take kindly to familiars and would destroy any they find without their creator wizard nearby.

CHARACTERISTICS

If playing a familiar sounds like fun, decide with the Player playing your creator wizard what sort of familiar you would both like, and generate one just as you would any other Character.

	Combat Familiar	Spell Familiar
Weapon Skill	D10 + 30	2D10 + 10
Ballistic Skill	2D10 + 10	2D10 + 10
Strength	D10 + 30	2D10 + 10
Toughness	2D10 + 20	2D10 + 10
Initiative	2D10 + 20	2D10 + 20
Agility	2D10 + 20	2D10 + 20
Dexterity	2D10 + 20	2D10 + 20
Intelligence	2D10 + 10	D10 + 30
Willpower	2D10 + 10	D10 + 30
Fellowship	2D10 + 10	2D10 + 10
Wounds	(2 × TB) + WPB	(2 × TB) + WPB
Fate	1	2
Resilience	2	1
Extra Points	*	*
Movement	4	4

* To create a familiar, a wizard must surrender a point of Fate and a point of Resilience. For every additional point of either Fate or Resilience the creator wizard is willing to spend, the Familiar Character may have 1 extra point to spend on either Fate or Resilience.

SKILLS AND TALENTS

You may choose 3 Skills to gain 5 Advances each, and 3 Skills to gain 3 Advances each. If a Talent listing presents a choice you select one Talent from the choices provided.

Combat Familiar

Skills: Athletics, Climb, Cool, Dodge, Endurance, Intimidate, Melee (Basic), Melee (Fencing), Melee (Flail), Melee (Parrying), Melee (Two-handed), Perception

Talents: Lightning Reflexes *or* Very Strong, Small, Sturdy, Suffuse With (Wind), Very Resilient *or* Warrior Born

Spell Familiar

Skills: Athletics, Channelling (Wind), Dodge, Intuition, Lore (Magic), Melee (Basic), Perception, Speak Language (Classical), Language (Magick), Stealth (Urban), Stealth (Rural), Research

Talents: Magical Sense, Read/Write, Petty Magic, Small, Suffuse with (Wind)

POWER FAMILIARS

Power Familiars use the same profile, Skills, and Talents as Spell Familiars. They also begin play with the *Magical Assistant* Talent in addition to their starting Talents. However, Power Familiars may never learn the Channelling or Language (Magick) Skills, and may not take the *Petty Magic* or *Arcane Magic* Talents.

FAMILIARS AND LANGUAGE

All familiars are presumed to be fluent in the primary language of their creator wizard. Familiars also have an instinctive understanding of Language (Magick), even if they do not speak it themselves. A Familiar understands the implications of Magick. A Familiar that is able to clearly hear a wizard casting a spell may identify the spell on a successful **Easy (+40) Lore (Magic)** Test.

FAMILIARS AND STATUS

Familiars do not possess a Status. They earn no money under normal circumstances and their ability to make social interactions does not benefit or suffer from the usual modifiers associated with Status.

If you must treat them according to Status for any reason, they count as Brass 1 when interacting with most people, though note that most people outside of the colleges will be surprised to learn that familiars are even capable of social interaction.

Within communities such as the Colleges of Magic Familiars may go on to acquire a reputation of their own. Familiars count as Silver 1 when dealing with Characters with Lore (Magic).

GMs and Players should consider that even though Familiars can develop skills such as Charm and Gossip, most folk in the Old World and beyond will regard them with fear and suspicion even so. Tests based on fellowship will typically be Hard (-20) for Familiars when they interact with strangers.

Familiars do not typically value material things and are therefore tricky to bribe. Most Familiars would consult with their creator wizard if a stranger tried to manipulate them with bribes or propositions.

New Talent: Suffuse With (Wind)

Max: 1

Tests: See Text

You are suffused with one of the Winds of Magic, which those with Second Sight can perceive clinging to your body. Any successful attempts to cast spells from the lore associated with the wind within 8 yards of you gain +1 SL. You can only claim this bonus once, no matter how many sources in your vicinity are suffused with your associated Wind of Magic.

In addition, you benefit from an extra effect depending on which wind you are suffused with.

Aqshy: You can benefit from the *Frenzy* Talent and may use your Channelling (*Aqshy*) Skill in place of Willpower for the purposes of entering Frenzy.

Azyr: You can use your Channelling (*Azyr*) Skill in place of the Perception Skill for all relevant Tests.

Chamon: You can use your Channelling (*Chamon*) Skill in place of the Evaluate Skill for all relevant Tests.

Ghur: You can use your Channelling (*Ghur*) Skill in place of the Charm Animal Skill for all relevant Tests.

Ghyran: You can use your Channelling (*Ghyran*) Skill in place of the Lore (Plants, Animals, Herbs) Skill and the Animal Care Skill for all relevant Tests.

Hysb: You can use your Channelling (*Hysb*) Skill in place of the Research Skill for all relevant Tests.

Shyish: You can use your Channelling (*Shyish*) Skill in place of the Intimidate Skill for all relevant Tests.

Ulgu: You can use your Channelling (*Ulgu*) Skill in place of the Stealth Skill for all relevant Tests.

New Talent: Magical Assistant

Max: 1

This Talent is specific to Power Familiars. No other Character Species has access to this Talent.

The familiar may assist the wizard who created them with any Channelling or Language (Magick) Tests they make. They can also assist with Research Tests, provided the research is into a magical innovation or discovery. The assistant provides a bonus of +20 to these Tests rather than the normal +10 (see **WFRP**, page 155).

TRAPPINGS

A Combat Familiar starts with a set of full plate armour consisting of Bracers, Plate Leggings, Helm, and Breastplate and a choice of up to two weapons from the Basic, Two-Handed, Flail, Fencing, and Parrying groups.

A Spell Familiar starts with a Grimoire and a Dagger.

Familiars can manipulate physical objects, but they find carrying them very tiring. Familiars double the Encumbrance of any physical objects other than their starting Trappings. However, they can carry magical items without this penalty.

Familiars may set down a piece of equipment in favour of a magical piece of equipment that does a similar job. For example, a Combat Familiar could exchange its sword for a magical sword.

Example: *Braun Jenken is a Combat Familiar. His starting trappings are a Zweihander (3 Enc), and Dagger, and a suit of full plate armour consisting of Bracers, Plate Leggings, Helm, and Breastplate (7 Enc as it is worn). A total of 10 Enc. This means Braun Jenkin naturally suffers from the penalties for carrying encumbrance up to double his limit (which is 8 considering his Sturdy Talent). Were he to find another Zweihander, this would add 6 Enc, though if it were a magical Zweihander it would only add 3 Enc.*



FAMILIARS AND CONDITIONS

Ablaze: Familiars suffer from *Ablaze* Conditions as usual unless they have the *Suffuse with Aqshy* Talent. If they are *Suffuse With Aqshy* they take no damage from *Ablaze* Conditions. If hit by magical fire the Familiar will not take damage from *Ablaze* Conditions caused by spells from the Lore or Fire, but may take Damage from *Ablaze* Conditions caused by other magical sources (the spell *Pink Fire of Tzeentch*, for example).

Blinded, Broken, Deafened, Entangled, Prone, Stunned, Surprised, Unconscious: Familiars suffer from these Conditions as normal.

Bleeding, Fatigued, Poisoned: Familiars do not suffer from *Fatigued* or *Poisoned* Conditions unless the source of those conditions was a magical spell, magical item, or a creature with the *Magical* Trait.

FAMILIARS AND DISEASE

Familiars do not suffer from disease or infected wounds unless the disease is caused by a magical spell, magical item, or creature with the *Magical* Trait.

ADVANCING FAMILIARS

Familiars advance like other characters. They need to accrue Skills, Talents, and Characteristic advances before moving up a level in their Career. Refer to Career Skills and Talents on page 36 of the **WFRP Core Rulebook** to see what advances a Character can take before they enter their career and gain and spend Experience Points just like other Characters.

Familiars may not move into new careers. They can only develop along the Career path associated with their familiar type.

Familiars are not expected to acquire Trappings to advance through their Careers.

Between adventures familiars are expected to remain in the vicinity of their creator wizard, and so share the experience of any events that affect their creator. Familiars cannot undertake Endeavours. However, they may assist their creator wizard with an Endeavour, adding +1 SL to any Tests their creator wizard attempts during the Endeavour.

The exception to this is if the creator wizard undertakes and succeeds at the *Improve Familiar* Endeavour. In this circumstance a familiar can undertake certain Endeavours as explained on page 34.

Familiars also share in any Events that effect their creator wizard in between adventures. They do not have to deal with any Events of their own, unless they possess an unusual degree of independence for a Familiar.



DAMAGE AND HEALING FOR FAMILIARS

Familiars take damage just like other Characters, though if a Familiar is not humanoid the GM will have to adjust hit locations to best suit the form of the Familiar. Critical Hits are applied to a familiar, though they represent loss of function due to the disturbance of magical energies rather than broken bones and bleeding.

Familiars are conjured in such a way that they do slowly recover their form after taking damage, so they heal at the same rate as other Characters. However, medicine has no effect on familiars, and healing miracles will not help them.

Magic spells that can heal other Characters can also heal familiars. *Succor Magical Servant*, a new arcane spell used to reconstitute a damaged familiar, is given on page 27.



COMBAT FAMILIAR

Often taking the form of small, armoured warriors, Combat Familiars provide their creator wizard with a deadly bodyguard.



SPELL FAMILIAR

Spell Familiars are often diminutive imps, tiny golems, or magically animated puppets that have a gift for spellcasting and magical knowledge.



COMBAT FAMILIAR ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+		+		+	⚔	💀		🛡	

CAREER PATH

✚ Newly Crafted

Skills: Athletics, Climb, Cool, Dodge, Endurance, Intuition, Language (Battle), Melee (Any two), Perception

Talents: Ambidextrous, Beat Blade, Distract, Warrior Born

⚔ Combat Familiar

Skills: Intimidate, Lore (Warfare), Melee (Any), Ride (Horse), Stealth (Rural or Urban)

Talents: Combat Reflexes, Implacable, Riposte, Very Strong

💀 Armoured Mite

Skills: Gamble, Lore (Heraldry), Melee (Any), Stealth (Rural or Urban)

Talents: Dual Wielder, Frenzy, Furious Assault, Relentless

🛡 Iron Clad Imp

Skills: Leadership, Melee (Any)

Talents: Combat Master, Strike Mighty Blow, Strike to Injure, Strike to Stun

SPELL FAMILIAR ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
				⚔	💀	+	+	+	🛡

CAREER PATH

✚ Newly Conjured

Skills: Channelling (Wind), Cool, Dodge, Gossip, Intuition, Language (Magick), Lore (Magic), Melee (Basic), Perception, Stealth (Rural or Urban)

Talents: Aethyric Attunement, Coolheaded, Savvy, Second Sight

⚔ Spell Familiar

Skills: Charm, Language (Any), Lore (Any), Melee (Polearm), Research, Ride (Horse)

Talents: Arcane Magic (Wind), Instinctive Diction, Luck, Sixth Sense

💀 Mystery Imp

Skills: Evaluate, Language (Any), Lore (Any), Sleight of Hand

Talents: Bookish, Detect Artefact, Nose for Trouble, Perfect Pitch,

🛡 Wizardling

Skills: Language (Any), Lore (Any)

Talents: Fast Hands, Frightening, War Wizard, Witch!

◆ THE WINDS AT WORK ◆

THE EFFECTS OF MAGIC ON THE WORLD



Magical energy emanates from the poles and courses through the world. Natural environments constantly absorb the Winds of Magic. Wherever magical energy is absorbed at higher rates than it dissipates, the environment becomes saturated with magic.

There's no limit to the quantity of magic that can be absorbed. However at a certain threshold the affected geography loses cohesion and becomes part of the Realms of Chaos.

The dominance of specific colours is governed by sympathetic attraction. *Ghyran* is usually dominant in forests, *Chamon* in mountains, *Azyr* at sea, and so on. A forested mountainside might be saturated with both *Ghyran* and *Chamon*. Weather, plant growth, and animal behaviours are affected according to the dominant winds. Common folk attribute these anomalies to the gods and pray for favourable conditions.

ENVIRONMENTAL SATURATION LEVELS

Environmental saturation has five levels of severity: Low, Normal, Heavy, Extreme and Corrupted. Earthbound magic is rarely balanced by colour; one or two winds are usually dominant according to local geography. The dominant winds determine which Saturation Effects manifest in the region's flora, fauna, and weather (see table). Effects of different winds can occur together in places where multiple colours are dominant.

- ☠ **Low:** No effects
- ☠ **Normal:** No effects
- ☠ **Heavy:** 1–2 Saturation Effects
- ☠ **Extreme:** 3–4 Saturation Effects

Under normal circumstances Environmental Saturation increases by 1 level each year. Events such as Storms of Magic may cause Saturation to increase suddenly, whilst the Leylines that lead to the Great Vortex decrease Environmental Saturation.



In regions where a specific Wind of Magic is especially strong, you might want to track saturation levels individually by colour. The colour with the highest saturation determines the level for the region.

SPELLCASTING RULES

In regions of Heavy Saturation, spellcasters receive +1 SL on Casting Tests if they use the dominant Lore(s) of Magic. In regions of Extreme Saturation, boost the dominant Lore(s) of magic by +2 SL and all other Lores by +1 SL. Any type of spellcaster can use this ambient earthbound magic. Magic-poor regions of Low Saturation penalise all Lores by -1 SL.

Sympathetic Geography: Dominant Winds of Magic can be determined by local geography if the saturation isn't being caused by a leyline or magic portal of a specific colour.

Saturation Effects: Effects listed in *italics* usually occur first. Effects listed in **bold** occur only at Extreme Saturation levels.

Nicknames: Common folk use various nicknames for these unnatural conditions when discussing the weather with their neighbours.

ENVIRONMENTAL SATURATION EFFECTS

Wind	Sympathetic Geography	Saturation Effects	Nicknames
Ghyran Life	Forests, Rivers, Farmland, Lakes, Springs, Jungle	<i>Plant growth</i> ; misty air; sociable animals; sentient trees	Mother's Bosom, Sea of Green
Azyr Heavens	Oceans, Rivers, Mountains, Lakes, Towers	<i>Heavy rain</i> ; wild hyacinth; flocks of birds; violent thunderstorms	Eagle's Tempest, Howling Brawl
Shyish Death	Battlefields, Deserts, Graveyards, Bogs, Marshes, Caves	<i>Unnatural calm</i> ; wilted plants; conspiracies of ravens; ghostly apparitions	Raven's Pickings, Deathly Pall
Chamon Metal	Mountains, Mines, Valleys, Settlements, Volcanic areas	<i>High air pressure</i> ; mountain orchids; animals bicker and hoard; metallic terrain	Miner's Blanket, Weighty Fray
Hysh Light	Plains, Deserts, Tundra, Settlements, Coastlines, Lakes	<i>Clear sky</i> ; harmonious birdsong; wild garlic; blinding sunlight	Maiden's Glare, Shimmering Rays
Ulgū Shadow	Valleys, Marshes, Settlements, Forests, Caverns	<i>Thick fog</i> ; intoxicating mushrooms; silent animals; illusions in the fog	Trickster's Mist, Bewildering Stew, Muddle-murk
Ghur Beasts	Tundra, Forests, Hills, Farmland, Plains, Jungle	<i>Feral animals</i> ; bramble thickets; howling winds; giant animals	Raging Howl, Stag's Rack
Aqshy Fire	Deserts, Jungle, Settlements, Volcanic areas	<i>Heatwave</i> ; burning nettles; short-tempered animals; sudden wildfires	Comet's Fury, Flaming Drought, Witch's Pyre



ENVIRONMENTAL CORRUPTION

Magical energy tends to stagnate, becoming corrupt. Where a region reaches Extreme Saturation levels it is only matter of time before the area becomes corrupt. The dark moon Morrslieb reaches its perigee twice every year, corrupting living creatures and even the land itself. In the Empire these occasions are known as Geheimnisnacht and Hexensnacht. An area of Extreme Saturation has a 10% of becoming corrupt each Geheimnisnacht and Hexensnacht.

Once a region has become corrupted, the GM may choose if the corruption is Chaotic or Necromantic. Witch hunters might be dispatched to ensure that physical and mental mutations (Metamorphoses of Body and Intellect) do not spread. Mutant animals are hunted down and burned.

Chaotic Corruption Effects

Roll twice on the Chaotic Corruption table when a region becomes corrupted. Spellcasters using Chaos Magic receive +1 SL to Casting Rolls.

Roll	Effect	Roll	Effect
1–5	Pillars of Skulls	51–55	Crystallised Trees
6–10	Brass Sky	56–60	Multicoloured Soil
11–15	Rain of Blood	61–65	Phosphorescent Water
16–20	Frenzied Animals	66–70	Green Lightning
21–25	Razor Grass	71–75	Random Weather
26–30	Whispering Trees	76–80	Rotting Plants
31–35	Intoxicating Flowers	81–85	Diseased Trees
36–40	Alluring Voices	86–90	Putrid Water
41–45	Hairless Animals	91–95	Bloated Fly Swarms
46–50	Fleshy Tendrils	96–00	Blossoming Pustules

Necromantic Corruption Effects

Roll twice on the Necromantic Corruption table when a region is corrupted. Spellcasters using Dark Magic receive +1 SL to Casting Rolls. Dead bodies that haven't been consecrated to Morr arise as Zombies and Skeletons.

Roll	Effect	Roll	Effect
1–5	Petrified Forest	51–55	Mounds of Bone
6–10	Barren Crops	56–60	Sunless Sky
11–15	Dire Wolves	61–65	Rain of Ash
16–20	Vampire Bats	66–70	Spirit Hosts
21–25	Poisoned Water	71–75	Ghoul Packs
26–30	Walking Dead	76–80	Foetid Swamp
31–35	Blackened Earth	81–85	Penetrating Chill
36–40	Withered Plants	86–90	Skeletal Animals
41–45	Insect Swarms	91–95	Bat Swarms
46–50	Carion Birds	96–00	Dreadful Mist

A CIRCULAR DISPUTE

The land around a stone circle has become blighted and shrouded in mist. A priest of Sigmar claims hedge sorcery is the cause. Local hedgefolk insist that a fifth standing stone, which completed the circle, must be restored. The missing stone was erected in the village square as an Imperial cross. When the blight spreads to farms, tensions rise between villagers, hedgefolk, and the Cult of Sigmar.

LAY OF THE LAND

Professor Wackens of the Guild of Imperial Cartographers in Altdorf is secretly a ley hunter. He enlists characters for protection on a field trip. The professor believes important historic sites are connected by straight lines of power. Divining rods are used to guide the party through untamed wilderness searching for ancient battlefields and forgotten ruins.

STORMS OF MAGIC

The Winds of Magic constantly ebb and flow with the celestial bodies. Certain conjunctions and orbital anomalies cause Storms of Magic to blow through the world, enabling wizards to cast spells of immense power. Storms of Magic are usually confined to a small region, and they subside quickly or move onward. However, the local environment becomes oversaturated with magic that turns to corruption, and awakened monsters can stalk the area for years afterwards. Every few centuries, a massive magical storm sweeps across the entire globe.

Astromancers try to forecast major magical storms using the Great Astrolabe in their College at Altdorf. The next major storm is predicted to land somewhere in Bretonnia in 2518 IC. During Storms of Magic conflicts often centre around arcane fulcrums, where wizardry triumphs over steel. Astromancers cannot always predict the exact location of a storm, therefore precautions are taken to secure arcane fulcrums throughout the region.

SPELLCASTING RULES

During Storms of Magic, Casting Tests are enhanced by +2 SL (cumulative with other bonuses). Every round, roll for Magical Flux on the table below. Spells from the indicated Lore automatically gain the benefit of Critical Casting (**WFRP**, page 234) provided the Casting Test succeeds. Wizards who control an arcane fulcrum may attempt a **Hard (-20) Channelling** Test to choose a Magical Flux for the entire region.

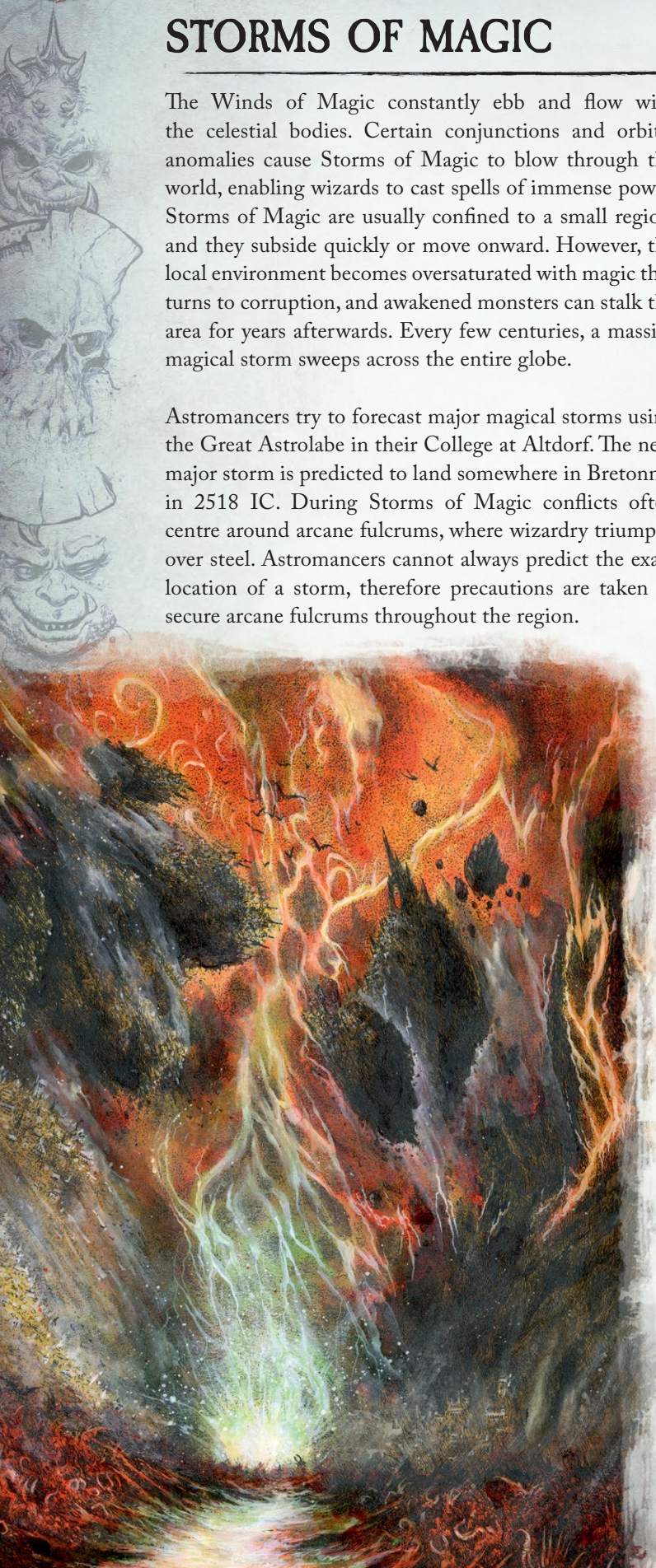
d10 Roll	Magical Flux
1	Lore of Beasts
2	Lore of Death
3	Lore of Fire
4	Lore of Heavens
5	Lore of Metal
6	Lore of Life
7	Lore of Light
8	Lore of Shadows
9	Witch Magic
10	Dark Magic and Chaos Magic

ENVIRONMENTAL RULES

Storms of Magic instantly increase Environmental Saturation in the region by +1 level (page 190).

Whenever a spell is cast during a Storm of Magic the GM should roll 2d10. They should use the number to add Overcasting Effects as described on page 189. The GM may decide how these effects apply to the spell; they do not need to be convenient for the spellcaster.

These Overcasting Effects may be in addition to any Overcasting Effects generated by the spellcaster. Overcasting Effects decided by the GM should be added after those generated by the spellcaster.



LEYLINES, WAYSTONES, AND THEIR PROPERTIES

Leylines are routes of magical power. Some of them occur naturally, a course of a particular wind that flows over land or sea. Others are planned, such as the network of waystones devised by the Elves to funnel magic towards the Great Vortex.

The original leylines were fractures in the very fabric of reality, used by the Old Ones as conduits for magic. New leylines were later created by Elves, Dwarfs and Slann to channel excess raw magic. Magic spirals gradually along leylines to the Vortex. Leylines at the outer reaches of the spiral are weaker and narrower, at places no more than a trickle. Farther into the leyline network, the accumulated magical energy flows more powerfully.

The first waystones were erected by the Old Ones and then, long after their departure, the Elves utilised the Old Ones' leyline network to create the Vortex. The leyline network was then expanded by Elves and Dwarfs to channel greater amounts of magic and contain Chaotic corruption.

Waystones are hewn from igneous rocks high in quartz, which resonates with the magical energy that flows through them. To those without Second Sight, the ancient, weathered waystones left by Old Ones are now indistinguishable from ordinary standing stones, whereas those fashioned by Elves and Dwarfs are adorned with runes and power stones.

Over the centuries, many waystones have been repurposed by Humans, some as markers of boundaries between ancient tribes, others incorporated into field walls, or torn down and broken up for building materials. As organised religions replaced folk worship, cults established shrines and temples at traditional holy sites, incorporating standing stones into their new structures.

NATURAL AND PLANNED LEYLINES

There are two general categories of leylines; those that formed naturally and those that were created. Natural leylines occur along rivers, mountain ranges, and other terrain features where the Winds of Magic are drawn by sympathetic attraction. These pockets of magical saturation are channelled either through the mysterious Worldroots or a grid of earth energy called the Geomantic Web to form leylines. Natural leylines contain raw magic, but often develop dominant strands according to the geography.

Planned leylines were created to channel large amounts of aethyric magic. They rely upon waystones and stone circles to move magic toward the Vortex. Planned leylines often cross natural leylines and may draw magic away from them. The oldest planned leylines carry a single colour of magic and are vulnerable to sudden surges, whereas those created by Elves and Dwarfs are designed for maximum stability and equilibrium.

- ☠ **Spellcasting Rules:** Spellcasters who cast spells in the vicinity of a leyline receive a bonus of +1 SL to their Casting Test.
- ☠ **Environmental Rules:** Environmental effects depend on whether a leyline is Natural or Planned. Natural Leylines increase Environmental Saturation by +1 level per year in regions through which they flow. Planned Leylines reduce Environmental Saturation according to the rules of the Great Vortex (page 196). Magical saturation from Natural Leylines can be negated by Planned Leylines crossing through the same region.

WORLDROOTS AND WEAVES

In the forest of Athel Loren is an enormous tree called the Oak of Ages, which forms the nexus of a world-spanning natural leyline network. Roots from the Oak of Ages spread into the liminal space between the material realm and the Aethyr, thus enabling nature spirits and Elven mages to rapidly traverse the flows of earthbound magic across the globe. Secrets of the Worldroots are known only to Forest Spirits, Wood Elves, Beastmen shamans, and the wisest High Elves.

Reservoirs of magic in the Worldroot network harbour nature spirits, elementals, and ghosts. Natural energy from these spirits sustains dreamlike (and often nightmarish) realms that Wood Elves call 'The Weaves'. Whenever a part of the Worldroot dies, its associated Weave is destroyed, and vice versa. Beastmen hunger for the Weaves' spirit magic and therefore seek out magical forests to despoil. Corrupted or dead

WAYSTONE PROPERTIES

The mineral composition of waystones, along with their runic marks or inlaid power stones, can manipulate the Winds of Magic in various ways. Waystone properties can be applied to the entire stone or just one of its facings. Multiple properties can be applied to a single waystone, thus allowing each facing to be imbued with a different property.

Attraction

The most common waystone property is Attraction. Lines of waystones with the attraction property make up the vast network that funnels magic to the Great Vortex. The first waystone in such a line is known as a Gathering Stone. It absorbs magical energy and passes it to the next waystone, which also absorbs magical energy and passes it to the next, and so on. If the outflowing leyline is disrupted so that an attraction waystone cannot pass the Winds of Magic onwards, they accumulate and blow around the stone haphazardly.

- ☠ **Rules of Attraction:** Each facing can attract one leyline. Stones with multiple convergent leylines are normally treated as Leyline Junctions (page 197). If a waystone's leyline outflow fails to reach the next waystone in the network, it becomes a Saturated Leyline Junction (page 198).

Refraction

Refraction separates raw magic into its individual colours. This property is often combined with Attraction to maintain leyline stability, by keeping all eight winds separated. Refraction waystones can also separate one or two colours of magic from the rest and funnel them into individual leylines flowing toward other waystones.

- ☠ **Rules of Refraction:** Channelling Tests made for spells from the Lores of Beasts, Death, Fire, Heavens, Metal, Life, Light, and Shadows benefit from +1 SL. For all other Lores, channelling is penalised by -1 SL.
- ☠ **Separate Winds:** Where a stone refracts a particular wind or winds in a particular direction, the bonus to Channelling Tests only applies to Lores associated with those winds.

Dampening

Dampening stones absorb excess magic to prevent pooling and corruption. These waystones become saturated over time and require ritual cleansing or replacement. Saturated stones cease working and gradually release their stored magic back into the environment. The Dampening property is often given to capstones laid atop other waystones.

- ☠ **Dampening Rules:** Casting Tests made in the stone's immediate vicinity are penalised by -2 SL, but Dispelling Tests receive a bonus of +2 SL. Dampening stones prevent Leyline Junctions from becoming Saturated.

Containment

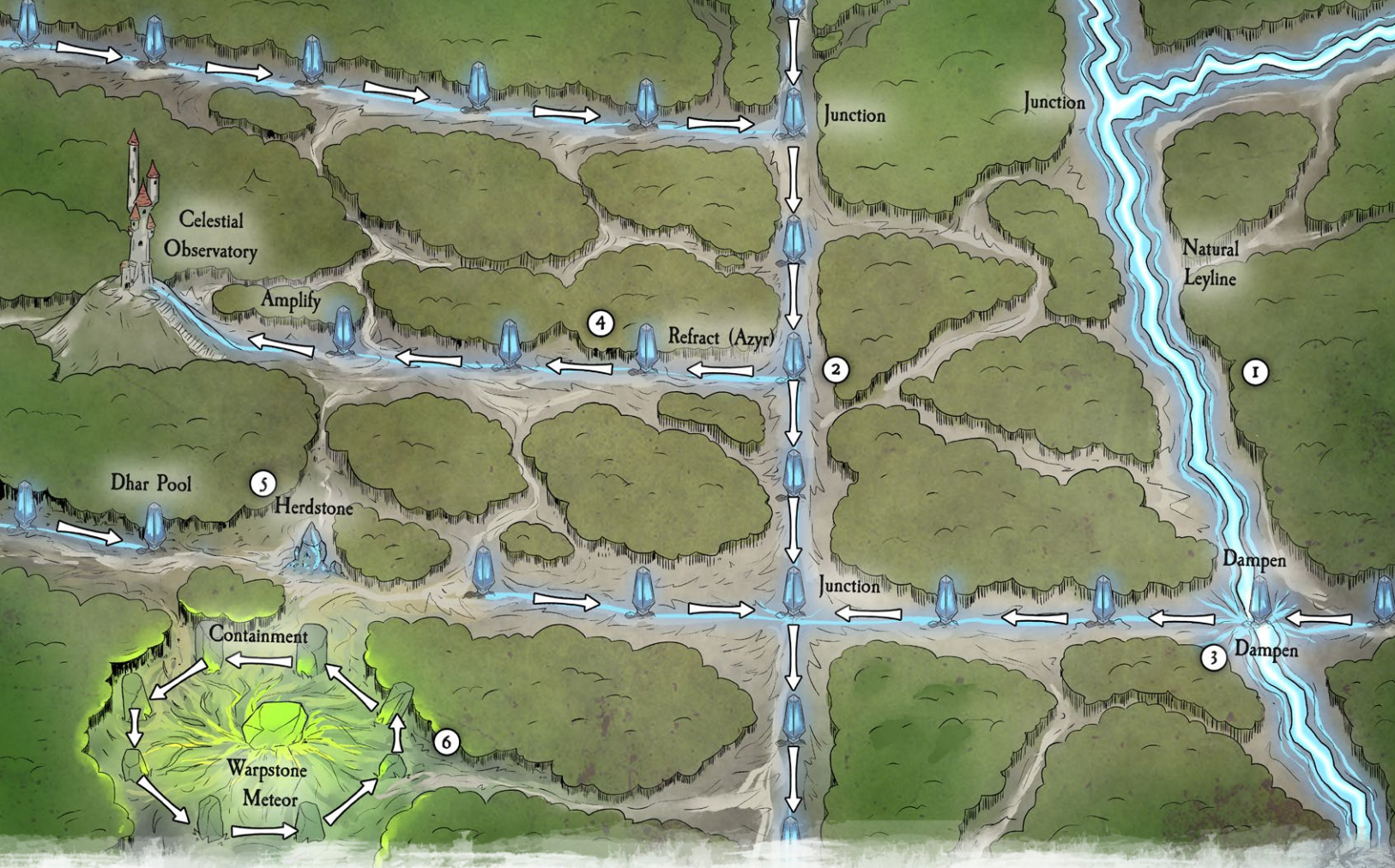
The Containment property controls magical energy by deflecting it back toward its source. These waystones — primarily used by Wood Elves and Truthsayers — are usually arrayed in a series or circle. Containment stones can either preserve earthbound magic for casting, or block the spread of corruption from Warpstone, *Dhar*, or Daemonic entities.

- ☠ **Containment Rules:** Environmental Saturation and Corruption (page 198) cannot spread across leylines created by Containment waystones.

Amplification

Amplification markings increase the magical energy in the vicinity of a waystone. Some stones amplify all the colours of magic; others just an individual strand or two. This property is sometimes combined with Attraction and Refraction to maintain the magical equilibrium of leylines. Amplification stones are also found at ritual sites.

- ☠ **Amplification Rules:** Spellcasters who cast a spell within the vicinity of an Amplification waystone receive +2 SL on Casting Tests. If the stone is not on a functional leyline, Environmental Saturation increases by +1 level per year in the waystone's locality (page 189).



EXAMPLE LEYLINES

OGHAM CIRCLES

The ancient Belthani migrated north to waystones infused with *Ghyran*. The priests of the Belthani believed these waystones were sacred to the Ishnernos, the gods and goddesses of nature, and the nature spirits that were found living near them. Triskeles and other symbols were carved into the sacred markers, called ‘Ogham stones’. Altered waystones over time developed divine properties in addition to their original intended purposes. The few remaining hedge witches who guard stone circles do not fully understand the leyline network.

- ☠ **Spellcasting Rules:** Spells from the Lore of Life or Lore of Hedgecraft cast within a druidic circle receive +1 SL on Casting Tests and Channelling Tests. This bonus is cumulative with other bonuses.
- ☠ **Waystone Property:** Alternatively an ogham stone may be given a single waystone property. Ogham circles with the Containment property are often set up around a source of corruption.

The diagram above illustrates some of the properties of leylines and waystones. Note that this diagram is not to scale (waystones may be set miles apart and still perform their functions) and is not representative of any particular place.

1 – A Natural Leyline: Magical energy courses along the leyline and permeates into the surrounding environment. The leyline funnels particular magical energies (as decided by the GM). Spellcasters in the vicinity of the leyline may benefit from bonuses to Casting and Channelling, particularly when near the junction toward the top of the leyline. If it wasn't for planned leylines in the area, this natural leyline would begin to produce Environmental Saturation (page 189).

2 – A Planned Leyline: This is a series of waystones that attract and channel energy toward the Great Vortex. These waystones have the Attraction property. Other planned leylines join with this one, creating two junctions. Spellcasters near the junctions may receive bonuses to casting and channelling. These leylines may form Nexuses of Power, and produce Environmental saturation, though waystones at the junction often have the Dampening Property to mitigate this.

3 – A Planned Leyline Crossing a Natural Leyline:

This series of waystones also attracts magical energy but it crosses the natural leyline (1). There are waystones with the Dampening property placed where the planned and natural leylines cross. These mitigate the natural leyline's energies, making Casting and Channelling Tests harder, and they prevent this section of the natural leyline from producing environmental saturation.

4 – A Refracted Planned Leyline with Amplifying

Waystones: A Celestial Wizard has set up waystones with the Refract property to direct *Azyr* from a planned leyline (2) toward their observatory. They have also placed waystones with the Amplify property along the refracted branch to empower Celestial spells. Spells that use the Wind of *Azyr* will benefit from a bonus near this line, particularly in the area close to the Amplify waystone. However, the area will slowly become saturated with *Azyr* unless this magical energy is put to some use.

5 – A Corrupted Planned Leyline: This leyline was originally intended to attract energy and pass it along to the Great Vortex. However, a Beastman Shaman has corrupted one of the waystones, making it into a herdstone. This is profane artefact disrupts the flow of colour magic. The energies that would have been passed to the waystone from the previous uncorrupted waystone have nowhere to go and begin to saturate the environment with stale magical energy, forming a *Dhar* Pool.

6 – An Ogham Stone Circle: This circle has been set up around a large Warpstone meteor, which would normally cause an area of Corrupted Environmental Saturation. The stones exert the Containment effect, meaning that energies from the meteor do not cross the circle. The area within the circle is still influenced by Corrupted Environmental Saturation.

IMPLICATIONS

This area is largely protected from Environmental Saturation. Despite the presence of a natural leyline planned leylines in the area will drain saturation as fast as it builds up. *Azyr* may build up around the celestial observatory and saturation may build up near junctions unless dampening stones are erected to compensate. *Dhar* will collect around the waystone that has an outflow blocked by the herdstone (which may well be a corrupting influence in its own right). The corrupting influence caused by the Warpstone meteor is confined to the area within the circle of containment stones.

THE GREAT VORTEX

Though anyone with Second Sight can perceive the Winds of Magic flowing in the direction of Ulthuan, few are aware of the Vortex. The Vortex's true purpose is kept secret even within the Colleges of Magic, which causes distrust toward Elves and dissent against those in power. Scholars chart and catalogue the leylines to glean basic understandings of their purpose and function.

In the Old World hedgefolk and witches share myths and legends to explain the westward flow of magic, and they have a basic understanding of the principles of magical saturation. Hidden records of the Dwarfs might reveal more, but Dwarf Loremasters are reluctant to share knowledge from the time of the Ancestors. Only Elves are aware of the Vortex's true origins and purpose.

☠ **Rules:** The Vortex drains Environmental Saturation (page 189) from any region through which Planned Leylines flow. Saturation is drained at a rate of 1 level per year. This means the amount of magical energy in a region through which leylines flows tends to remain stable.



CORRUPTION OF LEYLINES AND WAYSTONES

Leylines become corrupted when waystones are damaged or removed. Corrupted leylines (called '*Dhar* leylines') are both causes and consequences of corruption at leyline junctions. *Dhar* leylines carry all eight colours in an unstable flow of raw magic. At various points along the leyline, magic pools and congeals into *Dhar* Pools, which necromancers and Chaos sorcerers manipulate for their most powerful and profane rites (see *Corruption of Nexuses and Fulcrums*, page 198). Beastmen use desecrated waystones (called 'herdstones') as muster points, meeting places and sites of grisly rituals. The original runes have been obscured by vines and sickly luminescent moss, and defaced with crude markings. Herdstones are decorated with corpses, weapons, and armour, and they are often guarded by a powerful minotaur.

- ☠ **Dhar Leylines:** Spellcasters using Witchcraft, Dark Magic, or Chaos Magic in the leyline's immediate vicinity gain +1 on Casting Tests. *Dhar* leylines count as Malignant Influences (**WFRP**, page 236).

Each waystone property causes a different problem when corrupted:

- ☠ **Attraction:** Failure of an outflowing leyline results in magic pooling around the waystone and forming a *Dhar* Pool within a week (see *Corruption of Nexuses and Fulcrums*, page 198).
- ☠ **Refraction:** Damaged stones may cause the colours of magic to mix, creating a *Dhar* leyline within a day.
- ☠ **Dampening:** Occasionally, magic saturates a stone and it becomes a vessel of True *Dhar*, counting as a Malignant Influence (**WFRP**, page 236).
- ☠ **Containment:** Degeneration of stones can lead to localised breaches and leakages (see *Environmental Corruption*, page 191).
- ☠ **Amplification:** These stones double the rate of magic at saturated junctions becoming a *Dhar* Pool (4 days instead of a week).

Leylines are usually repaired by cleaning or restoring damaged waystones. Restoration might involve repairing runes, recovering missing pieces, or even replacing the entire stone.

NEXUSES OF POWER

Nexuses of power are places where several leylines intersect. Leyline junctions usually occur at stone circles or single waystones but can also be found at grid-points on the Geomantic Web. Major nexuses of power are found in Altdorf, the Laurelorn forest, and Albion. Hundreds of lesser nexus points are scattered across the Empire. Nexuses of power are usually stable because magic flows continually through them to the Vortex.

LEYLINE JUNCTIONS

Leyline junctions include anywhere between two to four leyline 'inflows' and one leyline 'outflow'. A junction outflow combines magic from the inflows into a larger leyline, which in turn leads to another junction many miles away. Junctions are often circles of waystones that combine multiple properties. The concentrated magic flowing through a leyline junction can be tapped to enhance spells and rituals, or to create gems of solidified magic called Power Stones (see page 167).

Magical saturation occurs when a junction's outflow is disrupted. College wizards know that saturation can lead to corruption, therefore disrupted outflows warrant urgent action. Inflowing leylines cross miles of wilderness, and are potentially used by wizards of several factions, both friendly and hostile. Each inflowing leyline is worth investigating as a potential contributor (or solution) to the disruption.

- ☠ **Rules:** Spellcasters at a Leyline Junction receive a Casting Test bonus. This bonus will depend on how many inflowing leylines there are but may be mitigated by the presence of waystones with the Dampening property. Generally, the bonus will be +1 SL, but may be as high as +3 SL.

THE GEOMANTIC WEB

Natural earth energies form a globe-spanning grid called the Geomantic Web. Slann mage-priests use it to channel magic, empower their spirit-selves, communicate telepathically, and produce suitable habitats. In Lustria and the Southlands, Slann pyramid-temples are situated at web nexus points. In the Old World, the Geomantic Web is largely unknown because earth energies are invisible even to those with the *Second Sight* Talent. Nexus points in the Empire might be marked with only a single ancient monolith left by the Old Ones.

- ☠ **Rules:** Spellcasters at a Geomantic Nexus receive +2 SL to Channelling Tests.



ARCANE FULCRUMS

Arcane fulcrums are sites of magical power so unstable that wizards advocate waging war over their control. The area affected by arcane fulcrums can be miles across, however the fulcrum itself is usually a single terrain feature such as a stone circle, crevasse, or geyser. Fulcrums are sometimes identified by the strange spellcasting platforms built by wizards during Storms of Magic. These platforms can remain intact long after a fulcrum is stabilised.

SATURATED JUNCTIONS

Fulcrums resulting from magical saturation usually occur at a disrupted leyline junction. When a junction's inflows have nowhere to exit, the winds of magic accumulate and eventually turn to *Dhar* Pools (see **Corruption of Nexuses and Fulcrums** below). Storms of Magic can also cause leyline saturation by overwhelming a junction's outflow capacity. Occasionally, saturation fulcrums occur at places along a leyline where sympathetic attraction is very strong, such as where it intersects the Geomantic Web.

- ☠ **Rules:** Spellcasters receive a Casting Test bonus of +2 SL to +8 SL depending on the circumstances leading to the creation of the fulcrum. Critical Casting is twice as likely, occurring on successful rolls that end with 0 or doubles. Environmental Saturation in the region increases by +1 level per month (page 189). If the saturation isn't cleared within a year, the junction becomes a *Dhar* Pool.

WARP RIFTS

Magic leaks into the world at places where the barrier of earth energy is thin. Spellcasting accidents and violent surges of magic within the material realm can open rifts in the fabric of reality. Raw magic flows uncontrolled through these rifts and turns to *Dhar* if not controlled by waystones.

- ☠ **Rules:** Spellcasters receive a random Casting Test bonus of +1 SL to +5 SL (1d10/2), rolled every round. Warp Rifts count as Malignant Influences (**WFRP**, page 236). Spells and Daemonic summoning rituals produce double the listed number of Daemons. If the Warp Rift's magic isn't controlled by waystones or a planned leyline, Environmental Saturation in the region increases by +1 level per month (page 189).

MAGIC PORTALS

Magic portals are rifts that were opened intentionally to siphon magic directly from the Aethyr in a controlled flow. Some portals produce magic of a specific colour; others use runic archways to separate raw magic as it blows through. Magic portals are more stable than Warp rifts, however they can be corrupted by vandalising the artefacts that maintain their integrity.

- ☠ **Rules:** Magic Portals are treated like Warp Rifts, except they only produce individual colours of magic and they do not count as Malignant Influences.

CORRUPTION OF NEXUSES AND FULCRUMS

Morrslieb brings storms of foul magic to the world each Hexensnacht and Geheimnisnacht. On these nights, Daemons enter the world through corrupted fulcrums and subsist on *Dhar* that pools around nexuses. Teclis taught that Morrslieb's corrupting influence was inevitable and could only be purged as the moon waned.

- ☠ **Nexuses:** When Morrslieb is full, saturated leyline junctions become *Dhar* Pools. *Dhar* Pools negate the *Unstable* Creature Trait, add +2 SL to Casting Tests for Witchcraft, Dark Magic, or Chaos Magic, and are Malignant Influences (**WFRP**, page 236).
- ☠ **Fulcrums:** When Morrslieb is full, Warp Rifts may become Chaos Portals and spawn Daemons.



SUMMARY OF ARCANES PHENOMENA

Phenomenon		Casting	Channelling	Saturation	Special
Leyline	Natural	+1	–	+1/year	–
	Planned	+1	–	See Vortex	Connects to Vortex
Waystone	Attraction	–	–	–	Creates junction
	Refraction	–	+1 SL College Lores/ -1 SL Other	–	–
	Dampening	-2 SL	–	–	+20 Dispel
	Containment	–	–	Blocks	Negates Vortex
	Amplification	+2 SL	–	+1/year	Leyline voids saturation
Ogham Circle		+1 SL for Life or Hedgecraft	+1 SL for Life or Hedgecraft	–	May possess waystone property
Great Vortex		–	–	-1/year	–
Nexus of Power	Leyline Junction	+1 to +3 SL	–	–	–
	Geomantic Web	–	+2 SL	–	–
Arcane Fulcrum	Saturated Junction	+1 to +8 SL, Critical 0 or dbl.	–	+1/month	May become Dhar pool
	Warp Rift	+1 to +5 SL, roll 1d10/2 / round	–	+1/month	Malignant Influence
	Magic Portal	+1 to +5 SL, roll 1d10/2 / round	–	+1/month	Single colours of magic
Storm of Magic		+2 SL, flux for Critical Casting	Arcane Fulcrum can control flux	+1, Junctions may saturate	Random magical flux rolled every round
Environmental Saturation	Low	-1 SL	–	–	–
	Normal	–	–	–	–
	Heavy	+1 SL dominant	–	1-2 effects	–
	Extreme	+2 SL dominant, +1 SL others	–	3-4 effects	–
	Corrupted	+2/+1 SL Chaos or Dark Magic	–	2 Corruptions +1 per level	Minor Exposure to Corruption

THE FORGE OF HENOOTH

Long before Sigmar, as the Elves and Dwarfs fought each other in a war born of pride and folly, the Runesmith Henoth crafted weapons that the Elves soon learned to fear. According to legend, Henoth sealed himself within his forge for reasons unknown. The location of the forge was forgotten. Even the Dwarfs came to doubt its existence.



A few years ago, in the hills above Geetburg near where Reikland meets the Wasteland, a cowherd seeking a lost calf stumbled upon a cave. Following the animal's trail, he found it — turned to a living statue of lead as it drank from a pool. Near it was a golden door worked with Dwarf runes.

Frightened, he ran back to tell his local priest. Word sped back to Altdorf and the Gold Order was then appointed its overseer and charged to uncover its secrets.

The Dwarfs of Karak Ziflin objected, claiming the site as 'our property, sacred to the Ancestors'. After tense negotiations the two sides agreed to joint supervision, each allowed to conduct research as long as Dwarf heritage was respected.

THE CHAMBER OF WORKINGS

Chamon blows strong through Henoth's Forge. The Chamber of Workings lies past the golden door at the end of a tunnel decorated with reliefs of Dwarf smiths at work. Its focus is a large, rune-covered anvil and nearby forge, as well as Henoth's tools, though there is no sign of his fate. Lava flows run along the cavern floors, providing heat for the forges. A small waterfall spills into a stream that emerges at the pool where the living lead calf, called 'Elsie', likes to spend most of her time.

Day or night, there may be alchemist-magisters of the Gold College here conducting research under the supervision of Dwarf Loremasters. Their goal is to control *Chamon's* unpredictable surges and channel it into great works of alchemy and runesmithing. So far, all efforts have failed — sometimes disastrously so.

Effects: The flow of *Chamon* here is subject to wild surges. Casting Tests for spells from the Lore of Metal benefit from +2 SL, but Channelling *Chamon* suffers from a penalty of -2 SL as the wind surges unpredictably. Any Minor Miscasts are rolled on the **Arcane Marks of *Chamon*** (page 70).



ULI'S TAVERN AND DEBATING ARENA

Located near to Altdorf's Street of a Hundred Taverns is an inn known locally as *The Debate* or simply *Uli's*. Painted gaudy red, it occupies a room on the ground floor of a circular two-storey stone building. Sharing the other half of the same building is the workshop of Keys Smithy. The first floor of the building is the Debating Arena, a chamber rented out to the Inkies League of Altdorf Univeristy. Here students take sides for impassioned debate, which inevitably ends in angry shouting.

The building, including both the tavern and chamber, has been custom built to generate and capture *Aqshy*. The arguments that take place are passionate and draw the Red Wind. This power is then channelled into the forges of the blacksmith where it is used to create blades wielded by the pyromancers of the Bright Order.



SABOTAGE HENOTH'S FORGE

Marienburg's Directorate has maps showing that the Duchy of Geetburg was once a fief of the Counts of Westerland, whose successor they are. They inserted a Dwarf spy of House Fooger as an apprentice loremaster to wreck relations between the Imperials and the Dwarfs, hoping Karak Ziflin will award site privileges to them, instead. The spy, Oddri Brondasnev, stages accidents and plants rumours to increase friction between both camps. Fights have broken out and relations approach the breaking point. Patriarch Gelt sends the Characters to find out what is going on.

NEVER DRINK THE WATER

With the Dwarfs away for an important religious ceremony, an overeager Gold Wizard lost control of *Chamon* as she channelled it into a sword she was forging. Thrusting it into the stream to drain its magic, she instead supercharged the water with *Chamon*, just as 'Elsie' was drinking from the pool. Transformed by the Yellow Wind, the placid lead calf became a raging golden monstrosity. Elsie is treated as a Minotaur (WFRP, page 332), with the *Champion*, *Fear* (2), and *Fury* Traits, as well as 4 Armour Points on all locations. Elsie killed the magister and any who came to her aid and took the sword, prizing it like a small child to their favourite toy.

While Elsie cannot leave, seemingly bound to the forge, neither is it letting anyone in 'its' lair. Whether there already or sent by the Golden Order, the Characters must somehow remove Elsie and cover up what happened, before the Dwarfs get back.

The tavern is warmed by the blacksmith's fires. However, everything is focussed on generating contention. Cosy booths keep groups together while drinks are ordered and brought to the tables. The landlord, Uli Hartwig, is a witty raconteur who, whilst outwardly looking to ensure customers are happy, knows what to say to keep a debate going or sow seeds of disagreement. It is often a delicate balance, and the staff look to prevent fights becoming physical. Uli's catchphrase is '*An ale to free the tongue, seven to quench the fire, and the last to toast your opponent*'.

When a bell rings, the debaters head to the arena. The room consists of two banks of benches, separated by the debating floor, where two 4-foot-high rails keep apart anyone wanting to start physically fighting. Each debate is chaired by the Debating Master. This role is currently filled by Lille, a cleric of Ranald, who, missing both her lower legs, gets around quickly on her crutches. Like Uli she has been chosen for her ability to plant ideas and keep the heat of the debate going without violence.

FIERY TEMPERS STROKE TEMPERING FIRES

The smithy cannot be accessed from the other parts of the building and there is nothing to indicate that it is linked to the tavern. The two forges are alight from early morning to late at night. Those requesting work are usually turned down as the smiths claim they are too busy, although they undertake small jobs at reasonable prices. A Pyromancer is responsible for each forge. These Bright Wizards were chosen as, compared to others of their order, they are relatively calm. Both are talented smiths and they are supported by several apprentices from the Bright College. They ensure that the forge keeps burning at all times, leading to a rumour that its flame originates from the High Temple of Ulric in Middenheim.

Those with Second Sight are clearly able to see the Wind of *Aqshy* entering the forges when a debate is taking place. The forges are used to make weapons and other items used by Bright Wizards. The most valued item is the ceremonial sword presented to new Bright Magisters.

Effects: Casting and Channelling Tests made for spells from the Lore of Fire benefit from up to +3 SL whilst the debates are in full swing (depending on how heated the discussions become). The swords made at the smithy are not magical, although they often have faint traces of *Aqshy* licking their blades. Flaming Sword of Rhuin can be cast on them with a reduced CN of 2.



PARANOTH'S COLUMN

Paranoth's Column stands on a hilltop outside Eilhart. This is an unusual monument to a former Supreme Patriarch and testament to his prowess as a Jade Wizard. Every inch of the 67-foot obelisk is covered with ivy, grasses, and climbing brambles, nourished by small cataracts of rainwater cascading down the exterior. Water collects around the 18-foot diameter base, where *Magical Sense* reveals a similar pool of *Ghyran*, streaming uphill and winding up the column.

Magister Garvan Paranoth was Supreme Patriarch in 2383 IC. He was known for wandering the Known World, to learn of the diversity of nature and trace the courses of *Ghyran* throughout the land. Paranoth gained great wisdom and a keen interest in the nature of magic, expounding that magical insight and creation come from experiencing life in all its forms. Today, Paranoth is chiefly remembered for devising the Great Wheel, which shows how the Lores of Magic relate to one another.

Nobody knows who raised Paranoth's Column, but the people of Eilhart are proud of their association with a former Supreme Patriarch. They claim that he came to marvel at their vineyards and sample their celebrated white wine.

A SECRET HISTORY

Beltran the Perspicacious was a Wizard Lord of the Celestial College, contemporary and rival to Paranoth. Where Paranoth argued the importance of raw experience in understanding magic, Beltran claimed introspection and contemplation provided true insight — and that mundane life merely confused the mind. This may explain why Beltran was so unpopular amongst his peers and preferred to live away from the College in an isolated tower outside Eilhart.

Paranoth and Beltran's disagreements escalated into attacks on one another's reputation and eventually violence. Duels between magisters were common at this time, so it was not unusual for differing opinions to turn into open battles. The Jade Wizard was an inventive spellcaster, but Beltran was an accomplished prognosticator, able to foresee Paranoth's attacks and prepare an appropriate counter-spell. The stalemate was broken when Beltran's unpopularity in the Celestial College proved his undoing — Wizard Lord Otto von Heiermat quietly told Paranoth of several blind spots in Beltran's foresight.

The monument outside Eilhart is the result of Paranoth's final victory. After walking on foot from Altdorf to Eilhart, the Jade Wizard cast Paranoth's Hastened Sprouting for the first and last time. Beltran was caught in his tower as vegetation tore into the stonework, erupted through the floors and engulfed the whole structure. The astromancer was killed and the academic dispute resolved, so Paranoth left for the distant east. Lord von Heiermat covered up Beltran's fate — he is now a half-forgotten footnote in the College's history.

Should an intrepid party climb to the top of Paranoth's Column they will find a pool filled with rainwater. If they descend into the depths, they will find the drowned remains of Beltran's tower, including his preserved grimoires, a weed-covered orrery with a real warpstone Morrslieb, and the astromancer's skeleton, pierced by the sharp branches that took his life.



SUGGESTIVE SCRIBBLINGS

Beltran the Perspicacious was fascinated by the influence of the planet Deiamol on storms. Celestial Acolyte Margit Schumann recently found some of Beltran's marginalia in various tomes in the College library. She was intrigued by references to his real studies, which seem to have disappeared with Beltran. Poring through the College records, she discovered that he departed for Tilea, but his last known location was Eilhart. Schumann wants to uncover Beltran's lost research, but she's a lowly apprentice — she'll need to hire some trustworthy travelling companions to help.

FALSE IDOL

The simple folk of Eilhart have taken to praying at Paranoth's Column, imploring the long-dead Patriarch for an abundant harvest and healthy crops. The unquiet spirit of Beltran the Perspicacious has heard their pleas and formulates a devious plan in its hate-filled mind. Next time they pray, it will demand they sacrifice a Jade Wizard when Morrslieb is in conjunction with the constellation known as Rhya's Cauldron. Far from helping the harvest, this ritual will channel *Dhar* into Beltran's spirit, bringing him power over the living and the means for vengeance.



THE SHADOW MAZE

Located deep within the Grim Moor is the Shadow Moor. Here the sun rarely pierces the thick, unnerving mist covering the area. The ground is a grasping quagmire, home to strange and dangerous creatures. Few ever travel here for there is no reason to do so, except to search for the legendary Stones of Barbaneagra. The road to the Shadow Moor is dangerous, although the route is marked with the Grey Order's secret signs.

At the centre of the Shadow Moor is the Shadow Maze. The maze consists of insubstantial walls of mist that shift and move. The mist is a manifestation of *Ulg*, the Grey Wind, crafted into the maze over the years by Grey Guardians. Those that can perceive *Ulg* clearly are able to safely follow the path towards the centre of the maze, although they can still be directed towards hazards including sinkholes, explosive or choking gas, poisonous moulds, or dangerous creatures. Those unable to clearly perceive the winds stumble blindly into these dangers.



THE STONES OF BARBANEAGRA

At the centre of the maze is a wide mound, upon which stand the ancient Stones of Barbaneagra. These six standing stones, one of which has fallen and been partially submerged, are believed to predate Sigmar. Their surfaces are smooth, a dark lichen covering the foot of each. *Ulg* clings to each stone, with the mist appearing to slowly be absorbed from within.

When the pale light of the moons cloaks the stones, symbols appear on each. Each stone is covered in these writings, but they are only ever partially revealed depending on the path of the moons. The text, an archaic form of Eltharin, has different meanings at different times, especially under the light of Morrslieb.

On the edges of the mound lies a small camp inhabited by members of the Grey Order. The numbers are variable but there are usually two Grey Guardians, usually dedicated scholars, and assorted guards, scribes, and servants. The camp is well established, ringed by a small stockade.

Life in the camp is a miserable experience for most, who soon become fed up with dried food, little sunlight, and a well-deserved fear of the moor. Some disappear during their time here, attacked by waiting creatures, lost in the mist, or driven by despondency to try and make their way out.

Magister Alard Bredermann, however, has lived here for over six years. He rarely notices or empathises with the hardships of his companions, dedicating his life to translating the text on the stones. He is certain that their meaning is important and is determined to solve the puzzle. Part of his reason for remaining is that he is afraid to return to Altdorf and admit that he has learned little of import. He has become a bully to those junior to him, especially when he suspects them of making their own breakthroughs.

Grey Guardians can be assigned to travel to the stones to study or to escort others there. Those from outside of the order must swear oaths to keep secret what they have found. The Grey Wizards are known to test these oaths, and gossips tend to disappear.

MYSTERIES OF THE STONES

Stories of the Stones of Barbaneagra, most famously *The Ballad of Kalden the One-Eyed Trapper*, often mention a great treasure left there by the gods. Interestingly, Grey Order scholars have noted that the ballad and others like it mention that the stones lie at the centre of a great maze. However, these were written centuries before the maze was created. The Characters may be tasked with finding evidence of the location of the Stones, whether by treasure hunters or other colleges who have heard rumour of the Grey Order's interest in the stones. They may also be paid to escort treasure hunters or scholars into the moors for what is likely to be unsuccessful ventures. Characters from the Grey Order may be sent to find out why magisters working at the Stones have not returned home, finding one of their own has murdered his companions after believing they have discovered the truth of the message in the stones.

Effects: When working with spells from the Lore of Shadows a wizard benefits from +2 SL to Casting and Channelling Tests in the vicinity of the Shadow Maze.

THE HIGH LODGE

The High Lodge is located in the Grey Mountains at the tip of the Drakwald Forest. Access to the mountainside lodge is from a number of narrow paths leading to the statues of a wolf and a bear that mark the entrance to the lodge. Shamans of the Amber Order watch the paths with keen eyes and look to discourage idle guests.

The lodge is little more than a stone ledge, allowing access to a handful of small rooms cut into the mountainside. Visitor rooms hold little more than a straw mat for sleeping on. Resident rooms are larger and filled with books, ingredients and other research material.

THE WOOD ROOM

At the centre of the lodge is the Wood Room. Centred on a large communal fireplace, used for heat and cooking, the walls have been painted with trees, reaching up to the centre of the domed chamber. When the fire is lit many visitors experience the trees moving and a feeling of being in the forest. Each night the resident shaman, the Lodge Kin, and visitors tell a range of stories or sing songs, often containing subtle teachings of the use of *Ghur*. It is at these times the Amber Wind is felt most strongly.



Most visitors to the lodge are shamans of the Amber Order but others are welcome. The Lodge Kin have no official leader, but most look to Magister Anita Gunderson, the oldest of the group. She is a powerful shaman, but willing to freely share her knowledge.

Gunderson and the other members of the group have a strong aversion to urban locations, and this can unbalance their views on a variety of topics. Visiting magisters have sometimes felt that the Lodge Kin have been unable, or unwilling, to treat important issues related to towns and cities seriously due to this prejudice.

Visitors from outside of the Amber Order are welcomed to the lodge if they show the appropriate respect. They are expected to help in chores and support themselves during their visit. The Kin may also take some time to answer any questions while they gauge the motives of the visitor.

Apprentices are often sent to the Lodge for short periods to study. They find their days are often spent helping with research, assisting visitors, or even carrying wood up the mountain for the fire.

THE BINDING

Above the lodge, and hidden from sight, is a small cave. Inside, ancient cave drawings of beasts and magisters are drawn in red ink on the walls. A faint smell of the forest can be detected. Here the Wind of *Ghur* is strongest, with the kin drawing on its power to perform their most sacred duty — the Binding.

Celebrants are brought into the chamber in the early hours of the morning. There the Lodge Kin channel *Ghur* into their bodies, painfully changing their form into those of animals. Bears, wolves, and boars are common. Often the change is complete but other times it is a partial change. The creature is then set free into the forest to roam and live. Once *Ghur* has seeped from them and their bodies twisted back into their natural form, they make their way back to the lodge, their minds and bodies more closely linked to *Ghur*. A few do not return, the bodies forever changed or killed by hunters.

Shaman Characters may need to visit the High Lodge to progress their knowledge and status, or even take part in the Binding. Other Characters may search for the lodge to obtain information from the shamans or track down others that have temporarily made their home there. The Characters may also be summoned to, or tricked into, visiting the Lodge. There they are tasked with undertaking a task for the Lodge Kin in a town or city.

Effects: Casting and Channelling Tests made for spells from the Lore of Beasts benefit from up to +2 SL in the High Lodge and the nearby cave.

Spells from the Lore of Beasts are easier to cast in the cave. The CN of spells from the Lore of Beasts is halved whilst within the cave, and their duration is doubled.

THE VALE OF THE NECROMANCER

During the reign of Wilhelm III, a magister of the Amethyst Order, Hildegund of Meissen, fled Altdorf when she was discovered conducting forbidden research blending *Shyish* and *Dhar* — Necromancy! The Amethyst Order spent a year searching for her. Eventually, spies discovered her hiding deep in the mountains at the site of a great pre-Imperial battle between Humans and Orcs, where they sensed great magical energies at play.

Knowing they had to act swiftly, Patriarch Edeltrude, herself, and three of her senior magisters went to capture or kill Hildegund. They succeeded, destroying her after a titanic struggle. But Edeltrude knew they could not leave this valley unguarded, tainted as it was with a frightening blend of two winds. So the Patriarch commanded a tower built and a guard set, manned by the order, to keep people out of the valley — and keep its dangers within.

SECRETS OF THE VALE

Located east of Ostermark, the vale is a day's difficult ride from the nearest town, Olamutz, which the Amethyst Order bought from its lord as a support base. At the vale, a large tower of dark stone guards the entrance. A pair of soldiers at its summit watch both the road and the valley.

Within, a trio of magisters, one senior wizard, who leads two recently licensed magisters, guard against any threat, while studying the weird magics here. Each trio serves for a year and a day.

Visitors to the vale report feeling overwhelming despair after spending a few hours there. One promising magister hanged himself the day before he was to leave, leaving behind a note reading 'It's useless'. The order thought Hildegund planned to raise an army of the dead. Instead, they found an altar of pure obsidian, polished to perfection. Amethyst tones swirled within, along with streaks of purest black. Naming it the 'Necromancer's Mirror', it focuses *Shyish* and *Dhar* in the valley and is the object of the Amethyst Order's research.

Effects: For every hour in the vale visitors must make a **Challenging (+0) Willpower** Test. If they fail, they gain a *Fatigued* Condition that can only be removed by spending a Resolve Point or resting for a day away from the vale. The Necromancer's Mirror is a scrying device and a portal. Casting *Dying Words* (WFRP, page 246) summons a departed soul called by name, which appears on the other side and converses for the duration of the spell. The mirror allows one to scry over time, not distances. Any Character can use the mirror to make a **Hard (-20) Psychometry** Test (see page 47) using their Intelligence if they don't have the Psychometry Skill.

THE AMETHYST ROSE

A powerful noble grieves over his wife's recent death and will do anything to have her back, as long as someone else takes the fall should things go wrong. Hearing rumours of a crystal flower that safely resurrects the dead, through cutouts he hires the Characters to sneak into the vale and recover one. They have to get past the Amethyst Order's watch, pluck the flower, and get it to the noble. But what happens when he tries to use it?

MIRROR ON THE PAST

Shyish has associations with time, and the Characters have come to consult the Necromancer's Mirror, with or without the order's permission. When the Characters peer into the mirror it shows them a dark secret from the past of someone they know, someone powerful — a secret dangerous to know. Do they have the whole story? What will they do with their knowledge, and what if they were there without permission and the Amethyst Order finds out?

THE CAIRNAPAN COMPLEX

The Cairnapan Complex is a name given by the eighth century Verenan scholar, Father Julius Bewältiger, to a large plain within the southern reaches of the Great Forest. The plain was said to contain great barrows, stone circles, artificial lakes, and other constructs that both channelled the power of nature and brought fertility to the land. Even then Bewältiger reported that the complex was being slowly reclaimed by nature. Now, the works of these great builders have been lost to the Great Forest. Clerics of Taal, Rhya, and other local Gods venerate these areas as sacred and tend to many of them.

The Jade Order have long been aware of the area but paid little attention until Magister Ruban unlocked the key to how the whole area absorbed *Ghyran*. Magisters were sent here to explore and learn how to harness its power. Ruban spent his life in the Forest, discovering its secrets, before his death at the hands of unknown agents. The Jade Order suspects that clerics of Rhya were responsible.

SITES OF INTEREST

The complex remained an area of academic study until recently when the Emperor made an offhand comment about how the Jade Order contributed less to efforts on the battlefield than their peers. A young, ambitious magister, Klaus Vottinger, was inspired to prove him wrong. He said that he believed that *Ghyran* could be used to harness the power deep in the land to rise and strike down opponents. The other magisters could not convince the patriarch that the plans were too risky and he was sent to the Cairnapan Complex to use its power to develop his spell. Vottinger was successful using the power of *Ghyran* to summon gnarled, fibrous hands to emerge from beneath the ground, dragging foes to a claustrophobic, suffocating end. He called the spell *Roots of Wrath*. He returned in triumph to Altdorf and was greatly rewarded.

However, the spell had broken barriers to other realms. Slowly those using the spell found that they had less and less control, and the Cult of Sigmar questioned the horrors it appeared to unleash. The spell was outlawed. That would seem to be the end of damage wrought by Vottinger's work, but his development of the spell and the power of *Ghyran* in the Cairnapan Complex had allowed the power summoned by the spell to enter the Old World. The area is now home to a malevolent beast of *Ghyran*. Few yet link it to the Jade Order.

Those travelling through the area will likely encounter the remains of the complex including:

- ☠ Stone circles in various states of repair. Some stones will have fallen or been damaged.
- ☠ Barrows of various sizes. Some are empty, their entrances smashed. Others are still intact, seemingly impregnable. Many of these were built for ritualistic purposes with others to bury great chieftains, and some were constructed to imprison dangerous entities. Treasure can be found in many of these but the risk may not be worth the reward.
- ☠ Large dykes and trenches cross the land. These can prove difficult objects to manoeuvre around. Goblins make their homes here to take advantage of the natural defences.
- ☠ Large solid statues that, although boulder-like and worn near smooth, show traces of facial features, armour, and weapons.
- ☠ Remit's Canal, running between two man-made hills, is a long man-made waterway flanked by standing stones. The whole area is soaked in *Ghyran*.

The area is also home to two picturesque hamlets, Bamberg and Aglessen, and their population of trappers and woodsmen. They have noticed the darkening of the forest and the presence of something in the woods that is more than just a dangerous creature. The villages are served by a hedge witch and her apprentices, one of whom has recently disappeared.

The Characters could be asked to escort a magister or a scholar to the area and aid them in their research. They could be hired by a villager to investigate disappearances. A rich noble, having obtained an item from a barrow in the Cairnapan Complex that he believes is part of a set, wants to own it all. The Characters need to track down the seller, in hiding for unknown reasons, and track down the original sources.

Effects: Wizards using the Lore of Life find it easier to perform rituals in the area. The CN of any rituals cast using *Ghyran* is halved.

Those seeking insights into how to perform *Roots of Wrath* may find it here. If worked out it is a more powerful form of *The Dwellers Below*, but casting it will have consequences...



◆ MAGICAL NEMESSES ◆ & ADVENTURES



Nemeses are opposing forces the Characters may face again and again. They are not common enemies to use as one-off foes who are dealt a death blow at the end of an adventure. They don't need to appear every session or even in every plot arc, but they, their minions, and their goals appear repeatedly within a campaign. Defeating a nemesis is likely a major element or even the culmination of a long-term game. An effective nemesis requires three key aspects:

- ☠ **Power:** The nemesis should be able to defeat Characters either through strength or guile. Defeat doesn't necessarily mean kill; just staying one step ahead of the Characters is enough. They don't have to be the most powerful of villains, but should provide a challenge not easily overcome. Some of their power may come from being able to command capable minions.
- ☠ **A Plan:** The nemesis has either a single goal (become a Daemon Prince, like Egrimm van Horstmann) or an ongoing focus of interest (acquire knowledge of spells, like the Blue Scribes). The former likely requires multiple steps before fruition, but both can result in a series of adventures. Sometimes, the adventures are parts of a puzzle, and Characters must figure out the plan from those pieces.
- ☠ **Obsessiveness:** The nemesis is not going to quit. Even when one of their plans is thwarted, they'll try again or come up with another scheme. Sometimes this single mindedness is an exploitable weakness or a clue to their next action. If the Characters become a never-ending problem, they themselves can become part of the nemesis's obsession!

A good nemesis is often one Characters and Players love as much as they hate. Encountering them should elicit a burst of excitement and a desire not simply to destroy but to outwit. *'It's her again! This time we'll outsmart her!'* And if they fail, they can't wait until next time. Similarly, many groups may have a desire to verbally spar with them, not just throw spells and wave steel. A nemesis can only become loved if there's a chance to chew the fat with them, to get to understand the nemesis even if you don't agree with them. Maybe, just maybe, the Characters can find some common ground?

This kind of nemesis needs a redeeming feature. They might have a just cause but use dangerous tactics in pursuit of their goals. They might inconveniently highlight the downside of the Characters' current patron's plans. They're not completely evil or unredeemable, just a massive thorn in the side. The nemesis's circumstances or history might even elicit sympathy from Characters, but they must always be a source of frustration or peril. Mòna Mimn is an example — she's a genuine danger, but her behaviour is ultimately driven by her lonely, empty existence. If the Characters can recognise that, they may find a non-violent approach to resolving conflict with her.

Of course, some nemeses simply have it coming. They're going down because they must be stopped, because they're too dangerous, too evil to live. It's only worth talking to them as a delaying tactic or to elicit information. These are real villains. They bring pain and suffering to the innocent, destruction in their wake, and their plans, if the Characters are unable to stop them, leave a lasting, harmful legacy.

The key to this kind of nemesis is not the depth of their evil, although there's rarely any ambiguity to it. The key is their ability to get the job done. They are efficient and effective, their tactics ruthless. They don't make stupid mistakes unless cleverly tricked into it by the cunning Characters. However, their ruthless efficiency means you must give the Characters and their Players plenty of options, or they will end up dead.

Some nemeses are too powerful for the Characters, especially in the early stages of a campaign, and perhaps always will be. Constant Drachenfels and Nagash are just two examples. However, the Characters can still challenge this sort of nemesis by opposing their lesser agents. These agents should be interesting and worthy foes in their own right, leaving their master a powerful and mysterious figure hidden in the background. Part of any plotline involving them is the mystery of who is directing these agents' nefarious actions, investigation into who they are, and the eventual terrifying revelation.

EGRIMM VAN HORSTMANN

Motivation: Gain Tzeentch's favour and earn Daemonhood.

Short-Term Ambition: Recruit more wizards to the Cabal.

Long-Term Ambition: Subvert the magical institutions of the Old World.

Many witch hunters and devout Sigmarites believe every magister is one small step from corruption. After all, they strive to master the stuff of Chaos and use it to fulfil their whims. When faced with disagreement, they can point to Egrimm van Horstmann, an apostate who demonstrates what happens when wizards can practice their sorceries without fear of reprisal.

Van Horstmann's treachery began long before he joined the Light College — the Hierophants' shame is that he practised his devious arts for so long under their roof, even becoming Patriarch of the Order. In 2504 IC, the young van Horstmann demonstrated his potential to the college and became an Apprentice Chanter under Master Alaric.

A Prodigious Talent

Over three years, he climbed the hierarchy and secretly worked to control the college. He enslaved Daemons to do his bidding, stole artefacts from the vaults below the college, and subtly twisted the order's rituals. He even crossed into Tzeentch's realm, where he made a dark pact with an aspect of the god. He negotiated to keep his soul but to work on behalf of the Architect of Fate. His scheming stoked conflict with the Golden Order, which led to the death of the Patriarch Elrisse. Soon, van Horstmann became Patriarch of the Light College, a respected magister of great knowledge and apparent humility.

Verspasian Kant had been growing suspicious of van Horstmann and finally confronted him, aided by a witch hunter and other allies. The traitorous magister freed a Chaos Dragon, Baudros, from its magical imprisonment beneath the Pyramid of Light and fled north. However, Tzeentch wanted to teach van Horstmann a lesson — Baudros engulfed the magister in flames and offered him his life in exchange for his soul. Van Horstmann consented, and the dragon took him to a forge where his body was restored with a suit of Chaos Armour.

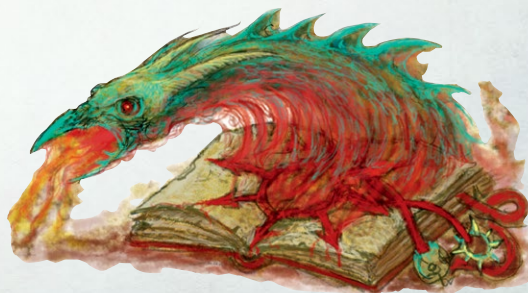
Now, van Horstmann sits in the Silver Towers, his citadel in the Screaming Hills. From here, he conspires with the most powerful sorcerers of the Cabal to bring more wizards to Tzeentch. On rare occasions, he ventures out to further his goals or defend his schemes from those who would undermine them. Sometimes this means taking to the battlefield, but when travelling incognito he weaves powerful enchantments to disguise his true appearance. Van Horstmann is calculated and immensely patient — he prefers to work carefully and slowly, never taking the direct or obvious route to achieve his aims.

The Chaos Sorcerer is encased in finely wrought Chaos armour inscribed with intricate runes, a gift from Tzeentch to keep him alive. When he removes his helmet, his twisted features are unnaturally smooth — the legacy of Baudros's flames.

THE CABAL

Van Horstmann's Cabal originated from wizards he corrupted during his time in the Light College. Since then, they have grown in number and infiltrated other groups, including Chaotic cults. Professor Fassbinder of Altdorf University believes they are manipulating the Red Crown and Purple Hand, although both cults are too dispersed to be truly controlled by any single puppet master.

The Cabal recruit wizards, usually through innocuous offers of wisdom or restricted knowledge. Over time, recruits are introduced to others who quest after arcane secrets and slowly they are directed towards worshipping Tzeentch — initially through veiled references and eventually openly. Once they are deemed sufficiently corrupted, they must swear allegiance to the Changer of the Ways, then travel to the Silver Towers, where they are branded with Tzeentch's rune and initiated by van Horstmann into his schemes. If the Caballite betrays their new god, they become Chaos Spawn.





MOTIVATIONS

Egrimm van Horstmann wants to be elevated to Daemonhood. After causing untold damage to the Empire's wizards, he believes he has earned the right to become a Daemon Prince. But Tzeentch has yet to grant his wish, so van Horstmann continues to gather intelligence and conspire, hoping the god's eye finally turns on him in approval.

Van Horstmann strives to further subvert and corrupt the colleges and all magical institutions in the Empire. Thwarted in controlling the Light Order, he wants to control wizards across the land, using the Cabal to manipulate them with false promises. Through these cultists, agents and unknowing pawns, he shall further the spread of Chaos and change throughout the Old World.

VAN HORSTMANN AS NEMESIS

Van Horstmann is an arch-manipulator, so he makes an ideal hidden patron. Any wizard Character could form useful alliances with secret members of the Cabal — who present as benign NPCs willing to help them, even in opposition to the Ruinous Powers. Through his agents, van Horstmann uses the party to further his own ends, seeking magical artefacts, finding wizards ripe for corruption, and acquiring intelligence on the Colleges of Magic. Eventually the Character faces temptation into corruption. Remember, nothing is direct or obvious with van Horstmann — all is subtlety and plots within plots.

EGRIMM VAN HORSTMANN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	62	31	54	62	68	70	58	77	85	45	25

Traits: Afraid (Snakes), Armour 6, Corruption (Moderate), Distracting, Ward (9+), Weapon (Chaos Runeblade) +10

Skills: Animal Care 87, Athletics 85, Bribery 60, Channelling (*Dhar* 115, *Hysb* 95), Charm 55, Consume Alcohol 72, Cool 105, Dodge 80, Endurance 82, Entertain (Acting 65, Singing 65), Evaluate 97, Gossip 60, Intimidate 64, Intuition 98, Language (Classical 97, Dark Tongue 97, Magick 117), Leadership 65, Lore (Altdorf 87, Daemonology 97, Dark Magic 97, Magic 107, Nehekara 87, Tzeentch 99, Warfare 87), Melee (Basic 82, Polearm 72), Perception 88, Pick Lock 78, Research 97, Ride (Dragon 90, Horse 80), Sleight of Hand 78, Stealth (Rural) 80

Talents: Aethyric Attunement, Animal Affinity, Arcane Lore (Daemonology, Lore of Light), Cat-tongued, Chaos Magic (Tzeentch), Combat Aware, Commanding Presence, Detect Artefact, Doomed (*'A skein of fate is woven through your life, winding like a serpent. Understand it or face damnation.'*), Fast Hands, Frightening, Impassioned Zeal, Instinctive Diction, Iron Will, Lightning Reflexes, Luck 3, Magical Sense, Menacing, Nimble Fingers, Petty Magic, Read/Write, Savant (Tzeentch), Savvy, Second Sight, Sixth Sense, Strike Mighty Blow, Strong-minded, Tower of Memories, Very Resilient, War Wizard, Wilful Corruption

Spells:

Petty Magic Spells: Dart, Drain, Eavesdrop, Open Lock, Sounds, Warning

Arcane Spells: Bolt, Blast, Corrosive Blood, Distracting, Entangle, Flight, Manifest Lesser Daemon, Octagram, Teleport, Ward

Lore of Daemonology Spells: Detect Daemon, Manifest Lesser Daemon, Octagram

Lore of Light Spells: Abulla's Snare, Assault of Stone, Banishment, Blinding Light, Driving Intent, Eyes of Volans, Hands of Karkora, Net of Amyntok, Speed of Thought, Time Amok

Lore of Tzeentch Spells: Bolt of Change, Boon of Tzeentch, Blue Fire of Tzeentch, Curse of Tzeentch, The Flickering Flames of Fickle Fate, Mindfire, Pink Fire of Tzeentch, Transformation of Tzeentch, Treason of Tzeentch, Tzeentch's Firestorm, Tzeentch's Golden Aura, Sense the Skein, Word of Tzeentch

Trappings: Chaos Armour (cannot be removed), Chaos Runeblade (+SB+5, *Damaging, Hack, Magical, Penetrating, Unbreakable*), The Cloak of Golden Glamour, Grimoire of Dark Magicks, Skull of Katam, Talisman of Tzeentch

Mental Corruption: Hollow Heart

The Skull of Katam

Egrimm van Horstmann stole the Skull of Katam from the Light College vaults. It is a Human skull, encased in sigil-carved silver and studded with jewels. It is a receptacle of knowledge and, if it is willing, it will speak to the right bearer in a hoarse, unearthly voice.

The sorcerer Katam was a powerful daemonologist who lived in ancient Mourkain, long before that cursed city fell. He learned to speak with the Chaos Gods and made a bargain with Tzeentch — his soul in exchange for eternal life. The Arch-Deceiver did not specify how much of Katam would live forever and now just his skull remains, conscious and slightly aggrieved. After his death the Skull of Katam was etched with the corrosive blood of the Chaos Dragon Baudros. These sigils are intended to bind Katam's more mischievous utterances, though they are not wholly successful.

If he is amenable, Katam can provide +2 SL to any Channelling Tests a spellcaster makes. They must pass a **Hard (-20) Cool** Test or gain a *Fatigued* Condition and 1 Corruption point as Katam whispers secrets that twist the mind.



Cloak of Golden Glamour

According to the legends passed on by the Norse Vikti the most meddlesome and unpredictable of the servants of Tchar is the Daemon known as the Changeling. A devious and malicious shapeshifter, the creature is said to have humiliated the gods of Chaos themselves with its pranks and satires.

One legend in particular relates that at one time the Changeling snuck into the Palace of Pleasure that stands at the centre of Slaanesh's domains. Misdirecting the many daemonic guardians and seneschals the Changeling entered the privy chambers of Slaanesh and caught the god drowsing. Whilst the Dark Prince slept the Changeling snipped the hair from his head and wove it into a fine and glittering fabric, which he dutifully presented to his master, Tzeentch.

Whatever truth might lie behind this tale, one of the many magical artefacts that came into Egrimm's possession following his compact with Tzeentch is a sweeping cloak of golden silk, imbued with powerful magical properties.

The wearer of the cloak gains the *Distracting* and *Ward* (9+) Creature Traits. Followers and Daemons of Slaanesh are subject to *Hatred* of the wearer, but they are also respectful of the cloak and take extreme care not to damage it. Followers and Daemons of Slaanesh will not make ranged attacks against the wearer, including *magic missiles*. When making melee attacks against the wearer they must always pull their blows (WFRP, page 173).



A MAN OF INFLUENCE

Renowned Jade Magister Solentan has uncovered a Nurgle cult in Talabheim. If the Characters help thwart their schemes, Solentan provides them with knowledge, instruction, and introductions to the Talabecland nobility and military. The cult is genuine, but Solentan, a member of the Cabal, is not. Destroying the cult is a test and if they pass, the Characters become favoured pawns of the Cabal, performing tasks seemingly useful to the Empire but that in fact support van Horstmann's many branching plots.

ENOUGH IS ENOUGH

The Salzenhaar family of Altdorf were framed by van Horstmann as sorcerers who brought the God's Rot plague to the city. Despite their innocence, they have been shunned by other nobles and now the family is poor and resentful. Ursula Salzenhaar burns with anger and has resolved to act. She has convened those with a personal vendetta against van Horstmann, including Vespasian Kant, Patriarch of the Light Order. They have decreed to bring down the Cabal and van Horstmann once and for all. They have the funds and access to military and magical support — now they need talented agents.

THE BLUE SCRIBES OF TZEENTCH

Motivation: Recover and record every new spell throughout time.

Short-Term Ambition: Recover and record every new spell throughout time.

Long-Term Ambition: Recover and record every new spell throughout time.

When the Patriarchs of the Colleges of Magic convene, they prefer to discuss one matter in hushed tones. There is a mysterious psychic malady that afflicts selected magisters of all colleges, specifically those who strive to create new spells. It always takes the same form. In the days before their collapse, the wizard complains of faint blue luminescence at the edge of their vision and a sound 'like a scratching quill'. Their fall comes swiftly — after a catastrophic sorcerous misfire they undergo total mental collapse and a period of delirium, where they rave about the 'Blue Ones' stealing away their mind. Many victims never fully recover, as if some irreparable damage was done to their essence.

These unfortunate magisters have been visited by the Blue Scribes of Tzeentch, servants of the Great Architect, doomed to cross reality seeking fragments of their master's shattered mind.

The Shattering of Tzeentch

There was once a war between the Ruinous Powers and Tzeentch was cast down from his perch on the Endless Mountains by the other gods. The Great Sorcerer was shattered into 10,000 pieces with fragments scattering through time and space. These lodged in mortal minds to become all spells and incantations, proliferating and changing into an eternal confusion of sorcerous lore. Tzeentch resolved to reclaim these fragments of his substance and created the Blue Scribes to enact his design.

The two Daemons are charged with gathering every spell in existence, a task which requires more sentience than most lesser servants of the Changer command. Tzeentch is wary of Daemons exerting too much independence, so he granted P'tarix the power to inscribe any spell but no ability to read. His companion Xirat'p can cast the spells but does not comprehend what is written.

The Scribes' Great Task

Impelled by the will of their master, the Blue Scribes travel between realms and through reality seeking new or altered spells. On the battlefield, where destructive spells fly freely between armies, the Blue Scribes manifest in the open, hurtling to and fro on a large, many-eyed Disc of Tzeentch, surrounded by scrolls and tomes full of spells. As P'tarix captures new spells on parchment, Xirat'p reads almost at random from the books, throwing out sorcery to confuse the enemy and protect the scribes in their labours.

Away from battle, they are more subtle. Xirat'p and P'tarix are gifted with limited foresight, which allows them to anticipate when a new enchantment will come into being. Before the new spell is cast, the spellcaster is plagued by barely-discernible emanations from the Aethyr — faint incandescence glimpsed in the corner of their study late at night, coruscating patterns on the walls, a swirling multi-hued mist accompanied by whispered muttering from inhuman voices.

As the manifestations grow in intensity, there is no escape. The Blue Scribes pursue their prey until the wizard utters the coveted spell or incantation, at which point they reveal themselves in the material world and snatch the words from the air. The victim feels the magical concept torn from their psyche and only the strongest will can remain conscious under this ordeal.

MOTIVATIONS

The Blue Scribes are extensions of Tzeentch and thus have no choice but to labour at the task he has given them. They must travel endlessly to recover and record every new spell throughout time. This includes ritual incantations, spells and words of power spoken during the creation of magic items. The Scribes are most likely to arise at the creation of a completely novel spell, but an existing spell performed by a new caster may also draw their attention — a slight difference in intonation makes miniscule new changes to how a spell functions. They have no interest in miracle workers.

The ultimate aim of the Blue Scribes is to gather every spell and become part of Tzeentch once more. This is impossible, as there are an infinite number of expressions of magic.

XIRAT'P – THE ONE WHO READS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	37	35	38	45	48	57	89	89	13	14

Traits: Corruption (Moderate), Daemonic 8+, Distracting, Fear 1, Immunity to Psychology, Random Caster, Size (Small), Unstable, Weapon +6 (Claws)

Talents: Read (not Write)

Trappings: Vast array of Ink Pots, Quills, Sand for blotting, Parchment

P'TARIX – THE ONE WHO WRITES

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	35	37	35	35	30	40	45	50	10	10

Traits: Corruption (Moderate), Daemonic 8+, Distracting, Fear 1, Immunity to Psychology, Mutation (Extra arm - +1 Attack), Size (Small), Spell Syphon, Unstable, Weapon +9 (Quill)

Skills: Language (Magick) 95

Talents: Write (not Read)

LIBRARY DISC OF TZEENTCH

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
1	30	–	45	45	40	30	–	10	15	5	26

Traits: Armour 1, Corruption (Moderate), Daemonic 8+, Distracting, Fear 1, Flight 60, Immunity to Psychology, Large, Unstable, Weapon +8 (Bite)

Trappings: The Disc is piled high with all manner of grimoires and scrolls. If a Character should acquire one of the texts on the disc roll on the Random Grimoire table on page 166.



THE BLUE SCRIBES AS ADVERSARIES

If the party includes a wizard or they know someone who experiments with magic or engages in esoteric sorcerous research, the Blue Scribes may hunt them. This is often foreshadowed with peculiar phenomena as described above.

If they can uncover the looming threat, they may be able to thwart the Blue Scribes and protect the wizard. This will involve a quest to learn more of the strange malady affecting magisters, accounts of the Blue Scribes and dealing with unsavoury experts on daemonology.

Optional Rule: The GM may decide that there's a 2% chance that the Blue Scribes target the Character every time they roll a Critical when channelling or casting a spell for the first time. P'tarix and Xirat'p may act immediately, or they could bide their time, stalking the Characters before manifesting when the spellcasting Character next casts the same spell.

NEW TRAIT: RANDOM CASTER

Xirat'p can cast spells at random. When they are attacked, roll on the following table once per round to determine which kind of spell they cast. Having chosen the lore randomly, either choose the spell or generate randomly. More spells from the Lore of Tzeentch can be found in the *Enemy in Shadows Companion* and the *Death on the Reik Companion*; and more spells from the Lore of Slaanesh are in the *Power Behind the Throne Companion*.

1d100	Lore
1-5	Petty Magic
6-10	Arcane Magic
11-15	Lore of Beasts
16-20	Lore of Death
21-25	Lore of Fire
26-30	Lore of Heavens
31-35	Lore of Metal
36-40	Lore of Life
41-45	Lore of Light
46-50	Lore of Shadows
51-55	Lore of Hedgecraft
56-60	Lore of Witchcraft
61-65	Lore of Daemonology
66-70	Lore of Necromancy
71-80	Lore of Nurgle
81-85	Lore of Slaanesh
86-95	Lore of Tzeentch
96-100	GM's Choice

NEW TRAIT: SPELL SYPHON

Whenever an enemy successfully casts a spell or uses a magic item to cast a spell, the Blue Scribes can make an Opposed Willpower Test with the caster. If they prevail, roll 1d10 and consult the following table:

1d10	Effect
1-2	No Effect: The magical energies boil off in a harmless but spectacular flare of energy.
3-7	Spell Syphoned: The Blue Scribes cast the spell instead of the caster. This is in addition to any spell they might cast this round.
8-9	Spell Mirrored: Both the caster and the Blue Scribes cast the spell. The Blue Scribes may cast an additional spell this round.
10	Power Spill: The spells energies are fatally disrupted. Both the caster and the Blue Scribes find themselves at the centre of a Blast 5, Damage 6 explosion.

When the Blue Scribes succeed in a Spell Syphon contest of wills (a roll of 3-10) on the table above, the spellcaster must roll an additional **Very Hard (-30) Cool Test**. If they fail, they gain the *Unconscious* Condition for 1d10 hours and acquire 2 Corruption points.



A NIGHT TO REMEMBER

This year's Illuminations are going to be the best that Middenheim's Carnival has ever seen. Several magisters are travelling up from Altdorf to show Middenheim's Grand Guild of Wizards what *real* magic looks like. Astromancer Schumann and Branoff of the Bright Order are collaborating on spectacular new spells never seen by the men of the Empire. Yes, there have been a *few* strange phenomena during rehearsals, but that's innovation for you...

THE HEIST

Shadowmancer Olorea is hungry for knowledge. After years of research, she has learned of the Blue Scribes from a purloined copy of the *Liber Malefic*. Now she plans to create a new ritual to catch their attention. When they manifest, she will steal as many books and scrolls from their disc as possible. Now she needs a group of patsies to gather the materials for the rite and then distract the Blue Scribes when they appear.

MÒNA MIMN

Motivation: Others must experience her suffering.

Short-Term Ambition: Revive the Waystone.

Long-Term Ambition: Use the Waystone to turn the Old World into a vast cold mere.

Loneliness is a terrible thing, and Mòna Mimn has been lonely for a *terribly* long time.

Slow extinction is the fate of many Fimir clans, and the last of Mòna's Dirach died centuries ago. No apprentice was born to her clan, no one to match the long life of a Meargh. No one to pass her knowledge on to. No one for company during the long dreary years, alone in the marsh with only the croak of frogs and the patter of drizzle in the puddles to remind her that life and time still went on around her.

A thousand years old, the ancient Meargh lives in her ever-leaning black tower. Her dead clan's huts and buildings have long since rotted or sank into the bog around it, only rocky mounds verdant with moss serving as a reminder of family. She wanders her gloomy lands, accompanied by one of her Fenbeasts, muttering and grumbling to it as she gathers toadstools and frogs for supper, but getting little response. She is wary of the company of Daemons — they always want things.

Mòna has become quite mad, and it's a bitter madness. She once found joy in her watery land, seeing life and possibility, but now it represents only the inevitability of decay. She does not embrace death, but neither does she embrace life. There is only gloom and the marsh.

She blames much on men, the creatures who slowly killed her clan over bleak decades. They are despicable things... and yet sometimes she finds herself wishing some would come to her, so she could rant at them, rage at their heartless cruelty. No, she would not kill them. She would shout and demand answers, so she could listen to their excuses. So she could hear the sound of another voice again.

Discovering the Waystones

During one long, solitary walk into the marsh's depths, Mòna found a curious set of time-worn menhirs, tilted over, half-buried. Crumbling carved glyphs stirred memories, so she returned with Fenbeasts to excavate and reset the stones as they would once have stood. Running her wrinkled clawed hands over their surface she sensed an ancient but dwindled power within, and realised what they were.

The Elves called them Waystones, magical devices of the Ancient Ones for channelling powerful magical energies. Mòna had found something to excite her for the first time since... she could not remember. But something *interesting*. Something *powerful*. And she had an idea. That idea became a plan, and her reason to live.

Mòna believes that others deserve to understand what her existence has become. They, too, should experience the loneliness of the marsh. To this end, she is expanding the marsh, forcing it to grow beyond its natural limits. Let it engulf the surrounding hamlets. Let it swamp the towns, flood the cities. Let it cover the Empire until it breaks even the mountain borders! By properly reviving the Waystone and directing the flow of magic she believes it can be done. It requires time, but she has enough of that.

The Furdienst Creeps Outwards

Mòna's work is underway. Even though there are many boggy miles from Mòna's tower and the Waystone, the villagers of Weldmarkt and Schattenlas have had to move huts from marsh-side to the other. Old folk grumble it's drizzling more and greyer too, and the damp seeps into their aching bones. It ain't natural, they say.

Having a goal has sparked long-dormant life into Mòna. She has fashioned more Beaststones, drawing several Fenbeasts from the mire. Quietly sunken into the ground, three guard the Waystone, two her tower, while another accompanies her. She travels widely, searching for Waystone remnants, whether whole menhirs or simple fragments. Fragments are easier to find, and she buries them along the borders of her expanding marsh to direct the Waystone's magical energies. She seeks other Waystones to gather more power. Finding an undamaged one with legible glyphs might allow her to construct her own. Perhaps all she needs is a drawing of them. A wizard's library may contain such knowledge, but how does she gain access? She doesn't want to start messing about with Daemons unless there is no other option. Willing, capable agents?



ENCOUNTERING MÒNA

Character interaction with Mòna Mimn centres on her need to understand Waystone glyphs and find more fragments. It could have subtle beginnings, with rumours of a strange figure wandering the marsh's fringes, vanishing before anyone gets close enough to recognise them. This figure might be seen digging, as Mòna both searches for and plants Waystone fragments.

If you don't want to begin in the wilds, the Characters are drawn to a series of thefts from magical libraries or private collections. Folios containing rubbings of ancient stone carvings, travelogues of wanderings in certain remote areas (coastlines and wetlands feature commonly), treatise on the Winds, even worked stone bearing curious carvings. Investigation hints at a thief with unnatural ability, even Daemonic. The travelogues or an encounter with the thief hint at a direction of investigation.

The trail leads the Characters to Mòna, her Fenbeasts likely deterring an initial attack. Mòna won't attack unless forced to, although she launches a full-on verbal assault. The opportunity to shout at someone who'll listen is more emotionally important to her than she realises.

A Strange Dependency Develops

After she settles down, she sees an opportunity to employ the Characters. After all, she just wants them to research old texts or find more stones for her collection. Perhaps bury some in places she cannot. They might take the job or maybe race to beat her to books and artefacts, dig up what she has buried.

Mòna is determined, but the Characters can become an emotional crutch for her. Whether as agents or nemeses, she needs them in her life. As enemies, she seeks to outwit them, not slay them. As agents, she gives them interesting missions and (reluctantly) calls minor Daemons to steal a few crowns or assist their personal goals. For their part, the Characters may be her redemption. If they come to understand centuries of loneliness, they may wish to help her.



MÒNA MIMN – FIMIR MATRIARCH

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	45	20	50	55	50	35	40	75	70	25	44

Traits: Armour 1, Bale Eye, Cold-blooded, Grim 1, Night Vision, Size (Large), Swamp-strider, Weapon (Quarterstaff) +9

Skills: Channelling (Mòna's Marsh Magic) 90, Cool 95, Dodge 55, Entertain (Storytelling) 50, Intuition 80, Language (Magick) 100, Leadership 40, Lore (Magic 95, Theology 85), Melee (Polearm) 55, Perception 80

Talents: Aethyric Attunement, Arcane Magic (Mòna's Marsh Magic), Instinctive Diction 2, Luck, Magical Sense, Menacing, Petty Magic, Second Sight, Sixth Sense

Spells:

Petty Magic Spells: Bearings, Careful Step, Gust, Marsh Lights, Spring, Sounds

Arcane Spells: Breath, Entangle, Fearsome, Ward

Mòna's Marsh Magic: A Bite of Midges, Despondent Slough, Inculcate Mizzle, Mystic Mist, O Mere be More

Trappings: Enchanted Staff, Fenbeast Attendants, Mouldy Robes

Bale Eye

The cyclopean eye of Fimir magicians can perceive the ebbs and flows of the Winds of Magic as easily as a Human eye perceives light and shade. This greater awareness of the Winds of Magic allows them to make the best use of any available magical power.

The Bale Eye provides the *Magic Awareness* Talent. Furthermore any tests that make use of *Magical Awareness* to help with Track, Navigate, Perception, and other Skill Tests benefit from +2 SL.

When making a Language (Magick) or Channelling Test, the Bale Eye provides +1 SL. Should a Character with a Bale Eye suffer a Miscast they can make a Difficult (-10) Perception Test. If they succeed, they observe the magical energies going awry. They can choose to stop spellcasting at this point, meaning that their spell fails but the miscast does not occur.

MÒNA'S MARSH MAGIC

A Bite of Midges

CN: 5

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

You call forth a great swirling cloud of midges to plague your foes with painful bites. The flock attacks every warm-blooded creature in the Area of Effect, inflicting a +2 Damage hit at the end of the Round. The swarm remains in play for the duration of the spell. While within the Area of Effect, all warm-blooded creatures must make an **Average (+20) Endurance** Test or gain one *Blinded* Condition and one *Fatigued* Condition.

Despondent Slough

CN: 6

Range: Willpower yards

Target: 1

Duration: Special

The ground between the target's feet becomes cold and sucking mud. Escape is not easy, and the more the target struggles to free themselves the more hopeless and dejected they become. The target gains one *Entangled* Condition with a Strength equal to your Intelligence. For every +2 SL on your Casting Test, you may give the target an additional *Entangled* Condition. The spell lasts until all *Entangled* Conditions are removed. Each round the target remains *Entangled*, they must make an **Average (+20) Cool** Test or gain a *Fatigued* Condition.

Inculcate Mizzle

CN: 9

Range: You

Target: AoE (Willpower Bonus miles)

Duration: Willpower Bonus hours

You implore the clouds to gather and issue forth a gentle but freezing, penetrating rain. Fimir find this sort of weather comforting, but other creatures must make an **Easy (+40) Endurance** Test or gain a *Fatigued* Condition. Tests made to shoot blackpowder weapons, cast spells from the Lore of Fire, or enter *Frenzy* suffer -2 SL whilst the drizzle persists.

Mystic Mist

CN: 4

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus rounds

Mystic Mist has the same effect as the Lore of Shadows spell *Mystifying Miasma* (page 112), though Mòna finds it easier to cast, as reflected in the lower CN.

O Mere Be More

CN: 20

Range: You

Target: AoE (Willpower yards)

Duration: Willpower Bonus years

This is a new spell Mòna has been working on but has yet to perfect. In order to cast the spell, you must stand on the edge of a marsh, one foot in water and the other on dry land. The edge of the marsh then creeps outward across the Area of Effect.

Turned Around

CN: 4

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus hours

You curse your target into becoming confused and losing all sense of direction. In order for this spell to work the target must not be aware that it has been cast. If successful, for the duration of the spell the target suffers from -3 SL to any Navigation Tests made whilst in the confines of a swamp.



THE AUCTION

One hundred and fifty years ago, four street children from the Weissenberg docks were identified as having exceptional magical talent. Magisters from six colleges argued over who would take them on as apprentices. It took the Supreme Patriarch to resolve the dispute, with the children apprenticed to the Orders of Life, Shadows, Heavens, and Death.

Over the next eight years, their early promise came to fruition. Unknown to the colleges the four had reunited and were working together. They used secrets from each other's colleges and came to be able to work magic that used a combination of winds. They recorded these spells into a grimoire.

The colleges greeted these revelations with panic. It is strictly forbidden for a Human wizard to work with more than one Wind of Magic. Whilst these spells were designed for separate wizards working with separate winds, the advice on such matters is not clear cut. The four were convinced to keep their research quiet but witch hunters heard of their activities. The four disappeared, never to be heard of again.

The witch hunters destroyed all their research and property and ordered their names struck from the records.

A Single Page

Rumours emerged that a spell designed by the Weissenberg Four, as they came to be known, has appeared on the open market. It will be auctioned at a secret venue in a week by the Blue Marquis, a shadowy fence. He may be a criminal, but he has a solid reputation for delivering the goods and protecting the identity of his buyers — and himself — even in cases where his lackeys are interrogated.

The Characters are tasked by a college with obtaining this spell. The college hopes the spell could lead them to the lost archive of the Weissenberg Four. The Characters also have an advantage: they have learnt that the spell was handled at one point by the Merchant Otto Berg.

A witch hunter and his retinue are in the city to track down the spell and the seller. They are joined by representatives from each of the colleges in town for the auction. The magisters say they are there to help the witch hunter but they actually want the spell for themselves.

The Merchant and the Thief

Berg has gone into hiding. To find him, the Characters need to talk to other merchants to get directions to the inn where he is hiding. Terrified, he says he sold the item to a representative of the Blue Marquis but he truthfully cannot say more.

He bought the spell from Whatty Wheatfoot, a Halfling Thief. He is alarmed by the interest in what he thought was a simple spell and has gone to ground, hidden by a gang of smugglers who owe him a favour. They are hiding out in a fortified area of the sewers that requires cunning to find and brute force to enter. The Characters may find themselves in the middle of a battle between a gang of smugglers, a witch hunter, and several wizards.

Wheatfoot stole the spell from the explorer Ingrid Dirkmann. Dirkmann died two months ago and her papers are locked in the local Watch Station, the guards there bribed by her lawyer to keep them safe.

The Auction

The auction takes place at midnight in the slums. The site is set up so that bidders cannot see their competitors, with runners taking bids (money, goods, and promises) to the Blue Marquis. If the Characters look into the marquis they may be able to find him for the short period of the auction.

If they do so, then they may be able to steal the spell.

SKIN OF BONE AND BARK

CN: 1 for *Ghyran* and 3 for *Chur* (to be contributed by two different wizards in the same round)

Range: The spell effects either one of the casters

Target: 1

Duration: Willpower Bonus (use the higher Willpower of the two participants) rounds.

Created by the Weissenberg Four, this is a new form of Colour Magic, with two magisters able to combine their power to cast a single spell. While not technically illegal, several interested parties, including the Cult of Sigmar, strongly insist that it should be.

The caster's skin grows rough and hard. The wearer gains +20 Toughness.

THE APPRENTICE

From the day she was born, everyone in Camberheim knew Hanna was different. They said that she was blessed by Rhya, including the ability to talk to animals. She was apprenticed to the local herbalist and grew to be his equal in skill by the age of nine.

Hanna's parents knew that her talents would attract attention. They sought to keep her powers secret. However, a greedy pedlar pieced together the truth and sold the information, which made its way to Altdorf. Upon understanding the implications the Jade College tasks one of their own, or a group of adventurers, to investigate whether Hanna is a potential candidate. These investigators are given a warrant that provides them with the authority to bring Hanna to Altdorf.

On Route

A day away from the village the Characters come across a burnt-out coach. The damage occurred recently but there is little to find except for a few arrow heads. A freshly dug grave can be found nearby with a plank of wood from the coach, etched with a raven, acting as a marker. This is the result of a bandit attack.

Boris and the Bandits

At Camberheim, the villagers are clearly nervous of the Characters and deny knowing Hanna. They are pointed towards the village elder, Ivan. He is also the owner of the tavern, *The Orc's Head*. An experienced but now largely incapacitated ex-soldier, at first he denies the girl exists. If the Characters push, he tells them that he had been forced to lie as he fears retribution. He says that Hanna has been taken prisoner by a group of vicious bandits led by 'Bad' Boris.

Ivan intends to send the Characters to kill the bandits. They have made their hideout in an abandoned windmill. From there Boris and his gang terrorise the local area. The windmill and surrounding buildings stand on a small hill, surrounded by a rotting wooden stockade. The bandits are prone to engage in carousing each night and are vulnerable then. Few of them are willing to fight to the death and it is easy to negotiate with them. However, Hannah is not there.

Upon their return Ivan admits lying to the Characters and admits that Hanna is being kept safe by the local cleric of Taal. The villagers did this after a strange man came to the tavern at night looking for her, a necromancer who wants Hanna to serve as his apprentice. They suggest that the cleric may be found at a nearby shrine.

Not So Safe

The shrine stands in a small clearing at the foot of a rocky outcrop. At the centre of the clearing is a large roughly hewn standing stone, with offerings of food and other small items around the base. There is also a rotting hand (which dropped from a Zombie) nearby. Accessed through a narrow path is a small cave. Inside the cleric of Taal, Heinrich, is badly injured. He was attacked by an unknown assailant who took Hanna with him.

The Dark Apprentice

It is easy to track the necromancer to his lair. He has made his home in a small chapel of Morr, located at the centre of a graveyard which stands at the edge of an old, abandoned mining town. The houses are overgrown and tumbling down and now home to a dozen Zombies who amble around the area. He is served by two well-paid thugs. Hanna is kept prisoner in an empty crypt.

Back at the Village

If Hanna is rescued she asks to be taken home to say goodbye to those she loves. The villagers are very upset and beg for the Characters to leave her. If the Characters are wounded then Ivan and others may try to threaten them. The Characters may realise that their actions in taking Hanna will have a terrible impact on the community and those within it.



MAGIC LICENCE

By the Word of Law laid down in the Articles of Imperial Magic, in the name of Emperor Karl-Franz I, Protector of the Empire, Defier of the Dark, Emperor Himself, and Son of Emperors, and the benevolent direction of the Grand Theogonist Horri XN, under sight of the wisdom of the Supreme Patriarch Thyrus Gormann who speaks for all Patriarchs of the Imperial Colleges of Magic, a licence to practise magic within the bounds of the Empire, or without, with express permission of those listed above, is granted to

.....
of the esteemed

.....
wizard's name here

.....
for the period of THREE YEARS and ONE DAY from the date of this signed and stamped licence and must thereupon be renewed.

The above said Magister is free to practice, study, document, and experiment with the arcane forces of magic present in this world, provided they strictly adhere to the Articles of Imperial Magic. They may do so within said boundaries bound to the ideals and laws of Sigmar's Holy Empire and to he who is rightfully elected Emperor of Sigmar's Holy Empire; then to the Supreme Patriarch of the Colleges of Magic; then to the laws and ideals of their Order; then to the Patriarch of their Order; then to the authorities that each Magister may be required to serve in the course of his duties; then to other superiors within their Order.

The above said Magister may not overthrow, obstruct in malice or for financial or political gain the rulings of the Emperor, Electors or their appointed institutions and agents.

The above said Magister must produce this licence on request to those with office of authority and be ready to answer questions as to its terms, or those of the Articles of Imperial Magic.

The above said Magister may be requested to render reasonable service to the offices of the Empire in pursuit of destructive and anti-Imperial machinations, practices, peoples, and creatures that are beyond the means of civil authorities. All Magisters may expect to receive accommodation, benefits, respect, and fair treatment, as would befit any noble of Sigmar's Holy Empire, while in such employ.

Magisters are subject to all direction from representatives of the Cult of Sigmar.

The above said Magister is permitted to pursue agreements of employment with any persons or organisations; civil and religious, public and private, noble and mercantile, providing their employers are not enemies of Sigmar's Holy Empire or the people and that will not lead to the breaking of terms of this licence or the Articles of Imperial Magic.

The above said Magister may never encourage or study the Forbidden Lore of the Daemonic Powers, nor the unholy ways of Necromancy, nor any other sorcery or witchcraft that utilises the wicked powers of Dark Magic. Any Magister found disregarding this Article is guilty of an Abominable Act and is both Heretic and Traitor and subject to righteous punishment.

This licence may be revoked by any publicly appointed official with evidence of anti-Imperial machinations or evidence of illegal practices of magic including, but not limited to, the above said. The misuse of such revocation is subject to punishment in the name of the Empire through the hands of the Order of the Silver Hammer.

This licence, once issued, may not be amended. This licence must only be held by the above said Magister or their superior or other appointed person. Its possession in the hands of other individuals is a crime punishable by fine, bodily fine or pain of death.

Signed this day.

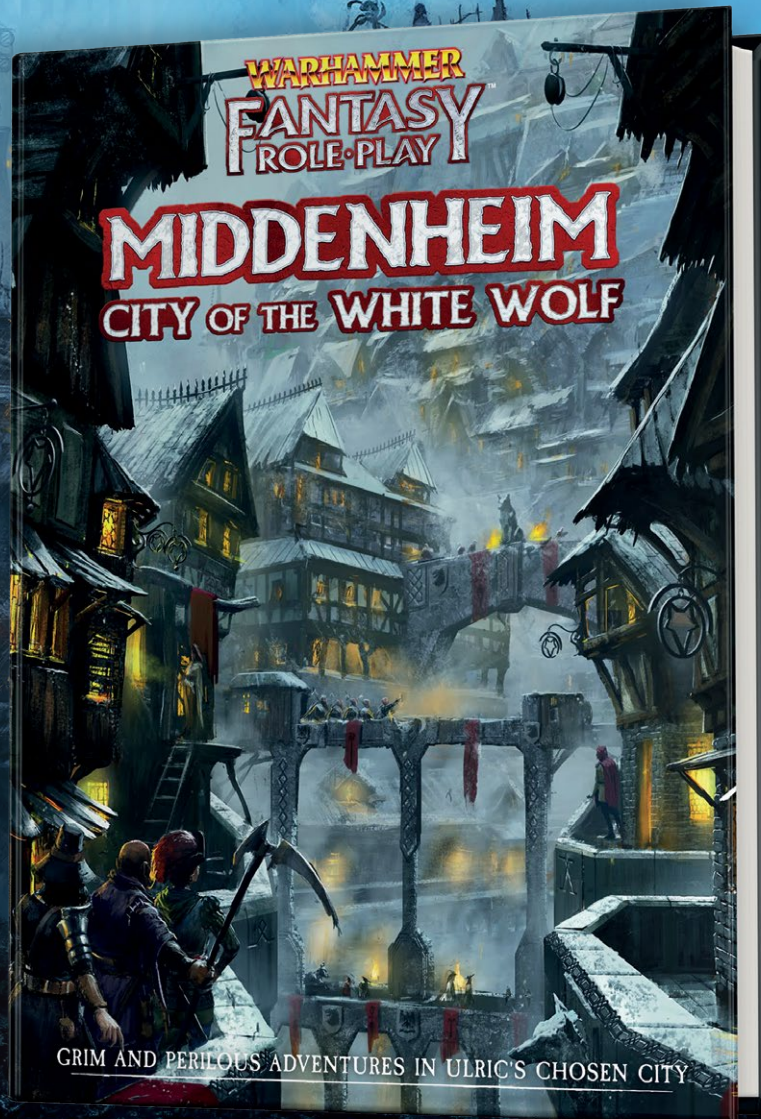
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